
Subject: Chronoshifting art
Posted by [Aircraftkiller](#) on Tue, 10 Aug 2004 22:41:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.deviantart.com/deviation/9664329/>

Subject: Chronoshifting art
Posted by [Panther](#) on Tue, 10 Aug 2004 22:43:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

pretty nice.. just missing a little something.

Subject: Chronoshifting art
Posted by [PermaGrin](#) on Tue, 10 Aug 2004 23:00:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Chronoshifting art
Posted by [Aircraftkiller](#) on Tue, 10 Aug 2004 23:15:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

And that little "laughing" graemlin is supposed to represent what, my spamming, Reborn supporting, friend?

Subject: Chronoshifting art
Posted by [Vitaminous](#) on Tue, 10 Aug 2004 23:39:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Guess.

Subject: Chronoshifting art
Posted by [rm5248](#) on Wed, 11 Aug 2004 01:29:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

.....

That sucks. If the tank is coming out of the chronoshift, obviously the shift shouldn't be on top of the tank, it should be around it.

Subject: Chronoshifting art
Posted by [Sir Phoenixx](#) on Wed, 11 Aug 2004 01:36:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

What are you talking about? It is around it.

Subject: Chronoshifting art
Posted by [YSLMuffins](#) on Wed, 11 Aug 2004 01:37:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

I see you're really getting into dA, aren't you Aircraft? Hehe.

The subject looks very impressive, and the background is a great photograph, but they clash with each other. It just doesn't look believable. The subject in this photograph would look much more splendid in a photograph with a rendered background, like this:
<http://www.deviantart.com/view/9573520/>

Subject: Chronoshifting art
Posted by [rm5248](#) on Wed, 11 Aug 2004 01:38:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sir PhoenixxWhat are you talking about? It is around it.

Let me re-phrase that. It looks like it is underwater, it is not clear, so I don't think it looks like it is coming out.

Subject: Chronoshifting art
Posted by [SuperFlyingEngi](#) on Wed, 11 Aug 2004 01:52:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerAnd that little "laughing" graemlin is supposed to represent what, my spamming, Reborn supporting, friend?

If I may speak for PermagrIn, I doubt it meant anything until you took it offensively.

Subject: Chronoshifting art
Posted by [Fabian](#) on Wed, 11 Aug 2004 02:01:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've seen much better photoshopping.

The background looks totally uneffected by a huge ball of light and energy. It should be brighter,

and maybe a little blurry...the angle of the tank and background clash.

It looks like you used the "plastic wrap" filter...which really doesn't fit.

Subject: Chronoshifting art

Posted by [Vitaminous](#) on Wed, 11 Aug 2004 03:01:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

OMG, U GHESSED RAIGHT 4 IM LOL

Subject: Chronoshifting art

Posted by [Aircraftkiller](#) on Wed, 11 Aug 2004 04:46:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

It was a test to see what could be done. I'll eventually remake it and distort the terrain around it to give it a more "vortex" feel. How you think it looks underwater; I have no idea. It looks like energy breaking apart as the tank bursts through the vortex.

Anyway, beyond that: <http://www.deviantart.com/deviation/9674678/>

Showcasing the Ranger, with a much better render than the previous one used in the purchase icon.

Subject: Chronoshifting art

Posted by [Aircraftkiller](#) on Wed, 11 Aug 2004 05:55:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

:rolleyes:

I rarely use filters. The plastic wrap was used for the Chronal Vortex which was a 3D mesh I had to create in Max and texture in Photoshop to create a detail blended alpha vortex in order to get the proper effect I wanted. It's not just "plastic wrap," it's about five hours worth of work. Which is okay since you seem to think that my work is on par with a professional tool's filter system, so I'll take that as a compliment.

Subject: Chronoshifting art

Posted by [bigejoe14](#) on Wed, 11 Aug 2004 14:10:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice comeback, faggot.

Subject: Chronoshifting art

Posted by [Fabian](#) on Wed, 11 Aug 2004 17:18:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Allow me to reword:

The angle of the tank makes it look like the "camera" is at the same level as it. However, the angle of the ground makes it look like the "camera" is higher up.

You can either:

- Distort the ground layer so the ground is wider and larger the closer it gets to the camera.
- Get a new image of a tank that is at a better angle.

The actual choral vortex looks good though. Personally I would make the background brighter around the vortex.
