
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 10 Jul 2014 00:54:34 GMT
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Well he was telling me before to learn how to do all of these things myself, but there's no way I would be able to complete any of the models that need to be completed by myself at this time even if I were trying to learn how to.

And as far as telling me to end this project, I already said that I'm waiting to see what comes from our next update.

I honestly don't understand what he said that I didn't acknowledge.

EDIT: Furthermore, I've directed all of my concept artists and 3D artists to Polycount as ACK suggested.

I value his opinion and I respect his experience. And rather than post some worthless expletive-laden rant or useless bullshit, he actually gives sound advice (more often than not, anyway).

He doesn't sugar coat what he says but I look past that, I honestly wish more people in this thread were like him.
