Subject: Re: Tiberian Dawn: The First Strike
Posted by OWA on Wed, 05 Feb 2014 13:31:02 GMT
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Bfranx wrote on Mon, 03 February 2014 06:05So I want to find someone who can import our models into the UDK and decide if the poly counts are acceptable. I also need someone who knows how large the texture maps should be.

I'm not entirely sure what specific job title I'm asking for, can you guys help me out?

Technical Artist.