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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Bfranx](#) on Wed, 23 Apr 2014 18:06:07 GMT  
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Aircraftkiller wrote on Mon, 21 April 2014 10:09 Polycount isn't "one resource" you nitwit. It's a community of professional 3D artists, concept artists, texture artists, animators, etc. It's a think tank. If you're going to dismiss it that easily, I don't think making anything for any game is your strong suit

I view the community as a collective resource, but of course I know that there is more than just one part to it.

liquidv2 wrote on Mon, 21 April 2014 10:50 it doesn't have to be a visual work of art for people to play it  
look at Renegade after all - it's still around after more than 12 years

played Fjords this weekend and got mad all over again - fucking trees  
that mammoth tank is a thing of beauty, however

Yeah, sometimes simple things can be great.

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