I was just screwin around looking for new styles when i came up with this so have fun

and comment

File Attachments
1) ScreenShot19.png, downloaded 723 times

2) nukefire1.dds, downloaded 176 times

Subject: Re: [Skin] Death Nuke
Posted by ErroR on Mon, 01 Jun 2009 19:53:33 GMT

the texture looks pixely

Subject: Re: [Skin] Death Nuke
Posted by JsxKeule on Mon, 01 Jun 2009 21:14:48 GMT

do us a favor and dont mutate to new good-one-driver
for all those who dont know
he made topics for every little skin and the skins werent the best^^

Subject: Re: [Skin] Death Nuke
Posted by Tupolev TU-95 Bear on Mon, 01 Jun 2009 21:49:36 GMT

Yes Good-one-driver says he put hours of work in his skins
When really its 1 minutes

Subject: Re: [Skin] Death Nuke
Posted by zeratul on Tue, 02 Jun 2009 04:23:35 GMT

JsxKeule wrote on Mon, 01 June 2009 16:14do us a favor and dont mutate to new
good-one-driver
for all those who dont know
he made topics for every little skin and the skins werent the best^^
i dont release every little skin i make... ive actually released few from what ive made

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Subject: Re: [Skin] Death Nuke
Posted by Goztow on Tue, 02 Jun 2009 06:25:11 GMT

Zeratul wrote on Tue, 02 June 2009 06:23JsxKeule wrote on Mon, 01 June 2009 16:14do us a
favor and dont mutate to new good-one-driver
for all those who dont know
he made topics for every little skin and the skins werent the best^^
i dont release every little skin i make... ive actually released few from what ive made
Which shows you don't put a lot of time in them . I like the idea behind this, but it's indeed
pixelated.

Subject: Re: [Skin] Death Nuke
Posted by zeratul on Tue, 02 Jun 2009 19:07:35 GMT

I noticed i didnt think about the stretching of the pic otherwise i would have put a ton more work into it