

---

Subject: Magma MRLS

Posted by [GoldDrag](#) on Sat, 03 Oct 2009 11:47:52 GMT

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

---

Comments Please!

Creator: GoldDrag

File Attachments

1) [MagmaMRLS.rar](#), downloaded 191 times

---

---

Subject: Re: Magma MRLS

Posted by [Altzan](#) on Sat, 03 Oct 2009 13:58:53 GMT

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

---

I'm guessing you're messing around with overlays and layers like I used to (and still do).

The effect you added looks nice, but it doesn't cover the MRLS very well in my opinion. More magma or a better magma texture would make it look better.

Also blurring the actual MRLS would help, making it seem like it was starting to melt.

---

---

Subject: Re: Magma MRLS

Posted by [ErroR](#) on Sat, 03 Oct 2009 16:50:59 GMT

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

---

Altzan wrote on Sat, 03 October 2009 16:58I'm guessing you're messing around with overlays and layers like I used to (and still do).

The effect you added looks nice, but it doesn't cover the MRLS very well in my opinion. More magma or a better magma texture would make it look better.

Also blurring the actual MRLS would help, making it seem like it was starting to melt.  
looks like a red plastic wrap

---

---

Subject: Re: Magma MRLS

Posted by [Dreganius](#) on Sat, 03 Oct 2009 17:03:02 GMT

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

---

Tsk tsk. Clearscoope.

---

Subject: Re: Magma MRLS

Posted by [GoldDrag](#) on Sat, 03 Oct 2009 17:33:02 GMT

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

---

@Dreganius: So? Allowed. :S

This looks really good in with the correct shaders.

Well, renegadeskins likes this alot, I figured you might aswell, but apparently not.

Btw I blurred it first but looks uglier.

---

---

Subject: Re: Magma MRLS

Posted by [ErroR](#) on Sat, 03 Oct 2009 17:50:42 GMT

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

---

GoldDrag wrote on Sat, 03 October 2009 20:33@Dreganius: So? Allowed. :S

This looks really good in with the correct shaders.

Well, renegadeskins likes this alot, I figured you might aswell, but apparently not.

Btw I blurred it first but looks uglier.

nobody said he doesn't like it, it's just simple

---

---

Subject: Re: Magma MRLS

Posted by [Dreganius](#) on Sat, 03 Oct 2009 17:56:13 GMT

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

---

In some servers it's not allowed, but I'm not going into debate about that. I'm stating that Clearscope kinda defeats the whole purpose of having a scope in the first place.

It's a personal thing really, and I just find clearscope to be another advantage skin. But meh.

As for the skin itself, it is rather simple, but its not bad at all. It looks pretty psychedelic if you ask me, great if you're on something, not so great if you're on something and actually trying to play

---

---

---

Subject: Re: Magma MRLS

Posted by [Altzan](#) on Sat, 03 Oct 2009 18:12:44 GMT

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

---

Like ErroR said, I like the effect. I just gave a few suggestions on how to improve it.

Blurring it wouldn't look worse if the magma layer was heavier. i think

---

---

Subject: Re: Magma MRLS

Posted by [GoldDrag](#) on Sat, 03 Oct 2009 19:15:01 GMT

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

---

Ok np thanks for advice!

---