
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Mon, 16 Jun 2014 16:35:50 GMT
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Aircraftkiller wrote on Sun, 15 June 2014 22:05If you don't have artists with an artistic eye, you have technicians reproducing what they see in old blurry renders from when 3DS Max was still run in DOS

If you aren't interested in doing the work yourself, you've already failed

You should seriously pack this up and admit that you're done. There's no shame in failing. Everyone does it. Go do what you're good at: focus on medical school instead

I don't know...

Part of me wants to end this and move on, but the other part of me wants to see this to completion.

I'll keep thinking about it, but I want to wait and see what comes out of our next update before I decide anything.
