Forum: Challenges & Duels

Topic: Heromorph + C2F team competition rules

Subject: deadline

Posted by: DPerceful

Posted on: 2004/6/27 20:32:21

i don't think anyone's concern at C2F is the quality of artwork, i think it's more the personal time into the project. one month to do a manip, why rush it....you have many things to take into consideration.....how fast does your partner work, what's his/her workflow, overall design concept, image search, mowing the lawn, splinter cell pandora multiplayer, adult swim.....lot's of stuff to take into consideration.

i think it really boils down to disapponting your partner. i'm afraid that i might not get the work done in time and let my fellow manipper down.

dan