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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Genocide](#) on Thu, 22 Apr 2004 12:51:24 GMT  
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I created the model and texture.

Fact time:

- The model is nearly 2000 triangles.
- No filters were used when creating the texture, all was created using real urban camouflage textures and a custom metal layer.
- Majority of people do not have a problem with it, so in our opinion it is fine for now.
- We will upgrade certain parts of the model and we are not going for the E3 look and whoever said we was, were going for a mix between reality and colour schemes found in Tiberian Dawn.
- Thanks for all the compliments.

Genocide

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