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Subject: Black metal Artillery  
Posted by [Notsug](#) on Tue, 25 Oct 2011 01:55:14 GMT  
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Hello everyone I'm new to the forum but I've been playing as a renegade 3 years, I start to release my work here to enjoy:

Created by : Notsug

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1) [Nod Arty by Notsug.rar](#), downloaded 159 times

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Subject: Re: Black metal Artillery  
Posted by [Aircraftkiller](#) on Tue, 25 Oct 2011 02:34:45 GMT  
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That is ugly as sin. Why would you want to drive a tank that looks like it came out of a dubstep/rap commercial?

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Subject: Re: Black metal Artillery  
Posted by [Notsug](#) on Tue, 25 Oct 2011 03:03:22 GMT  
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Aircraftkiller wrote on Mon, 24 October 2011 19:34 That is ugly as sin. Why would you want to drive a tank that looks like it came out of a dubstep/rap commercial?

hahaha thanks you for your sincere comment, the first negative comment I get from this skin, because in another forum had released.

for your information, my intention is to make the tank look their best in renegade and not based on the nonsense you said rap or something.

and I want to drive that tank so that it looks spectacular, is not the typical skin retouched with a few colors and longer, I edit every possible detail.

but I appreciate your comment, something can not be like everyone

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Subject: Re: Black metal Artillery  
Posted by [Aircraftkiller](#) on Tue, 25 Oct 2011 03:16:09 GMT  
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How is this supposed to be the "best" the tank can look? It's as if someone drove it down the nearest gay pride parade and had it spray painted in an AAMCO body shop.

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Subject: Re: Black metal Artillery  
Posted by [TankClash](#) on Tue, 25 Oct 2011 03:28:06 GMT  
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It's starting to look more like some kind of weird fire/crowd control truck with a giant water cannon.

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Subject: Re: Black metal Artillery  
Posted by [Notsug](#) on Tue, 25 Oct 2011 05:13:55 GMT  
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Aircraftkiller wrote on Mon, 24 October 2011 20:16 How is this supposed to be the "best" the tank can look? It's as if someone drove it down the nearest gay pride parade and had it spray painted in an AAMCO body shop.

I can see the little education you have, because it only knows insulting, if you do not like it, you have every right to say but with respect, but begins to say a number of silly things like this (gay pride parade) that nothing has to do, that reflects your vulgar education.

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Subject: Re: Black metal Artillery  
Posted by [Aircraftkiller](#) on Tue, 25 Oct 2011 05:17:53 GMT  
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I have a bachelor of fine arts. I'm not someone with "little education". I think a lot of what you're saying is getting lost in translation so I'll give you the benefit of the doubt here.

The tank doesn't look like a tank anymore. Its color scheme is bad. The blue clashes with the red. The giant spinner-like rims look like they came from a rap music video. This looks nothing like a tank. What kind of reception were you hoping for?

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Subject: Re: Black metal Artillery  
Posted by [TankClash](#) on Tue, 25 Oct 2011 05:18:30 GMT  
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The level of education one has will have little impact on their views or opinions about a topic.

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if I offended you at some point.

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Subject: Re: Black metal Artillery  
Posted by [Aircraftkiller](#) on Tue, 25 Oct 2011 05:55:06 GMT  
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I wouldn't worry about it. You haven't offended me. It takes a lot more than some comments on this forum to really bother me, which is why it perplexes me when people cry foul when someone decides to lay out what they think.

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Subject: Re: Black metal Artillery  
Posted by [liquidv2](#) on Tue, 25 Oct 2011 06:03:48 GMT  
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you could have just said "i don't like it" and moved on

and as far as the rap reference goes, i can't tell you how many ren videos i've seen with rap playing  
there's probably someone somewhere that would very much like this

me personally, i don't understand why you put car rims in the arty wheels, but that's your style

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Subject: Re: Black metal Artillery  
Posted by [Notsug](#) on Tue, 25 Oct 2011 06:08:42 GMT  
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What happens is that there are ways of saying things, your first message i not get upset, just surprised me, but in your second post and get started to express yourself in a way that annoyed me.

I do not make skins for people looking flatter me or anything just do it for fun like many and love for the game.

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Subject: Re: Black metal Artillery  
Posted by [Notsug](#) on Tue, 25 Oct 2011 06:11:09 GMT  
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liquidv2 wrote on Mon, 24 October 2011 23:03 you could have just said "i don't like it" and moved on

and as far as the rap reference goes, i can't tell you how many ren videos i've seen with rap playing

there's probably someone somewhere that would very much like this

me personally, i don't understand why you put car rims in the arty wheels, but that's your style

I like that style, but when I was doing this skin in no time I was inspired by rap vans or anything, thx for you opinion.

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Subject: Re: Black metal Artillery  
Posted by [iRANian](#) on Tue, 25 Oct 2011 09:59:55 GMT  
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Looks like AIDS.

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Subject: Re: Black metal Artillery  
Posted by [shaitan](#) on Wed, 26 Oct 2011 00:57:18 GMT  
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If you don't like it, don't look at it. Simple.

You're mainly dealing with teenagers who play this game. If this guy got that skin "out there", I'm sure quite a few people would download it.

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Subject: Re: Black metal Artillery  
Posted by [Aircraftkiller](#) on Wed, 26 Oct 2011 04:11:23 GMT  
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If I don't like it, I'll comment on it. Simple.

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Subject: Re: Black metal Artillery  
Posted by [shaitan](#) on Wed, 26 Oct 2011 11:21:05 GMT  
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Aircraftkiller wrote on Tue, 25 October 2011 22:11 If I don't like it, I'll comment on it. Simple. You comment on everything, don't you? Here's a tip: shut the fuck up for a change. The guy wants to make skins, it's none of your goddamned business.

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Subject: Re: Black metal Artillery  
Posted by [Gohax](#) on Wed, 26 Oct 2011 14:18:05 GMT

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@Shai, as I don't agree "fully" with ACK's statement regarding his skins, as it was a bit too extreme, comment and critique on his work was probably something he was going for. It's the same thing with any form of art: you post it on a forum or some type of public place, it's going to get critiqued, whether it be good or bad.

In this case, the skin only suits people from a particular group. To me, it's ugly. But, you can tell he put some work on this, to that I give him credit.

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Subject: Re: Black metal Artillery  
Posted by [Aircraftkiller](#) on Wed, 26 Oct 2011 15:43:30 GMT  
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Subject: Re: Black metal Artillery  
Posted by [Spyder](#) on Thu, 27 Oct 2011 09:20:25 GMT  
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Big Mak wrote on Tue, 25 October 2011 07:20lol this is why nobody releases anything here anymore...  
everyone started only releasing @ renskins.

Yes, because renskins is full of retards that do not know what good or bad art is. They just yell "WOW THAT'S SO INSANELY COOL!!" at everything posted there.

As for this piece of shit, I agree with Aircraftkiller. You just raped the game with this thing.

Ooh and by the way, iRANian is right too, it DOES look like AIDS.

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Subject: Re: Black metal Artillery  
Posted by [GEORGE ZIMMER](#) on Thu, 27 Oct 2011 15:54:58 GMT  
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"BAW YOU GUYS ARE MEAN RENSKINS IS NICER"

But anyway, despite it looking like AIDS, I'll be nice and offer constructive criticism (laced with comments about how it looks like AIDS).

1: The coloring is off. I don't mean the color choices (black/red can be a good combo... then again black/anything can look good), I mean the placement of the colors and what they form. It's like random pieces of red slapped onto a black shape that happens to be shaped like an artillery. This is why graphic design needs to be separated from technical graphics when it comes to critiquing

graphics in games- they're two very separate things, but due to the absence of pointing out graphic design, no one seems to realize its existence (and that it actually matters).

TL;DR: DESIGN IS AIDS, LEARN GRAPHIC DESIGN

2: The idea is bad. I've never really associated artillery with black metal (maybe dubstep, though). Black metal has about as much to do with artillery as weed does (there's a reason any skin that involves weed will inevitably be shit).

Furthermore, what MAKES it black metal? At least with weed skins, there's "420 MARY JANE" and the weed logo plastered all over the damn thing along with the entire thing being green. But aside from a typical goth color (and goth  $\neq$  black metal) and some plastered on tattoo that only vaguely resembles black metal imagery, it really doesn't even feel "black metal" to me. My first impression was "goth", actually .

As an aside, black metal is generally more towards nihilism than it is gothic/death/whatever. Given that, there could be potentially cool (probably not) themes you could go with. A sort of "executor" style, or a look that says "I'm an artillerist. I'm going to kill you, and I won't give the least bit of a damn about it. It's my job". Not a SKULL AND DEATH AND RRRRRRUUGH look, either (that's death metal), but something that could at least exemplify black metal.

TL;DR: ARTILLERY AINT BLACK METAL, AND YOU FAILED AS AN ARTIST TO BREAK THAT BOUNDARY AND ENDED UP WITH SOMETHING THAT LOOKS LIKE AIDS

3: You didn't even bother to change up the actual texture, but rather, recolored it and slapped on a few things. That is the epitome of terrible skinning work (any decent modding community views "recolor" to be synonymous with "large, gaping, uncreative vagina"). It's also why people tend to hate skins- a lot of them end up being uncreative recolors. There's very little creativity done (exceptions exist, but exceptions do not define what they're being excepted from), regardless of whatever textures are slapped on.

