Subject: Re: Red Alert 2: Apocalypse Rising Update Posted by Zion on Fri, 16 Jun 2006 15:56:31 GMT View Forum Message <> Reply to Message

well, the unwrap artists give you unwraps and we need to you fill them with textures. also, from modelers you will need to make/modify current textures so they can place them in the model and see what fits.

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