
Subject: Re: Release : GDI Party Buildings!
Posted by [Dreganius](#) on Tue, 09 Sep 2008 14:01:21 GMT
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No problem. They do look fuckin wickedsick. I removed the first W3D files from every building but the WF to remove the flags and all, and used the sound and extra stuff for that. I replaced the girls on the MCT to the burning skulls that I used in my stealth effect skin, so I have these skulls scrolling over it and it looks hewt xD

It's like a river of blood! Yummy!!!!

And I also just threw lots of screamo/metalcore in there for good measure

But it's really great work and I luvit.

- Karandras
