
Subject: Re: The Third Tiberium War BETA
Posted by [Aircraftkiller](#) on Thu, 30 Jun 2011 22:31:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Modeling isn't a "game", it's a time-honored technique by which to create 3D geometry for various applications. Showing work that looks like shit, getting critique on how to not make it look like shit, then blaming gMax's non-existent render quality is a bad way of going about taking critiques.

As they say, "If you don't want your work critiqued, don't post it in public." And if you don't have anything useful to add to the discussion, I suggest you stop posting in the thread.
