
Subject: Re: Tiberium Crystal War Beta 1.30
Posted by [Mauler](#) on Tue, 07 Feb 2012 00:02:55 GMT
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Starbuzz wrote on Mon, 06 February 2012 16:55Do you have any plans to replace the weapon models and effects? Would feel complete imo.

Eventually they will be.

One of our 3D Artist is creating models for UDK. We can easily port them to TCW with a few modifications.

Here is a sample of his work.
Nod Confessor Rifle
