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Subject: Re: Red Alert: FPS

Posted by [Aircraftkiller](#) on Mon, 23 Sep 2013 01:02:18 GMT

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It's a lot better than that first model you showed, but it still needs a lot of work.

I think it's pretty clear that a lot of the model is out of proportion. Fixing that would go a long way toward making it look better. Here's an attached image I've drawn over to emphasize some of my points: