
Subject: post your ground textures.

Posted by [Di3HardNL](#) on Fri, 02 Feb 2007 22:49:36 GMT

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im new on this forum and i make alot skins these days, im bored so i just want to know what your renegade looks like so i can get new ideas for new projects
heres some of mine.

Field tunnel

<http://img457.imageshack.us/img457/4512/screenshot1049hf6.png>

Field - field

<http://img393.imageshack.us/img393/6315/screenshot974bx9.png>

City Flying, pls tell me if nudity is allowed in this forum because this ss carries one

<http://img409.imageshack.us/img409/19/screenshot1388nr0.png>

Mesa

<http://img255.imageshack.us/img255/962/screenshot1369ti1.png>

Hourglass

<http://img457.imageshack.us/my.php?image=screenshot1369gm7.png>

Walls flying with some gdi buildings

<http://img255.imageshack.us/img255/6995/screenshot1378kz2.png>

Islands tunnels (im gonna remake them i think :S)

<http://img265.imageshack.us/img265/8092/screenshot1387vq4.png>

Canyon

<http://img409.imageshack.us/img409/7863/screenshot1389jo0.png>

another

<http://img409.imageshack.us/img409/2024/screenshot1390bk7.png>

When im on internet playing the graphics look like shit, but if you take a look at my fps you know why. and if you like some of these skins tell me

Subject: Re: post your ground textures.

Posted by [Viking](#) on Sat, 03 Feb 2007 00:21:02 GMT

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1 Half of the links don't work.

2:Boobies.

Subject: Re: post your ground textures.
Posted by [Zion](#) on Sat, 03 Feb 2007 01:17:06 GMT
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All i can see in this thread:

"omg tits on city I WANT!!!!!"
"Nice advantage skins."
"Fix your damn links"

Subject: Re: post your ground textures.
Posted by [Jerad2142](#) on Sat, 03 Feb 2007 01:23:32 GMT
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Merovingian wrote on Fri, 02 February 2007 18:17All i can see in this thread:

"omg tits on city I WANT!!!!!"
"Nice advantage skins."
"Fix your damn links"

I think they removed the naked Sydney and Hotwire downloads.
JK I'm sure they are still on-line some where.

Subject: Re: post your ground textures.
Posted by [Zion](#) on Sat, 03 Feb 2007 01:27:22 GMT
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I've still got the naked hotwire skins from numerous places.

There's also naked sakura and pronographic PT skins. =/

Subject: Re: post your ground textures.
Posted by [Jerad2142](#) on Sat, 03 Feb 2007 01:35:20 GMT
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Merovingian wrote on Fri, 02 February 2007 18:27I've still got the naked hotwire skins from numerous places.

There's also naked sakura and pronographic PT skins. =/
....Wow, well um, thanks for coming clean and all, but um, ya, anyway where was I. I forgot so never mind.

Subject: Re: post your ground textures.
Posted by [Veyrdite](#) on Sat, 03 Feb 2007 02:28:28 GMT
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LOL.

Subject: Re: post your ground textures.
Posted by [Di3HardNL](#) on Sat, 03 Feb 2007 07:30:31 GMT
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Merovingian wrote on Fri, 02 February 2007 19:17All i can see in this thread:

"omg tits on city I WANT!!!!"

"Nice advantage skins."

"Fix your damn links"

hmm ok i just copied the links from other forum to here, i checked the first 4 if they worked, and they did but i see i need to fix.

what advantage skins then?

Subject: Re: post your ground textures.
Posted by [Di3HardNL](#) on Sat, 03 Feb 2007 08:45:37 GMT
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here fix because i cant edit my first post anymore

Hourglass

<http://img457.imageshack.us/my.php?image=screenshot1369gm7.png>

Walls flying with some gdi buildings

<http://img255.imageshack.us/img255/6995/screenshot1378kz2.png>

Islands tunnels (im gonna remake them i think :S)

<http://img265.imageshack.us/img265/8092/screenshot1387vq4.png>

Canyon

<http://img409.imageshack.us/img409/7863/screenshot1389jo0.png>

another

<http://img409.imageshack.us/img409/2024/screenshot1390bk7.png>

pls if you dont like them, say what you like and i can make some of your requests

Subject: Re: post your ground textures.
Posted by [puddle_splasher](#) on Sat, 03 Feb 2007 10:02:40 GMT
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Very nice skins and very pleasing to the eye.

