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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Bfranx](#) on Thu, 20 Nov 2014 05:32:07 GMT  
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Aircraftkiller wrote on Wed, 19 November 2014 19:05 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.

Nicely done. Your work impresses as is the norm.

However, it seems to me as though none of you fully understand the severity of my short-handedness with regard to 3D Artists and Texture Artists. Allow me to explain our current situation.

I have a 3D Artist who was working on the barracks but is currently away from his computer and is unable to work.

I have a second 3D Artist who was working on the Weapons Factory but is currently working for another team and is unable to work for us.

I have a third 3D Artist who was working on the Minigunner, but has been working very slowly and communicates infrequently.

I have a fourth 3D Artist who was working on the Nod Buggy but has been out of communication for some time.

I have a fifth 3D Artist who was working on the Service Depot but has been experiencing technical difficulties and is unable to work.

I have a Concept Artist that just finished the Guard Tower and has since moved on to the Advanced Communications Center.

I have a second Concept Artist that is currently working on the Stealth Tank.

I have a third Concept Artist that is currently working on the Medium Tank.

I have a fourth Concept Artist that is currently working on the Civilian.

I have a fifth Concept Artist that is currently working on the Flamethrower.

I have a sixth Concept Artist that is currently working on the Light Tank.

I have a Texture Artist that just finished the AT-4, but they were busy with life when I last contacted them and I haven't been able to contact them since.

I have a second Texture Artist that was going to work on the SAM Site, but is currently working for another team and is unable to work for us.

I have a Website Designer that is currently working on designs for our site's layout.

So our current manpower situation is as follows:

1 Somewhat-active 3D Artist.  
1 Texture Artist.  
6 Concept Artists.  
1 Website Designer.

I have several Concept Artists, and I'm certainly glad to have them, but their work is understandably slow and regrettably pointless without any 3D Artists to make use of them.

And if some of our team members decide to leave (as they often do) then I will have to begin recruiting again and the cycle will more than likely repeat itself.

I'm not asking for your sympathy, I just want you to understand what I'm forced to work with.

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