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Subject: Re: The Third Tiberium War BETA  
Posted by [Blazea58](#) on Fri, 01 Jul 2011 04:38:48 GMT  
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Aircraftkiller is right on many points there, you have to learn from better tutorials first, and if you really think just improving the texture quality in the picture is going to help, your dead wrong. A flat 300x300 plane is all it looks like to me with a few modifications.

thats how you make your textures show up in full resolution by the way.

don't know how you can be trying to take credit anyways for models you ripped from C&C3, all of your pictures also say "made by you" , but what did you make? o.O