
Subject: [skin]apc's
Posted by [kill](#) on Sun, 31 May 2009 08:31:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

i did the nod apc first in two colors and i made all the textures

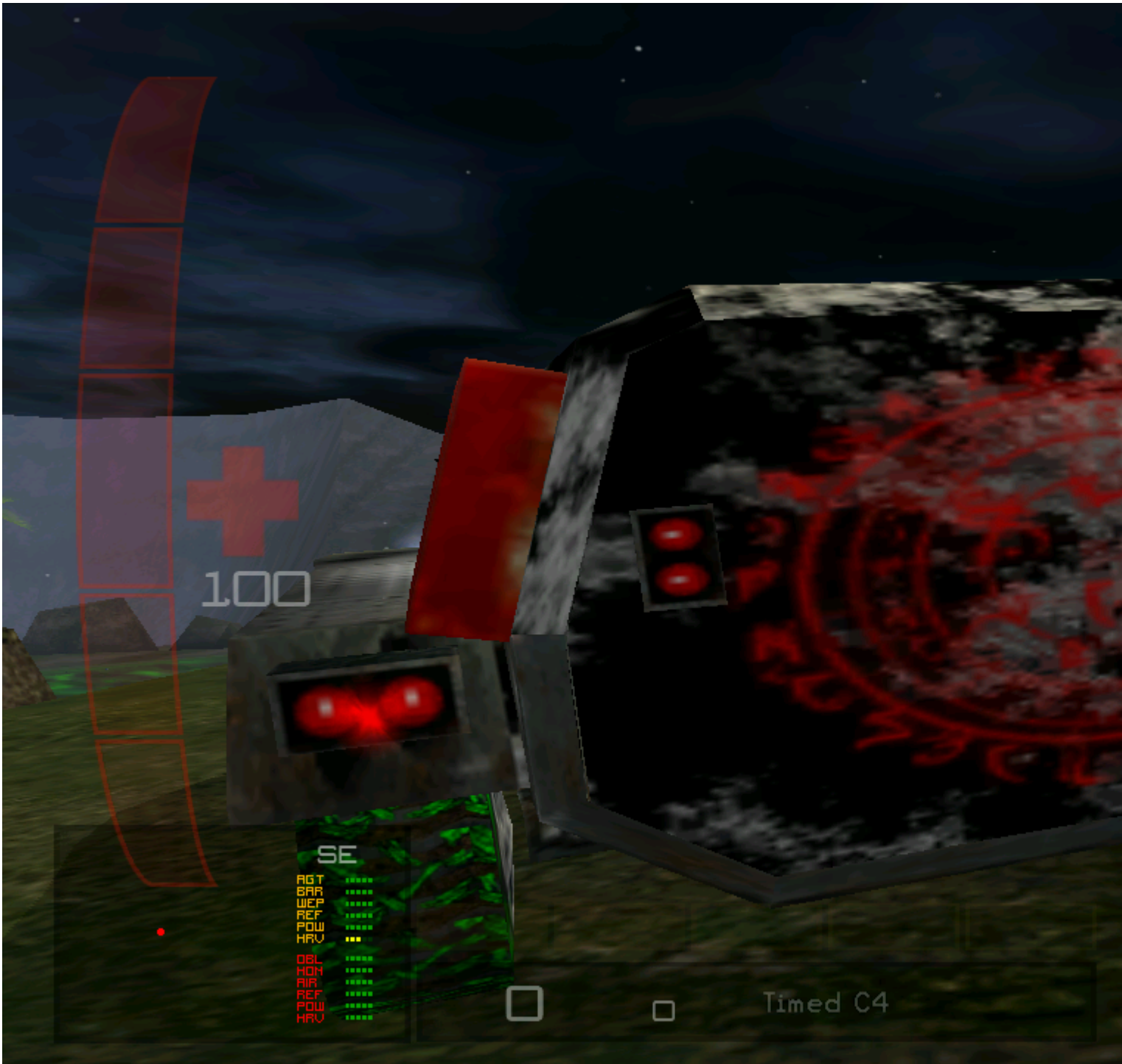
then i did the gdi apc

File Attachments

