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Subject: Little Help with Vehicle skinning :D  
Posted by [DutchNeon](#) on Mon, 26 Mar 2007 15:03:59 GMT  
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As i like Camouflage,I tried getting the German forrest Camouflage on a GDI Medium Tank

Using a grey Channel of the med, then Using A Camouflage pattern i created ( with some help )  
so i overlay it on the Grey Channel layer of the med.

Only my Problem is, using a overlay also changes the barrel,lights etc, how could i get the  
Camouflage Skin on the med without giving the barrel + Lights the skin ( Just a different skin for  
the Yellow Metal texture ) and not the barrel? As u can see on a lot of skins --> so using the Ren  
skin for the barrel and lights etc

/ -= Neon =- \

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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [Jerad2142](#) on Mon, 26 Mar 2007 16:29:13 GMT  
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Copy and past pieces of the original texture over your new one.

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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [Zion](#) on Mon, 26 Mar 2007 17:18:04 GMT  
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You need to find the barrel segment and light segment and not put the texture over them. Apart  
from that, looks good. (just don't make it glow in the dark or people here will accuse you of  
cheating)

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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [DutchNeon](#) on Mon, 26 Mar 2007 23:07:06 GMT  
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Gonna try it with that, but its so hard to see what parts are from the barrel, lights and what's not ( even at Pixel Size )

I mean this on the default Medium tank .dds skin btw, that 1 in always.dat, just cause the med  
Metal itself also has some black spots

/ -= Neon =- \

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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [Zion](#) on Tue, 27 Mar 2007 07:36:37 GMT  
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Take this as reference. All circled in red is the barrel and/or lights so don't throw your texture over them.

### File Attachments

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1) [v\\_gdi\\_medtnk.jpeg](#), downloaded 642 times



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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [Jerad2142](#) on Tue, 27 Mar 2007 17:49:12 GMT  
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Now all you would have to do is go into Microsoft pain and past the barrel pieces over you textured barrels.

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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [Tunaman](#) on Tue, 27 Mar 2007 18:56:47 GMT  
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I don't believe MSPaint allows you to use the .dds format though. ;p

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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [Jerad2142](#) on Wed, 28 Mar 2007 16:57:50 GMT  
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Get a converter.

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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [Slave](#) on Thu, 29 Mar 2007 17:43:01 GMT  
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Or click this.  
The first one is a 1:1 copy of what you wanted.  
The second one has noise removal applied.

#### File Attachments

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- 1) [v\\_gdi\\_medtnk.dds](#), downloaded 151 times
  - 2) [v\\_gdi\\_medtnk2.dds](#), downloaded 174 times
- 

Subject: Re: Little Help with Vehicle skinning :D  
Posted by [Scrin](#) on Sat, 31 Mar 2007 06:22:53 GMT  
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Dutch Neon wrote on Mon, 26 March 2007 09:03As i like Camouflage,I tried getting the German forrest Camouflage on a GDI Medium Tank

Using a grey Channel of the med, then Using A Camouflage pattern i created ( with some help ) so i overlay it on the Grey Channel layer of the med.

Only my Problem is, using a overlay also changes the barrel,lights etc, how could i get the Camouflage Skin on the med without giving the barrel + Lights the skin ( Just a different skin for the Yellow Metal texture ) and not the barrel? As u can see on a lot of skins --> so using the Ren skin for the barrel and lights etc

/ -= Neon =- \  
show more skins what you got...

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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [DutchNeon](#) on Sun, 01 Apr 2007 23:22:39 GMT  
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So it is not needed to be precise from the barrel skin (black ) and the armor ? And how can u remove Noise cause i rilly notice the difference between vechs with and without skin's with a lot of noise

/ -= Neon =- \

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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [DutchNeon](#) on Tue, 08 May 2007 23:10:26 GMT  
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good old bump

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Subject: Re: Little Help with Vehicle skinning :D  
Posted by [Blazea58](#) on Wed, 09 May 2007 02:10:09 GMT  
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For decreasing the noise, you can just hit up top where it says Filter, then find Noise , then click on despeckle and thats all there is to it.

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