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Subject: [SKIN] Camo Barracks  
Posted by [Good-One-Driver](#) on Sat, 25 Jul 2009 07:28:49 GMT  
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Alot Of People Have Been Askin Me To Realse It So Here You Go  
BTW: I Fixed It Up Alittle

### File Attachments

1) [Camo Inf.zip](#), downloaded 94 times

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Subject: Re: [SKIN] Camo Barracks  
Posted by [\\_SSnipe\\_](#) on Sat, 25 Jul 2009 07:40:01 GMT  
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Everyone note, the top round part of bar with camo will also effect the part of the ref, unless he edited the model

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Subject: Re: [SKIN] Camo Barracks  
Posted by [ArtyWh0re](#) on Sat, 25 Jul 2009 09:42:37 GMT  
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Not bad actually, maybe you could do a camo pack for all the GDI buildings.

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Subject: Re: [SKIN] Camo Barracks  
Posted by [Altzan](#) on Sun, 26 Jul 2009 05:17:27 GMT  
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ArtyWhore wrote on Sat, 25 July 2009 04:42Not bad actually, maybe you could do a camo pack for all the GDI buildings.

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Subject: Re: [SKIN] Camo Barracks  
Posted by [u6795](#) on Sun, 26 Jul 2009 06:19:14 GMT  
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Tremendously simple. You can see where the pattern repeats far too easily. Please put more effort into your work.

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Subject: Re: [SKIN] Camo Barracks

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Posted by [HaTe](#) on Sun, 26 Jul 2009 14:28:00 GMT

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u6795 wrote on Sun, 26 July 2009 01:19Tremendously simple. You can see where the pattern repeats far too easily. Please put more effort into your work.  
Camo patterns usually aren't completely random

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Subject: Re: [SKIN] Camo Barracks

Posted by [KobraOps](#) on Sun, 26 Jul 2009 14:35:04 GMT

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Its not a good skin because it just doesnt look good at all. It seems to be stretched alot and doesnt look appealing

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Subject: Re: [SKIN] Camo Barracks

Posted by [ErroR](#) on Sun, 26 Jul 2009 14:47:09 GMT

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Try this tutorial

[http://www.gameinnovator.com/seamless\\_textures\\_games.php](http://www.gameinnovator.com/seamless_textures_games.php)

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