
Subject: [skin] Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 03:40:34 GMT

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kk people i actually tried on this skin lol please tell me if you like it!

File Attachments

1) [Untitled.jpg](#), downloaded 836 times



2) [cloudlayer.dds](#), downloaded 92 times

Subject: Re: [skin] Green Clouds

Posted by [_SSnipe_](#) on Fri, 20 Feb 2009 03:53:14 GMT

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Iv done this to, well all colors...its looks cool like a radiative or something

It matches my green water falls and water

Also do us post skin all in one long topic please stopping making 100 of them

Subject: Re: [skin] Green Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 04:02:10 GMT

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kk sorry and yea i have your green water it's tight

Subject: Re: [skin] Green Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 04:08:49 GMT

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RED CLOUDS

I Kinda Redden'd the clouds to make it look like a sundown

File Attachments

- 1) [cloudlayer.dds](#), downloaded 68 times
- 2) [Untitled.jpg](#), downloaded 795 times



Subject: Re: [skin] Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 04:17:25 GMT

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STORMY CLOUDS

File Attachments

1) [Untitled.jpg](#), downloaded 768 times



2) [cloudlayer.dds](#), downloaded 121 times

Subject: Re: [skin] Clouds

Posted by [_SSnipe_](#) on Fri, 20 Feb 2009 04:23:02 GMT

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now what have u done here? light blue color?

Subject: Re: [skin] Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 05:10:42 GMT

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SSnipe wrote on Thu, 19 February 2009 22:23now what have u done here? light blue color?

which one? if the stormy one i cinda mixed white and black together

Subject: Re: [skin] Clouds

Posted by [GEORGE ZIMMER](#) on Fri, 20 Feb 2009 09:09:47 GMT

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First decent skin you've made. I like it, reminds me of TS.

EDIT: Upon further inspection, it does NOT tile well. Please work on this, as it really ruins it. I suggest simply recoloring the clouds, maybe add a few touch ups, rather than replacing the image entirely, because that's what it looks like you did.

Subject: Re: [skin] Green Clouds

Posted by [DeathC200](#) on Fri, 20 Feb 2009 12:23:32 GMT

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GoodOneDriver wrote on Thu, 19 February 2009 22:08RED CLOUDS

I Kinda Redden'd the clouds to make it look like a sundown

I Want your Hud !!!!!!!!!!!!!!!!

Subject: Re: [skin] Clouds

Posted by [ArtyWh0re](#) on Fri, 20 Feb 2009 13:18:05 GMT

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Can someone post the original clouds skin? because i want to have a go at editing it myself.

Subject: Re: [skin] Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 13:57:11 GMT

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Il here's the original clours
should be saved'd under DXT5

File Attachments

1) [cloudlayer.dds](#), downloaded 65 times

Subject: Re: [skin] Clouds
Posted by [Altzan](#) on Fri, 20 Feb 2009 15:15:32 GMT
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Subject: Re: [skin] Clouds
Posted by [BlueThen](#) on Sun, 22 Feb 2009 01:04:51 GMT
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Altzan wrote on Fri, 20 February 2009 09:15

Subject: Re: [skin] Clouds
Posted by [IronWarrior](#) on Sun, 22 Feb 2009 02:35:22 GMT
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All these clouds have now been added to Game-Maps.NET

Subject: Re: [skin] Clouds
Posted by [u6795](#) on Sun, 22 Feb 2009 05:14:37 GMT
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first one is really pretty nice, good work, you're getting better.

Subject: Re: [skin] Clouds
Posted by [R315r4z0r](#) on Sun, 22 Feb 2009 16:58:22 GMT
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Make like a digital green grid skin so instead of clouds it looks like the sky is digitized.

Subject: Re: [skin] Clouds
Posted by [Altzan](#) on Mon, 23 Feb 2009 01:03:30 GMT
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cloudlayer.dds gets stretched a LOT. This cloud uses a previously 1024x768 resolution image and it's still stretched so much it's blurry.
Someone needs to best my meager attempt.

