
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 02 Aug 2012 18:51:39 GMT
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Aircraftkiller wrote on Thu, 02 August 2012 06:43 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.

I've posted on Polycount already, and I must admit I was expecting at least some sort of reception. I honestly do want the team to get better, but I don't know what ego you're talking about, and I'm not making excuses, i'm trying to explain the situation.

I'm not playing the "woe is me" card, and i'm trying to improve my work. Maybe you don't understand the differences between you and I. You have studied in this field, for many years as you've already said. This game started when i posted an idea on bluehell, I didn't know anything, ANYTHING about making a game. Everything I know right now i've learned on the spot while making this game. You expect me to improve, when I already don't know what the hell i'm doing. I know I should have the knowledge to apply what you're telling me, but I jumped into the development circle with an idea, and i've been lucky so far.

I'm not asking for your sympathy, I just thought I should let you understand how difficult this is. And for the record, I think im the only person to make a game with no knowledge whatsoever about making a game.
