
Subject: Re: [Model Replacement] Nod Advanced Tiberium Refinery Interior :P
Posted by [JsxKeule](#) on Thu, 23 Apr 2009 08:22:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Thu, 23 April 2009 10:16From a realistic point of view, it doesn't make sense to put a breakable window near Tiberium (which is very toxic)...

From an artistic POV: great work!

hmm yeah your right
but have you ever seen glass that can fly

File Attachments

1) [ref_glass.JPG](#), downloaded 670 times

1 2 3 4 5 6 7