1) [Game 2009-05-30 14-20-07-67.png](#), downloaded 517 times



2) [Game 2009-05-30 14-20-43-28.png](#), downloaded 522 times



3) [Game 2009-05-30 20-48-55-20.png](#), downloaded 516 times



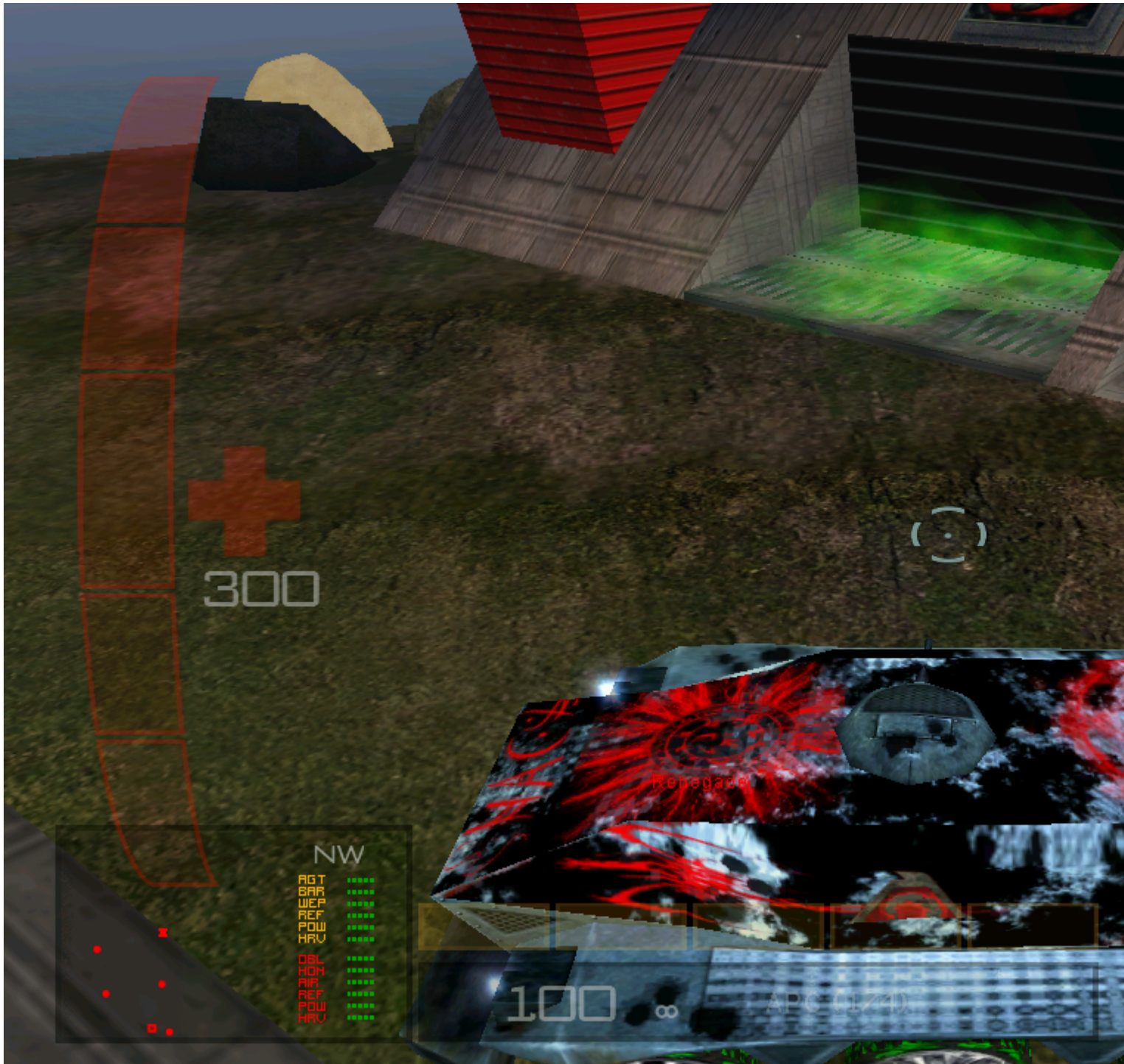
4) [Game 2009-05-30 20-48-59-48.png](#), downloaded 507 times



