Subject: [Skin] stealth effect

Posted by zeratul on Mon, 07 Dec 2009 00:12:34 GMT

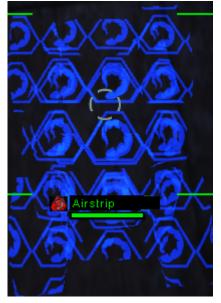
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Made a stealth effect to fit blue nod buildings skins

just a 1 more file before i finish GDIs character PT icons

File Attachments

1) ScreenShot94.png, downloaded 731 times



2) stealth effect.dds, downloaded 177 times

Subject: Re: [Skin] stealth effect

Posted by anant on Mon, 07 Dec 2009 00:38:04 GMT

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LOL!

Subject: Re: [Skin] stealth effect

Posted by zeratul on Mon, 07 Dec 2009 00:47:52 GMT

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Subject: Re: [Skin] stealth effect

Posted by RMCool13 on Mon, 07 Dec 2009 02:17:06 GMT

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Zeratul wrote on Sun, 06 December 2009 18:47 i think Kane would approve

Think chuck norris would approve as well.

Subject: Re: [Skin] stealth effect

Posted by Tupolev TU-95 Bear on Mon, 07 Dec 2009 07:43:48 GMT

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RMCool13 wrote on Mon, 07 December 2009 02:17Zeratul wrote on Sun, 06 December 2009 18:47

i think Kane would approve

Think chuck norris would approve as well. what about pleco?

Subject: Re: [Skin] stealth effect

Posted by Altzan on Mon, 07 Dec 2009 21:17:09 GMT

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Too bad the logos seem to overlap a lot. Without that it would be a great effect.

Subject: Re: [Skin] stealth effect

Posted by slosha on Tue, 08 Dec 2009 00:54:09 GMT

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It's a nice idea, but repetitive objects such as logos really don't look that appealing for this kind of thing. I think the stock effect suffices.