If you really want to see negative comments, take this thread over to Polycount.com and post it there. If you really want your team to get better, you'll put aside the ego and excuses. That shit won't fly in the UDK community. Next-gen art is demanding. There is nothing that you're doing that other artists haven't done before you. You obviously have a lot to learn if you want this to ever get off the ground.

Anyone criticizing you right now is being tame compared to what Polycount will tell you about your models. If you'd rather play the woe is me card instead of shrugging off the Horribly Offending Internet Criticism and improve your work, you'll be laughed at in next-gen development. If people didn't want you to improve, they wouldn't waste their time giving you criticism at all. Think about that for a while before you respond again.