5) [Game 2009-05-30 20-49-07-26.png](#), downloaded 507 times



- 6) [v_nod_apc.dds](#), downloaded 83 times
- 7) [v_nod_apc2.dds](#), downloaded 68 times
- 8) [v_gdi_apc.dds](#), downloaded 81 times
- 9) [Game 2009-05-30 14-42-07-35.png](#), downloaded 505 times



Subject: Re: [skin]apc's
Posted by [Scrin](#) on Sun, 31 May 2009 08:41:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice work, the damn keule ended get owned

Subject: Re: [skin]apc's
Posted by [JsxKeule](#) on Sun, 31 May 2009 09:17:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

and why i get owned when some1 releases a nod apc :-

Subject: Re: [skin]apc's
Posted by [Dreganius](#) on Sun, 31 May 2009 09:23:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

To be honest, the Nod APC doesn't look that good in my opinion, as it is too unco-ordinated, and the symbols are too blurred, but the GDI apc looks good.

Subject: Re: [skin]apc's
Posted by [LeeumDee](#) on Sun, 31 May 2009 09:34:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

The GDI apc?

Filter - render - clouds.
ctrl + c, ctrl + v ?

Or am I missing some hard work you put in it?

Subject: Re: [skin]apc's
Posted by [ErroR](#) on Sun, 31 May 2009 09:36:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

spoiler ffs

Subject: Re: [skin]apc's
Posted by [Tupolev TU-95 Bear](#) on Sun, 31 May 2009 09:40:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

uhgg tbh i dont like the nod APC

but the GDI is ok

Subject: Re: [skin]apc's
Posted by [mrÅ£ÅŠÅ-z](#) on Sun, 31 May 2009 10:31:21 GMT

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

Whats that?

Subject: Re: [skin]apc's
Posted by [Goztow](#) on Sun, 31 May 2009 10:35:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree with Leeumdee.

Subject: Re: [skin]apc's
Posted by [mrÅ£Å\\$Å-z](#) on Sun, 31 May 2009 11:52:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

BE MORE CREATIVE TO EVERYONE!

Subject: Re: [skin]apc's
Posted by [Dreganius](#) on Sun, 31 May 2009 11:53:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Even me?

Subject: Re: [skin]apc's
Posted by [Reaver11](#) on Sun, 31 May 2009 12:03:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tbh the Nod apc is ugly. Some stretched parts. And the texture just doesnt fits on all the edges.

I like the GDI apc, I don't care it was an easy job yes or no it looks nice.

Be creative with sniperrifles Dreg

Subject: Re: [skin]apc's
Posted by [LiL KiLLa](#) on Sun, 31 May 2009 16:24:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dreganius wrote on Sun, 31 May 2009 13:53Even me?

no

Subject: Re: [skin]apc's
Posted by [Xena](#) on Sun, 31 May 2009 19:54:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

i prefer vehicles that actually look like vehicles.
so this one i obviously don't like

Subject: Re: [skin]apc's
Posted by [ReLoaDeD](#) on Sun, 31 May 2009 22:02:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your hud is way too big

Subject: Re: [skin]apc's
Posted by [ErroR](#) on Mon, 01 Jun 2009 09:09:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xena wrote on Sun, 31 May 2009 22:54i prefer vehicles that actually look like vehicles.
so this one i obviously don't like
