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Subject: Steath effect skin

Posted by [ChewML](#) on Tue, 08 Jul 2008 04:16:36 GMT

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I am only posting this one coz I think it is really kick ass.

Toggle Spoiler

I was try to put a camo pattern into the effect, coz I thought it would be funny for the stealth effect to be camo. I could not get the camo pattern to show up right so I just started messing around and kinda stumbled upon this while screwing with the colors.

Hope you enjoy

Also if you would like this pattern in a different color and are to lazy to do it yourself just let me know about what color you would like it and I will change it and post it for you.

### File Attachments

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- 1) [stealth\\_effect.dds](#), downloaded 169 times
- 2) [Stealth Effect.jpg](#), downloaded 1064 times

11:11:11

007|MI6mostwanted killed sarinha  
Warning - Nod Airstrip under attack.

mham101

phazom6

Ste



Cred  
Time

Subject: Re: Steath effect skin  
Posted by [N1warhead](#) on Tue, 08 Jul 2008 04:19:42 GMT  
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ChewML wrote on Mon, 07 July 2008 23:16I am only posting this one coz I think it is really kick ass.

Toggle Spoiler

I was try to put a camo pattern into the effect, coz I thought it would be funny for the stealth effect to be camo. I could not get the camo pattern to show up right so I just started messing around and kinda stumbled upon this while screwing with the colors.

Hope you enjoy

Also if you would like this pattern in a different color and are to lazy to do it yourself just let me know about what color you would like it and I will change it and post it for you.

That looks pretty neat hehe.

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Subject: Re: Steath effect skin  
Posted by [LR01](#) on Tue, 08 Jul 2008 08:59:18 GMT  
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wow, that looks good

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Subject: Re: Steath effect skin  
Posted by [cpjok](#) on Tue, 08 Jul 2008 11:17:30 GMT  
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well i like it so i downloaded it

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Subject: Re: Steath effect skin  
Posted by [cnc95fan](#) on Tue, 08 Jul 2008 11:56:17 GMT  
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Please. Tell us more of your daily routine. >\_>

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Subject: Re: Steath effect skin  
Posted by [cpjok](#) on Tue, 08 Jul 2008 14:35:57 GMT  
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what yoy talking about cnc95fan

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Subject: Re: Steath effect skin  
Posted by [cnc95fan](#) on Tue, 08 Jul 2008 15:23:59 GMT  
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Figure it out. It isn't hard.

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Subject: Re: Steath effect skin  
Posted by [cpjok](#) on Tue, 08 Jul 2008 15:43:49 GMT  
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ok and i dont give a shit what you say

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Subject: Re: Steath effect skin  
Posted by [IronWarrior](#) on Tue, 08 Jul 2008 22:59:44 GMT  
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Awesome stealth skin, I get it on Game-Maps soon.

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Subject: Re: Steath effect skin  
Posted by [ChewML](#) on Wed, 09 Jul 2008 02:44:33 GMT  
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I had a request for a pinkish version so here it is. Toggle Spoiler

Here is the file for it.

### File Attachments

1) [Pinkish Stealth.jpg](#), downloaded 756 times

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2) [stealth\\_effect.dds](#), downloaded 152 times

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Subject: Re: Steath effect skin  
Posted by [Lone0001](#) on Wed, 09 Jul 2008 03:58:33 GMT  
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Those MRLs are nice.

PS. 1000 posts FTW!

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Subject: Re: Steath effect skin  
Posted by [ChewML](#) on Wed, 09 Jul 2008 04:23:50 GMT  
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You want the MRLs? I have not thought to post them, because they were really really simple (plus not in a pack).

But if you would like them I can post the file.

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Subject: Re: Steath effect skin  
Posted by [IronWarrior](#) on Wed, 09 Jul 2008 04:45:23 GMT  
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Post everything you have m8, more skins the better, as always, I will get them linked up on Game-Maps.NET

It's 6am for me now, so I will add all your skins tomorrow.

Nice pink sbh. ^^

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Subject: Re: Steath effect skin  
Posted by [IronWarrior](#) on Fri, 11 Jul 2008 00:22:26 GMT  
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Pink.  
>> Download <<

Blue  
>> Download <<

Added to Game-Maps.NET

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Subject: Re: Steath effect skin  
Posted by [ChewML](#) on Fri, 11 Jul 2008 22:08:41 GMT  
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Lime by request.Toggle Spoiler

### File Attachments

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1) [lime stealth.jpg](#), downloaded 669 times



2) [stealth\\_effect.dds](#), downloaded 197 times

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Subject: Re: Steath effect skin

Posted by [Starbuzz](#) on Fri, 11 Jul 2008 22:36:28 GMT

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So we can put any picture on the stealth effect file and it will reflect on the tanks in-game?

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Subject: Re: Steath effect skin

Posted by [IronWarrior](#) on Fri, 11 Jul 2008 23:18:58 GMT

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pawkyfox wrote on Fri, 11 July 2008 17:36 So we can put any picture on the stealth effect file and it will reflect on the tanks in-game?

I'm not a skinner or anything, but pretty much, they can do alot.

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Subject: Re: Steath effect skin

Posted by [ChewML](#) on Sat, 12 Jul 2008 00:22:32 GMT

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What I did was, I tried to take a camo pattern and place the whole thing over the stealth effect DDS.

The problem was on the SBH you could only barely make out the detail if you knew what you were looking for, and it scrolls kinda fast on the SBH. On the stank you could see the detail a lot more clearly, but the colors were not coming out of the camo like I wanted them to.

I got a lil annoyed and just started kinda doing random color changing via hue/saturation and the original blue caught my eye. So I tried it and the original camo pattern doesn't show so much, but it gives a neat multi-colored effect that apparently comes out nice.

I hope that kinda made sense to help.

Edit: If it did not make so sense, I was basically explaining yes it will reflect, but pending on the pattern selected how well it will.

Also just in case you did not know the darker the colors are in the stealth effect the more see-through that area is in the effect. So basically if you just make it black like you were trying to make him a solid shadow then you would not be able to see the SBH at all when stealthed all you would see is the players name floating untill they shot or got under 50 HP.

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Subject: Re: Steath effect skin

Posted by [saberhawk](#) on Sat, 12 Jul 2008 02:19:13 GMT

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ChewML wrote on Fri, 11 July 2008 19:22

Also just in case you did not know the darker the colors are in the stealth effect the more see-through that area is in the effect. So basically if you just make it black like you were trying to make him a solid shadow then you would not be able to see the SBH at all when stealthed all you would see is the players name floating untill they shot or got under 50 HP.

AKA it's using Additive blending. If you want to preview it, change the blend mode to "Linear Dodge (Add)" in Photoshop and stick an image underneath.

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