1) [Game2009-02-2222-58-00-04.jpg](#), downloaded 543 times



2) [cloudlayer.dds](#), downloaded 96 times

Subject: Re: [skin] Clouds

Posted by [Good-One-Driver](#) on Mon, 23 Feb 2009 02:48:22 GMT

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lol people started stealing my idea's
/me feels spical

Subject: Re: [skin] Clouds
Posted by [liquidv2](#) on Mon, 23 Feb 2009 04:54:29 GMT
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the bluethen one actually looks like a roof over the battlefield (who fights inside wtf?)

the first skin the first guy made does really look like tiberian sun like cabal or someone else said; it's actually really cool

game-maps.net is awesome, i've gotten a few things from there and really like how it is set up

Subject: Re: [skin] Clouds
Posted by [ArtyWh0re](#) on Mon, 23 Feb 2009 13:34:29 GMT
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Is there anyway to edit the cloud layer to make it look like the night sky?

Subject: Re: [skin] Clouds
Posted by [ErroR](#) on Mon, 23 Feb 2009 13:36:12 GMT
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darken the cloud layer and make sun texture (sun.tga i think, transparent)

Subject: Re: [skin] Clouds
Posted by [ArtyWh0re](#) on Mon, 23 Feb 2009 14:17:47 GMT
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crysis992 wrote on Sun, 22 February 2009 19:19l made a cloud skin too here is it

Wow, this skin is awesome. This screenshot does not show it fully. I tried this out on islands and it looked so realistic, you can even look miles into the horizon.

Subject: Re: [skin] Clouds
Posted by [crysis992](#) on Mon, 23 Feb 2009 14:27:04 GMT
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thanks

Subject: Re: [skin] Clouds
Posted by [Altzan](#) on Tue, 24 Feb 2009 00:53:00 GMT
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File Attachments

1) [ccren-20090223-183113.png](#), downloaded 452 times



2) [cloudlayer.dds](#), downloaded 48 times

Subject: Re: [skin] Clouds
Posted by [DarkKnight](#) on Tue, 24 Feb 2009 01:06:16 GMT
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can someone make a sky where it looks like your on an alien world. like 2 moons, other planets or a ring around a planet or something?

Have it be during the day time. Kinda like a silhouette

Subject: Re: [skin] Clouds

Posted by [Seadust](#) on Wed, 25 Feb 2009 23:37:01 GMT

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Sup guys, some of you may or may not know me or whatever, but here is a cloud skin I made. sort of new to skinning, but eh, gotta start somewhere.

File Attachments

1) [Cloudskin.PNG](#), downloaded 446 times



2) [cloudlayer.dds](#), downloaded 48 times

Subject: Re: [skin] Clouds

Posted by [u6795](#) on Wed, 25 Feb 2009 23:41:08 GMT

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Seadust wrote on Wed, 25 February 2009 18:37Sup guys, some of you may or may not know me or whatever, but here is a cloud skin I made. sort of new to skinning, but eh, gotta start somewhere.

[img]index.php?t=getfile&id=9568&private=0

This is good. Very good. Little more than a recolor but still pleasing to the eye and quality.

Subject: Re: [skin] Clouds

Posted by [Good-One-Driver](#) on Thu, 26 Feb 2009 00:58:56 GMT

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i like ur hud

Subject: Re: [skin] Clouds

Posted by [DarkKnight](#) on Thu, 26 Feb 2009 21:59:50 GMT

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Darkknight wrote on Mon, 23 February 2009 19:06can someone make a sky where it looks like your on an alien world. like 2 moons, other planets or a ring around a planet or something?

Have it be during the day time. Kinda like a silhouette

anyone? or is this not possible? Alien sky

Subject: Re: [skin] Clouds

Posted by [ErroR](#) on Fri, 27 Feb 2009 12:50:37 GMT

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Darkknight wrote on Thu, 26 February 2009 23:59Darkknight wrote on Mon, 23 February 2009 19:06can someone make a sky where it looks like your on an alien world. like 2 moons, other planets or a ring around a planet or something?

