
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Aircraftkiller](#) on Thu, 20 Nov 2014 02:05:09 GMT
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Here, try this:

This is a project I finished last month by myself and am currently developing into an animation to show at my company's booth at I/ITSEC in December. It wasn't even designed with Unreal in mind. In about a day worth of work, I imported my F-16 (that I modeled, unwrapped, painted, and rigged) into UDK and set up a basic environment for it to fly around in.

If your team produced this kind of work, you wouldn't be getting shitty comments.
