
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Fri, 11 Apr 2014 23:29:41 GMT
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Well we've decided to step up as far as the quality of our assets go (thus the reason I haven't released any models lately). I hope that everything will be as close to the source material as possible, but I want to make sure that the concepts are as good as they can be.
