
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Fri, 06 Apr 2012 14:05:40 GMT
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That is an inaccurate model. I suggest following your references closer if you want this mod you're developing to look true to the original game. Also, there are many areas of that model which could be improved: reduce the sandbag polygon counts as a starter point. Normals would give you the detail you're looking for.
