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Subject: Tiberian Dawn Nod Airstrip model

Posted by [Sir Phoenixx](#) on Mon, 03 May 2004 20:50:04 GMT

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SeaManWhich isn't a correct way to model it.

Maybe take look at these pictures:

Compared to that screenshot it's modeled almost perfectly (except for the occlusion of that silo), it's the texture that's bad.

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