
Subject: what??????read it's important!

Posted by [Anonymous](#) on Thu, 23 Jan 2003 15:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Argh... Now I need an asprin!Ok, that's better...No one actually said anything about those models not being yours, well except for that one kid, but he was just talking out of his @ss .Nationality has nothing to do with a person's ability to create/design 3d objects in a program. quote:I know the frenchs aren't appreciate by the americans but leave me a piece of luck please...That's not true, (well, most aren't appreciated by anyone j/k)...(All Generalizations are false!)

Subject: what??????read it's important!

Posted by [Anonymous](#) on Fri, 24 Jan 2003 00:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's me have creating in 3d the "Char Destroyer" and the other .i dont have pinch these models...i know i'm french and in general the frenchs aren't good in 3d..but certain french happen to create very goodDo you want a proof???How to prove that are my models??????? If you know TheKGBspy, he will say to you that are my modelsI know the frenchs aren't appreciate by the americans but leave me a piece of luck please... [January 23, 2003, 12:15:
Message edited by: HexaGalaxys]

Subject: what??????read it's important!

Posted by [Anonymous](#) on Sat, 25 Jan 2003 08:33:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

sorry certain see i copy

Subject: what??????read it's important!

Posted by [Anonymous](#) on Sun, 26 Jan 2003 04:26:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Americans apriciated better than other people? Hum, Lol.Anybody can model good if they put their mind into it. [January 26, 2003, 04:35: Message edited by: psychoarmy]

Subject: what??????read it's important!

Posted by [Anonymous](#) on Sun, 26 Jan 2003 09:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by psychoarmy:Americans apriciated better than other people? Hum, Lol.Where'd you get that from? Please tell me where you seen that in this thread, because I must have missed that part.