The only one needing changed is Islands.

very good effort A+

Subject: Re: post your ground textures.
Posted by [Sir Kane](#) on Sat, 03 Feb 2007 12:14:50 GMT
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What the fuck?

Subject: Re: post your ground textures.
Posted by [Blazer](#) on Sat, 03 Feb 2007 12:45:31 GMT
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I fixed the links in the orig post...thats some crazy looking texture jobs heh

Subject: Re: post your ground textures.
Posted by [EvilWhiteDragon](#) on Sat, 03 Feb 2007 13:54:13 GMT
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<http://img457.imageshack.us/my.php?image=screenshot1369gm7.png>
Nice BRIGHT GREEN STEALTH tank

Subject: Re: post your ground textures.
Posted by [Zion](#) on Sat, 03 Feb 2007 15:23:59 GMT
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EvilWhiteDragon wrote on Sat, 03 February 2007
13:54<http://img457.imageshack.us/my.php?image=screenshot1369gm7.png>
Nice BRIGHT GREEN STEALTH tank

Those advance skins.

Nice find!!

Subject: Re: post your ground textures.
Posted by [Di3HardNL](#) on Sat, 03 Feb 2007 15:31:26 GMT
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lol thats a old ss to be honest, now i have a tiger stank

Subject: Re: post your ground textures.
Posted by [Scrin](#) on Sat, 03 Feb 2007 15:31:43 GMT
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Silent Kane wrote on Sat, 03 February 2007 06:14What the fuck?
aha,atleast i catch you... post your hud tbh

Subject: Re: post your ground textures.
Posted by [Di3HardNL](#) on Sat, 03 Feb 2007 15:33:04 GMT
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But i asked somethin. Post your textures plx. I cant imagine u have no edited .dds files in your data folder

Subject: Re: post your ground textures.
Posted by [Scrin](#) on Sat, 03 Feb 2007 16:00:47 GMT
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Di3HardNL wrote on Sat, 03 February 2007 09:33But i asked somethin. Post your textures plx. I cant imagine u have no edited .dds files in your data folder
ok mate here my but i think you already saw it...

File Attachments

1) [ScreenShot03.jpg](#), downloaded 348 times



Subject: Re: post your ground textures.
Posted by [Tunaman](#) on Sat, 03 Feb 2007 18:02:14 GMT
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Scrin like my rockets? Those are the ones I made, lol

Subject: Re: post your ground textures.

Posted by [reborn](#) on Sat, 03 Feb 2007 19:24:49 GMT

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I do not play with any modified textures, only sometimes i forget to remove the ones in the uber map pack download after a fresh "ren build".

I dislike most textures, apart from once i used to use one that made that really really white map playable, replacing the snow with grass.. i forget it's name.

Subject: Re: post your ground textures.

Posted by [Scrin](#) on Sat, 03 Feb 2007 19:33:41 GMT

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Ralphzehunter wrote on Sat, 03 February 2007 12:02Scrin like my rockets? Those are the ones I made, lol
hmm... i think its orca made them...

Subject: Re: post your ground textures.

Posted by [Tunaman](#) on Sat, 03 Feb 2007 19:55:48 GMT

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Scrin wrote on Sat, 03 February 2007 14:33Ralphzehunter wrote on Sat, 03 February 2007 12:02Scrin like my rockets? Those are the ones I made, lol
hmm... i think its orca made them...
Neg, ask him who made them.

Subject: Re: post your ground textures.

Posted by [Scrin](#) on Sat, 03 Feb 2007 20:26:15 GMT

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Ralphzehunter wrote on Sat, 03 February 2007 13:55Scrin wrote on Sat, 03 February 2007 14:33Ralphzehunter wrote on Sat, 03 February 2007 12:02Scrin like my rockets? Those are the ones I made, lol
hmm... i think its orca made them...
Neg, ask him who made them.
well maybe im wrong he made NOT rainbow rocket trail...

