
Subject: Re: Collaboration Request

Posted by [Sir Phoenixx](#) on Mon, 27 Oct 2003 01:36:58 GMT

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Cpo64Hello everyone,

I am making a costal map, and as I was "standing" on the beach, looking out over the water, I thought to my self "hey, ya know, a nice GDI Aircraft Carrier and maybe a destroyer or two would look perfect right there..."

So, now my request,

I am looking for a low poly, textured, GDI looking, Aircraft Carrier and Destroyer. Don't need bones or anything special, as they are just meant as a backdrop.

If you want to help with this, post here, or email me.

Are you good at building interiors? If you are, and are willing to help with the development of a map, please contact me.

Now for my email starcitsura@hotmail.com

Of course, if you help me, you will get all credit for your work, and all that other fun stuff

Have you ever seen a real aircraft carrier? They're just a box with about a half dozen segments for the deck, and a few simple boxes for the tower, you should be completely able to create a low polygon aircraft carrier yourself.

Same thing for the interiors.
