Subject: Re: [skin] GDI base
Posted by Reaver11 on Wed, 11 Mar 2009 13:04:26 GMT

Make sure you texture is seamless. (most faces in renegade repeat the same patern)

It is a start I like your color scheme only decrease the black areas atm they make the skin look flat.

Personnaly I wouldnt use text that much on a terrain skin.