Have it be during the day time. Kinda like a silhouette

anyone? or is this not possible? Alien sky

it is possible, but rather hard, since the sky is tiled by that texture, it would be many moons that way, unless you make your own map, add a plane over it and skin it as that sky, i really like your idea tho

Subject: Re: [skin] Clouds

Posted by [DarkKnight](#) on Fri, 27 Feb 2009 13:11:13 GMT

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ahh ok. so that's why on the green sky its not seamless.

Subject: Re: [skin] Clouds

Posted by [ArtyWh0re](#) on Fri, 27 Feb 2009 15:15:07 GMT

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Is there a skin or few for the actual sky, not the cloud layer?

Subject: Re: [skin] Clouds

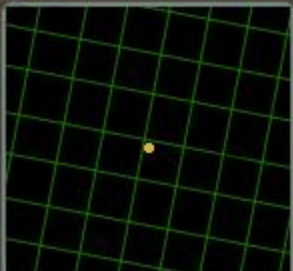
Posted by [JsxKeule](#) on Mon, 02 Mar 2009 19:37:51 GMT

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ok because all post their cloud skins i post mine too

File Attachments

1) [clouds.JPG](#), downloaded 150 times



+ 148

100

\$ Credits: 98081
Time Remaining

Subject: Re: [skin] Clouds
Posted by [ErroR](#) on Mon, 02 Mar 2009 19:39:10 GMT
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doing good job keule

Subject: Re: [skin] Clouds
Posted by [cysis992](#) on Mon, 02 Mar 2009 19:39:50 GMT
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looks nice

Subject: Re: [skin] Clouds
Posted by [DarkKnight](#) on Wed, 04 Mar 2009 03:05:44 GMT
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JsxKeule wrote on Mon, 02 March 2009 12:37ok because all post their cloud skins i post mine too

umm id like to see some more of your building skins and how to get that. your power plant looks interesting

Subject: Re: [skin] Clouds
Posted by [JsxKeule](#) on Wed, 04 Mar 2009 12:18:29 GMT
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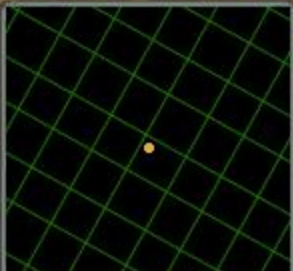
here are my bases

File Attachments

1) [NOD_BASE.JPG](#), downloaded 151 times



JsxKeule



+ 200

100



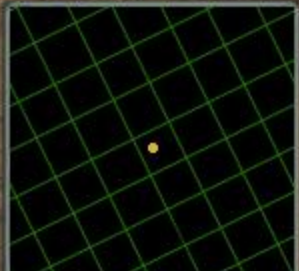
Credits: 98771

Time Remaining

2) [GDI_BASE.JPG](#), downloaded 144 times



JsxKeule



+ 200

100

\$ Credits: 99395
Time Remaining

Subject: Re: [skin] Clouds

Posted by [ArtyWh0re](#) on Wed, 04 Mar 2009 12:24:27 GMT

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JsxKeule wrote on Wed, 04 March 2009 07:18here are my bases

Looking good, I love the Hourglass conversion skins.

Oh and I get good feelings when I see my skins being used in someone elses screenshot

Subject: Re: [skin] Clouds

Posted by [DarkKnight](#) on Thu, 05 Mar 2009 02:38:35 GMT

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where can i get the nod & gdi base skins? those are awesome

Subject: Re: [skin] Clouds

Posted by [ArtyWh0re](#) on Thu, 05 Mar 2009 11:29:32 GMT

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Darkknight wrote on Thu, 05 March 2009 03:38where can i get the nod & gdi base skins? those are awesome

From what I see, he has a combination of my base skins and someone elses(StereoSquirrel?).

Subject: Re: [skin] Clouds

Posted by [JsxKeule](#) on Thu, 05 Mar 2009 12:51:34 GMT

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yop thats right
