
Subject: vehicle shells

Posted by [JsxKeule](#) on Sat, 14 Mar 2009 17:27:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

i know that this is very easy
but for those who cant skin
i make vehicle shells for every1
just send me your vehicle skins and then i make them

Subject: Re: vehicle shells

Posted by [anant](#) on Sat, 14 Mar 2009 17:47:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

skin all of unitXc's vehicles

Subject: Re: vehicle shells

Posted by [JsxKeule](#) on Sat, 14 Mar 2009 17:49:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol i asked him
i make them when he have finished all nod vehicles

Subject: Re: vehicle shells

Posted by [anant](#) on Sat, 14 Mar 2009 17:50:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Igthy
Ima stoked

Subject: Re: vehicle shells

Posted by [JsxKeule](#) on Sat, 14 Mar 2009 18:31:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

here is how it can look like

File Attachments

1) [med shells.JPG](#), downloaded 373 times



Subject: Re: vehicle shells

Posted by [Reaver11](#) on Sat, 14 Mar 2009 19:51:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmmm can you try adding damage effects on it? Like holes etc?

No offence but at the moment it just looks like a copy over.

(It is better than that the yellow damaged med will appear true but add some damage effects)

Subject: Re: vehicle shells

Posted by [JsxKeule](#) on Sat, 14 Mar 2009 19:52:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

hmm i can try it

Subject: Re: vehicle shells

Posted by [ErroR](#) on Sat, 14 Mar 2009 22:06:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

sorry to go offtopic but share ur apache

Subject: Re: vehicle shells

Posted by [JsxKeule](#) on Sat, 14 Mar 2009 23:04:58 GMT

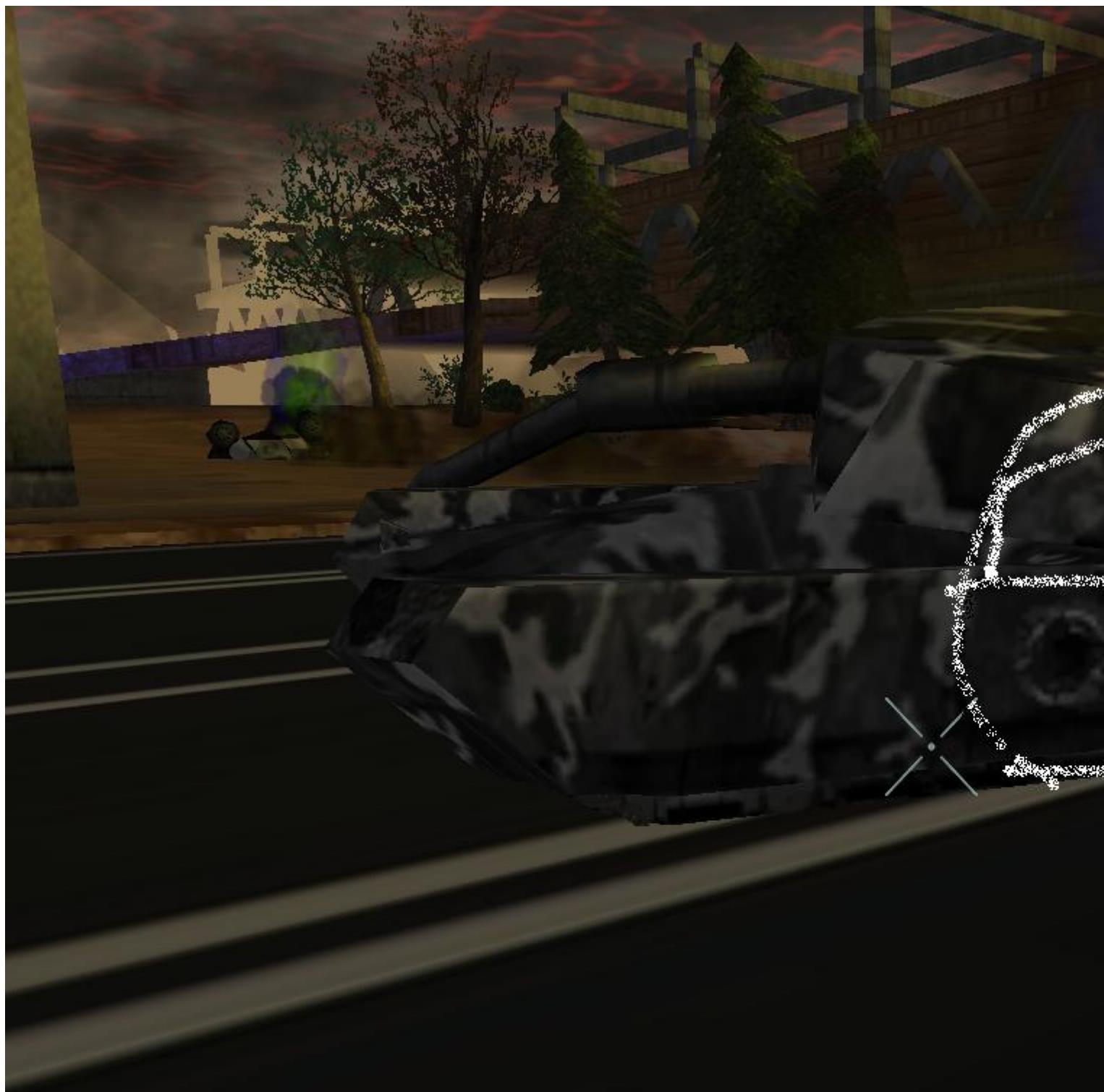
[View Forum Message](#) <> [Reply to Message](#)

here is 1 with some holes

i can add more holes if you want it

File Attachments

1) [med shells.JPG](#), downloaded 320 times



NW



200



100

Subject: Re: vehicle shells

Posted by [Dreganius](#) on Sat, 14 Mar 2009 23:45:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you're going to make a vehicle shell, I suggest you actually make it similar to the original in the way of the damage that's visible on the shell. Reaver is right with the holes and other damage. One way to do it is simply copy the original damage and 'cut' it out. I've made vehicle shells for some of my completely new reskins and the easiest thing to do is just that; using the original skin's damage. Hope that helps.

Subject: Re: vehicle shells

Posted by [JsxKeule](#) on Sun, 15 Mar 2009 05:53:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

yeah i've made that with the med in the pic

Subject: Re: vehicle shells

Posted by [Reaver11](#) on Sun, 15 Mar 2009 12:11:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

That is a lot better. Now add some more damage marks

Subject: Re: vehicle shells

Posted by [Gen_Blacky](#) on Tue, 17 Mar 2009 22:28:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

I started making new vehicle wreckage but haven't worked on it much.

File Attachments

1) [newnodwrecks.JPG](#), downloaded 319 times



Subject: Re: vehicle shells

Posted by [Reaver11](#) on Wed, 18 Mar 2009 09:59:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

That is actually quite nice. This might be usefull stuff for TT which would make the drop vehicle shell more blanced. I doubt if they will but it would be nice.
