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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Aircraftkiller](#) on Fri, 06 Apr 2012 17:30:50 GMT  
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When I post my work as a work-in-progress, the model is not so far from the source material as to require a rework of the geometry to such an extent that it greatly affects the model's silhouette after I'm finished with it.

Similarly, if you were to develop a model of a watermelon that looked like a cantaloupe, calling it a work in progress is simply an obfuscation of the problem: you need to hire modelers that are worth their salt. When you ask for a certain type of object and get a similar but different one in its place, you're working with someone who needs attention to detail.

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