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Subject: Re: C&C Tiberium Garden

Posted by [Aircraftkiller](#) on Fri, 21 Oct 2011 03:09:37 GMT

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We are trying to avoid the HL2-esque appearance at all costs. No sense in copying art styles like that.

Progress is a little slow lately. I'm working a low-wage job until my career opens up, so I'm a bit tired when I get home. I'm unwrapping the Tiberium Harvester - which is almost complete - and I should be painting it by this weekend.

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