Subject: Does anyone know why WS switched from the TD-ish models?
Posted by SuperFlyingEngi on Thu, 03 Jun 2004 14:28:45 GMT
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Some of the models westwood din't use look really stupid, though... I haven't seen otherassets.zip yet [Stupid Cinema 4d won't open stupider .MAX files] but some other models that are sort of lying around the game that weren't used have so much rust on them it's not even funny.