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Subject: pooling resorces

Posted by [Fabian](#) on Thu, 29 Jan 2004 03:35:58 GMT

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Sarcasm: The lowest form of humor.

Anyway, teams work great when everyone has something to contribute that is DIFFERENT from the other members. If you have a group of mediocre mappers, you will get a mediocre map. But if you have an awesome modeler (but a bad texturer), and an awesome texturer (but a bad modeler), they are more likely to produce something of quality together than by themselves.

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