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Subject: [skin] GDI base

Posted by [Gohax](#) on Wed, 11 Mar 2009 11:48:57 GMT

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Kinda of new to skinning but really good with photoshop so thought I'd make some skins. It's harder then I thought. So the skins will be pretty basic but I try to make them look good xD I'll be doing the whole gdi base which everytime I get one done I'll upload here. I'd like some feedback cuz I'm not really good

Also can someone please post the names of all the gdi building dds files? I'd appreciate it much

<http://www.megaupload.com/?d=IYGZTWFK>

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Subject: Re: [skin] GDI base

Posted by [DarkKnight](#) on Wed, 11 Mar 2009 12:07:24 GMT

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if your just learning maybe you should post in the mod forum.

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Subject: Re: [skin] GDI base

Posted by [ArtyWh0re](#) on Wed, 11 Mar 2009 12:53:53 GMT

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Its a cool image but its someting I would expect to see on a monitor such as the one in the HON and not on concrete wall.

Maybe this would be alright on the interior of buildings if you put a boarder on the top and bottom of the image.

Im into skining buildings myself and have realeased a few skin packs.

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Subject: Re: [skin] GDI base

Posted by [Reaver11](#) on Wed, 11 Mar 2009 13:04:26 GMT

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Make sure you texture is seamless. (most faces in renegade repeat the same patern)

It is a start I like your color scheme only decrease the black areas atm they make the skin look flat.

Personnaly I wouldnt use text that much on a terrain skin.

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Subject: Re: [skin] GDI base

Posted by [ArtyWh0re](#) on Wed, 11 Mar 2009 13:06:35 GMT

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These are most of the file names for GDI  
you will notice that some of them use the same file.

AGT files.

gd\_top2

gdi\_cmnt

War factory

gdi\_trim

gdi\_base

Refinery

ref\_roll

gdi\_cmnt

Power Plant

ref\_cemnt

gdi\_trim

Construction Yard

gdi\_con

Concrete Floor outside of buildings

ref\_cemnt

GDI Interiors

wp\_wall01

fwallpnl2

gdflor-gdi

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Subject: Re: [skin] GDI base

Posted by [Gohax](#) on Wed, 11 Mar 2009 13:16:05 GMT

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Thanks alot bro. And thanks for all the feedback. I'll work on them again with the others and see what I can get of it

---

Subject: Re: [skin] GDI base

Posted by [slosha](#) on Wed, 11 Mar 2009 16:55:42 GMT

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just keep practicing, you'll get better eventually.

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Subject: Re: [skin] GDI base  
Posted by [ErroR](#) on Wed, 11 Mar 2009 17:08:09 GMT  
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hmm, also could it be zipped or rared and uploaded here (not some upload site)

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Subject: Re: [skin] GDI base  
Posted by [Killgeak](#) on Wed, 11 Mar 2009 19:00:05 GMT  
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wait till you guys see the new gdi base gohax and i made

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Subject: Re: [skin] GDI base  
Posted by [JsxKeule](#) on Wed, 11 Mar 2009 20:25:22 GMT  
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Killgeak wrote on Wed, 11 March 2009 20:00wait till you guys see the new gdi base gohax and i made

show us pics of it  
or when it finished

---

Subject: Re: [skin] GDI base  
Posted by [Killgeak](#) on Wed, 11 Mar 2009 20:46:56 GMT  
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<http://gameserver.elitekamikazeteam.com/Killgeak/GdiBasephotos/>  
there are some, its not finished yet though

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Subject: Re: [skin] GDI base  
Posted by [JsxKeule](#) on Wed, 11 Mar 2009 20:55:46 GMT  
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the base is cool  
but can you post the city  
walls  
ground  
and street pls looks really cool

---

Subject: Re: [skin] GDI base

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Posted by [Killgeak](#) on Wed, 11 Mar 2009 21:13:25 GMT

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only the base will be released, that is if we complete it  
rest will stay in my data folder. /scren

---

Subject: Re: [skin] GDI base

Posted by [ArtyWh0re](#) on Wed, 11 Mar 2009 23:16:39 GMT

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They look nice, I like the Refinery, WF and AGT better than the others.

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Subject: Re: [skin] GDI base

Posted by [slosha](#) on Thu, 12 Mar 2009 00:21:56 GMT

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JsxKeule wrote on Wed, 11 March 2009 15:25Killgeak wrote on Wed, 11 March 2009 20:00wait  
till you guys see the new gdi base gohax and i made

show us pics of it  
or when it finished

ss5 is my doors

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Subject: Re: [skin] GDI base

Posted by [Gohax](#) on Thu, 12 Mar 2009 05:02:16 GMT

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Killgeak wrote on Wed, 11 March 2009 15:13only the base will be released, that is if we complete  
it  
rest will stay in my data folder. /scren

Lol made me laugh xD And yeah, spent a lot f time on that with killgeak. I think it turned out pretty  
well.

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