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Subject: Re: [Skins] Doors

Posted by [Reaver11](#) on Fri, 18 Jun 2010 12:09:15 GMT

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You can work hard for something but that doesnt mean it's automatically good.

I wonder how did you start with this idea?

Since usually it is smart to have an idea of your finished concept.

Or a vision of what it is going to be.

I mean I have alot of stuff I just use for practising/improving my modding skills do I release them nope! (I think Reborn and Zion do the same thing?)

So in terms of releases think of what you did like to make and see released something with an idea behind it. (and not 6 crazy lines on a door)

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