I mean, shit, you didn't even bother to change up or remove the Nod symbols! Come on!

TL;DR: RECOLORS LOOK LIKE AIDS, REGARDLESS OF ANYTHING SLAPPED ONTO THEM AFTERWARDS

4: Why the fuck did you color the tires and gave them huge rims?

TL;DR: WHY THE FUCK DID YOU COLOR THE TIRES AND GIVE THEM HUGE RIMS?

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Subject: Re: Black metal Artillery  
Posted by [C C\\_guy](#) on Thu, 27 Oct 2011 22:40:07 GMT  
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shaitan wrote on Wed, 26 October 2011 04:21 Aircraftkiller wrote on Tue, 25 October 2011 22:11 If I don't like it, I'll comment on it. Simple.  
You comment on everything, don't you? Here's a tip: shut the fuck up for a change.



The guy wants to make skins, it's none of your goddamned business.

Agreed, just ignore the kid hes a goof and gives new meaning to the term to, he's full of himself and "thinks" hes somebody, yet hes a nobody to anybody that matters, if anything, the kid should just stfu and they really should kick him outta here.

A true goof by every means of the word, keep modeling man your doing fine keep up the work, as for the goof we dont need you or care about what map and crap you make, do us all a favor and get the fuck out and stay out WE DONT care what you made/make or do.

i have seen you in game stating shit like : "do you know who i am? , and or : I made this map and shit like that, so now if you say your educated? (makes me laugh and laugh) then your very poorly educated cuz you sure dont talk or act like it , so grow the fuck up aircraft goof!

WE DONT CARE !! YOU GET IT YET KID!?! damn retard!

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Subject: Re: Black metal Artillery  
Posted by [Aircraftkiller](#) on Thu, 27 Oct 2011 22:45:09 GMT  
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I should post another haha guy for this clown. Something along the lines of "HA! HA! You say you don't care BUT YOU KEEP TALKING ABOUT IT LIKE YOU DO!!1!"

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Subject: Re: Black metal Artillery  
Posted by [C C\\_guy](#) on Thu, 27 Oct 2011 22:59:35 GMT  
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Aircraftkiller wrote on Thu, 27 October 2011 15:45I should post another haha guy for this clown. Something along the lines of "HA! HA! You say you don't care BUT YOU KEEP TALKING ABOUT IT LIKE YOU DO!!1!"

Go do another bowl of crack and keep dreaming kid, such a retard, go get a clue.(i am still laughing i guess cuz i care lol.)

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Subject: Re: Black metal Artillery  
Posted by [Aircraftkiller](#) on Thu, 27 Oct 2011 23:00:22 GMT  
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You sound mad, bro.

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Subject: Re: Black metal Artillery  
Posted by [C C\\_guy](#) on Thu, 27 Oct 2011 23:11:21 GMT  
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Aircraftkiller wrote on Thu, 27 October 2011 16:00 You sound mad, bro.  
mad? bro? um i dont think so, i am alot more educated then you son? just sit down think about how you act and talk , then take your head out of your ass and grow up? mad ...haha only kids think like that, and rightly so coming from you, thats the least i expected from your mentality heh.

mad haha if i were mad believe you me son you would know it.

anyway enough said , like i said before your a nobody to anybody that matters. think for a change about it son!

What a goof you are keep it up and keep showing everyone your intelgence lol.

after all wannabe's always do stand out in crowds.lol

Keep up the good work. lol

---

Subject: Re: Black metal Artillery  
Posted by [Aircraftkiller](#) on Thu, 27 Oct 2011 23:33:36 GMT  
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I think the irony of everything he's saying will eventually catch up to him. He seems like one of those people who projects his life issues onto people online so that it distracts from how sad he is.

/Born in 1968 and arguing on forums about how other people are sad.  
//A real class act there, for sure.

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Subject: Re: Black metal Artillery  
Posted by [GEORGE ZIMMER](#) on Fri, 28 Oct 2011 07:06:11 GMT  
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C C\_guy wrote on Thu, 27 October 2011 15:59 kid  
lol

---

Subject: Re: Black metal Artillery  
Posted by [Spyder](#) on Fri, 28 Oct 2011 08:20:24 GMT  
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C C\_guy wrote on Fri, 28 October 2011 01:11 i am alot more educated then you son

Sure, that's why you have such outstanding writing skill...

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Subject: Re: Black metal Artillery  
Posted by [TankClash](#) on Fri, 28 Oct 2011 14:03:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Now this whole thing is looking pretty dumb from this angle.

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Subject: Re: Black metal Artillery  
Posted by [Altzan](#) on Fri, 28 Oct 2011 14:54:45 GMT  
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Hehe, I love this thread.

As for the skin, I agree with the opinion that there's definitely work put into this, but it's not a style I can enjoy looking at.

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