Subject: Re: post your ground textures.
Posted by [Blazea58](#) on Sun, 04 Feb 2007 01:41:29 GMT
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Those texture replacements make renegade look like utter shit i hate to say it, the grass textures don't look real, and they tile horribly. I don't tinker around with the textures in ren because it already looks fine given you just run with AA and high detail. I like theme, and that ruins it completely, with red bricks on one wall, then suddenly bright green grass, and other textures that don't fit together at all.

Then you wonder why your fps is so low ingame, every texture replacement you add has to be loaded so eventually you just get a huge slowdown in performance with that many skins.

I wouldn't mind it so much if they actually made the unwraps on buildings look better, "Not worse!" in this case the textures tile together horribly and it doesn't give it a very appealing look.

If your going to replace textures in my opinion there is no point using lower resolution and more pixelated textures then they already are.

Here is an example from a 2048x2048 texture i made previously, higher detail the better in my opinion.

Subject: Re: post your ground textures.
Posted by [Di3HardNL](#) on Sun, 04 Feb 2007 08:50:54 GMT
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i just make skins for the fun. if it wasnt possible to edit any of the renegade files i would have move on to a other game ages ago..

Subject: Re: post your ground textures.
Posted by [Di3HardNL](#) on Sun, 04 Feb 2007 08:54:25 GMT
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like this, i really think it makes the game look better..

File Attachments

1) [Screenshot1409.png](#), downloaded 286 times



Subject: Re: post your ground textures.

Posted by [Scrin](#) on Sun, 04 Feb 2007 13:08:33 GMT

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Di3HardNL wrote on Sun, 04 February 2007 08:54like this, i really think it makes the game look better..

lol Geg jelos this pic ^^

Subject: Re: post your ground textures.

Posted by [Blazea58](#) on Sun, 04 Feb 2007 14:47:52 GMT

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Better? Urrg well i guess your entitled to an opinion but mine is that stinks and is blurry, as well it tiles every 2 bricks wtf o.O,let alone is used for both the wall and the flooring.

Subject: Re: post your ground textures.

Posted by [Di3HardNL](#) on Sun, 04 Feb 2007 14:57:24 GMT

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Blazea58 wrote on Sun, 04 February 2007 15:47Better? Urrg well i guess your entitled to an opinion but mine is that stinks and is blurry, as well it tiles every 2 bricks wtf o.O,let alone is used for both the wall and the flooring.

thats maybe true, but i think it looks better then the original..

and if you think no-one should use skins/mods why are you replying in the section then?

Subject: Re: post your ground textures.

Posted by [Di3HardNL](#) on Sun, 04 Feb 2007 20:09:47 GMT

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Scrin wrote on Sun, 04 February 2007 07:08Di3HardNL wrote on Sun, 04 February 2007 08:54like this, i really think it makes the game look better..

lol Geg jelos this pic ^^

lol i know , i sended on forum for him

Subject: Re: post your ground textures.

Posted by [Scrin](#) on Tue, 06 Feb 2007 10:49:01 GMT

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well i see noone not post here textures mate...its homos...

Subject: Re: post your ground textures.

Posted by [Di3HardNL](#) on Tue, 06 Feb 2007 15:18:24 GMT

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lol textures is old stuff on this forum, look at everyone posting models, i think we should try that shit to scrin

Subject: Re: post your ground textures.

Posted by [Scrin](#) on Tue, 06 Feb 2007 16:00:49 GMT

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Di3HardNL wrote on Tue, 06 February 2007 09:18lol textures is old stuff on this forum, look at everyone posting models, i think we should try that shit to screen mate

Subject: Re: post your ground textures.
Posted by [Di3HardNL](#) on Tue, 06 Feb 2007 17:33:22 GMT
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NervHiter here is your island tunnel

File Attachments

1) [CC Islands - tunnels.rar](#), downloaded 132 times

Subject: Re: post your ground textures.
Posted by [R315r4z0r](#) on Tue, 06 Feb 2007 20:33:21 GMT
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I am not a fan of mass retexturing... i think it makes the game look retarded...

Some unit skins are ok... but I don't have any.

