General HavocLaeubi is correct. You can make the skin easier to see by replacing the DDS file. However the skin will always be transparent. The stealth distance is coded into the game engine. After a certain distance the engine hides the units. The distance is differend for sbh and stanks (only 5 metres though). There is no way of chainging this unless you modify the map.

Don't forget that Mobius has a greater ability to see stealth units than normal chars.