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Subject: Re: Steath effect skin

Posted by [ChewML](#) on Sat, 12 Jul 2008 00:22:32 GMT

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What I did was, I tried to take a camo pattern and place the whole thing over the stealth effect DDS.

The problem was on the SBH you could only barely make out the detail if you knew what you were looking for, and it scrolls kinda fast on the SBH. On the stank you could see the detail a lot more clearly, but the colors were not coming out of the camo like I wanted them to.

I got a lil annoyed and just started kinda doing random color changing via hue/saturation and the original blue caught my eye. So I tried it and the original camo pattern doesn't show so much, but it gives a neat multi-colored effect that apparently comes out nice.

I hope that kinda made sense to help.

Edit: If it did not make so sense, I was basically explaining yes it will reflect, but pending on the pattern selected how well it will.

Also just in case you did not know the darker the colors are in the stealth effect the more see-through that area is in the effect. So basically if you just make it black like you were trying to make him a solid shadow then you would not be able to see the SBH at all when stealthed all you would see is the players name floating untill they shot or got under 50 HP.

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