Subject: Re: post your ground textures.
Posted by [NervHiter](#) on Wed, 07 Feb 2007 12:36:40 GMT
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Thank you Diehardnl, i get bored of the ren textures so i like having changes.

Subject: Re: post your ground textures.
Posted by [Di3HardNL](#) on Wed, 07 Feb 2007 20:10:56 GMT
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n_P

Subject: Re: post your ground textures.
Posted by [Scrin](#) on Wed, 25 Apr 2007 20:55:43 GMT
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ok here my work in last few months months months....

Subject: Re: post your ground textures.

Posted by [BlueThen](#) on Wed, 25 Apr 2007 22:25:02 GMT

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gah! Bright advantage skins. :/ Those suck.

Subject: Re: post your ground textures.

Posted by [Nod Guy](#) on Thu, 26 Apr 2007 04:52:10 GMT

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lol @ boobs

Subject: Re: post your ground textures.

Posted by [JasonKnight](#) on Thu, 26 Apr 2007 06:34:39 GMT

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well i got a question for you all

Everyone hates advantage skins I know. but what if they are not an advantage???

what if say for GDI they take the yellow awat and make it grey and for nod they take the red away and make it grey. i mean, somehting like this.

http://cncden.com/skins_pics2/SEAL_Nodgrunts.JPG

http://cncden.com/skins_pics2/SEAL_GDIgruntskins.jpg

can you belive I was kicked from a server once because I posted a screenshot after being tested and it had that NOD black hand sniper in it... i mean come on...

anyway, there is my little rant..

Subject: Re: post your ground textures.

Posted by [Spyder](#) on Thu, 26 Apr 2007 08:24:15 GMT

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OK Guys! Just gimme those City_Flying skins for the highroad sign (with the tits). Scrin send me the building textures for city_flying please, the blue ones on the background and your tiberium texture.

Other thing:

The nude skins are being fixed by me. Read this topic for more information. (I'm currently busy with the new body for sydney)

This topic for nude stuff:
HERE!!!!!!!

Subject: Re: post your ground textures.
Posted by [Scrin](#) on Thu, 26 Apr 2007 09:00:48 GMT
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darksnipa wrote on Thu, 26 April 2007 03:24OK Guys! Just gimme those City_Flying skins for the highroad sign (with the tits). Scrin send me the building textures for city_flying please, the blue ones on the background and your tiberium texture.

Other thing:
The nude skins are being fixed by me. Read this topic for more information. (I'm currently busy with the new body for sydney)

This topic for nude stuff:
HERE!!!!!!!

yes i heard about sidney but why you not help me convert logan model into...like deadeye or havoc any skin...? (its about beta commando..)
and you can get all skins from me...

Subject: Re: post your ground textures.
Posted by [Spyder](#) on Thu, 26 Apr 2007 09:53:59 GMT
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I will make the new commando model after this thing is done. I promised a guy named: SameH3 that he would get his sydney model.

Subject: Re: post your ground textures.
Posted by [Scrin](#) on Thu, 26 Apr 2007 12:47:01 GMT
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darksnipa wrote on Thu, 26 April 2007 04:53I will make the new commando model after this thing is done. I promised a guy named: SameH3 that he would get his sydney model.
nice them i maybe can help you make some texture for that sidney.....

Subject: Re: post your ground textures.
Posted by [Spyder](#) on Thu, 26 Apr 2007 14:27:19 GMT
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I already have the body texture

Subject: Re: post your ground textures.

Posted by [Scrin](#) on Thu, 26 Apr 2007 16:57:08 GMT

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darksnipa wrote on Thu, 26 April 2007 09:27 I already have the body texture
ok and i hope you know where i put logan skins in one dds...

Subject: Re: post your ground textures.

Posted by [Spyder](#) on Thu, 26 Apr 2007 18:43:26 GMT

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I'm just gonna make a whole new uvwrap for logan

Subject: Re: post your ground textures.

Posted by [Scrin](#) on Thu, 26 Apr 2007 18:48:36 GMT

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darksnipa wrote on Thu, 26 April 2007 13:43 I'm just gonna make a whole new uvwrap for logan
.
