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Subject: Re: okk

Posted by [GEORGE ZIMMER](#) on Sun, 17 Jan 2010 05:38:57 GMT

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Looks like shit

Throwing some patterns onto a texture and some badly modeled pipes into the back is not a good job. Nor is adding random dazzle effects. Also, maybe it's just from viewing it in W3D viewer, but why the fuck is there tiberium gas clouds all over the place...?

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