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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Aircraftkiller](#) on Mon, 15 Oct 2012 22:22:55 GMT  
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Never mind that your reference material isn't being followed completely. Here's why that looks bad:

Compare that building in UDK with yours. Tell me what's different in terms of texture quality, detail, fine detail, geometry quality, etc. Then tell me what's wrong with your model. I think you'll figure it out in a few seconds, and hopefully you'll press your guy to spend more than a few minutes developing it.

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