
Subject: [Skins] Skin Pack

Posted by [zeratul](#) on Thu, 25 Apr 2013 23:27:25 GMT

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Contents:

PT Backgrounds

-Normal Buildings

-Scrin Buildings (no screen shots)

Images

Scrin Buildings

-Airstrip, Hand of Nod, Power Plant, Refinery, Turret (Symbol Changed as well), Obelisk, Building

Symbols

-Master Control Terminal

More Images

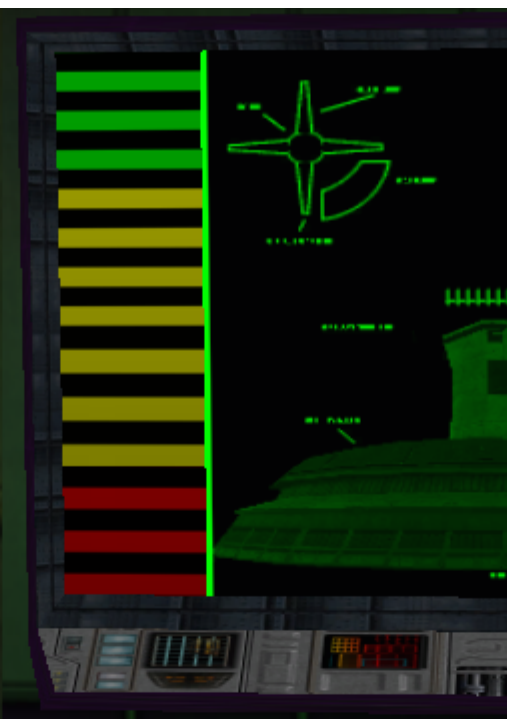
Tiberian Sun Ion Cannon Based Circle

Last Image

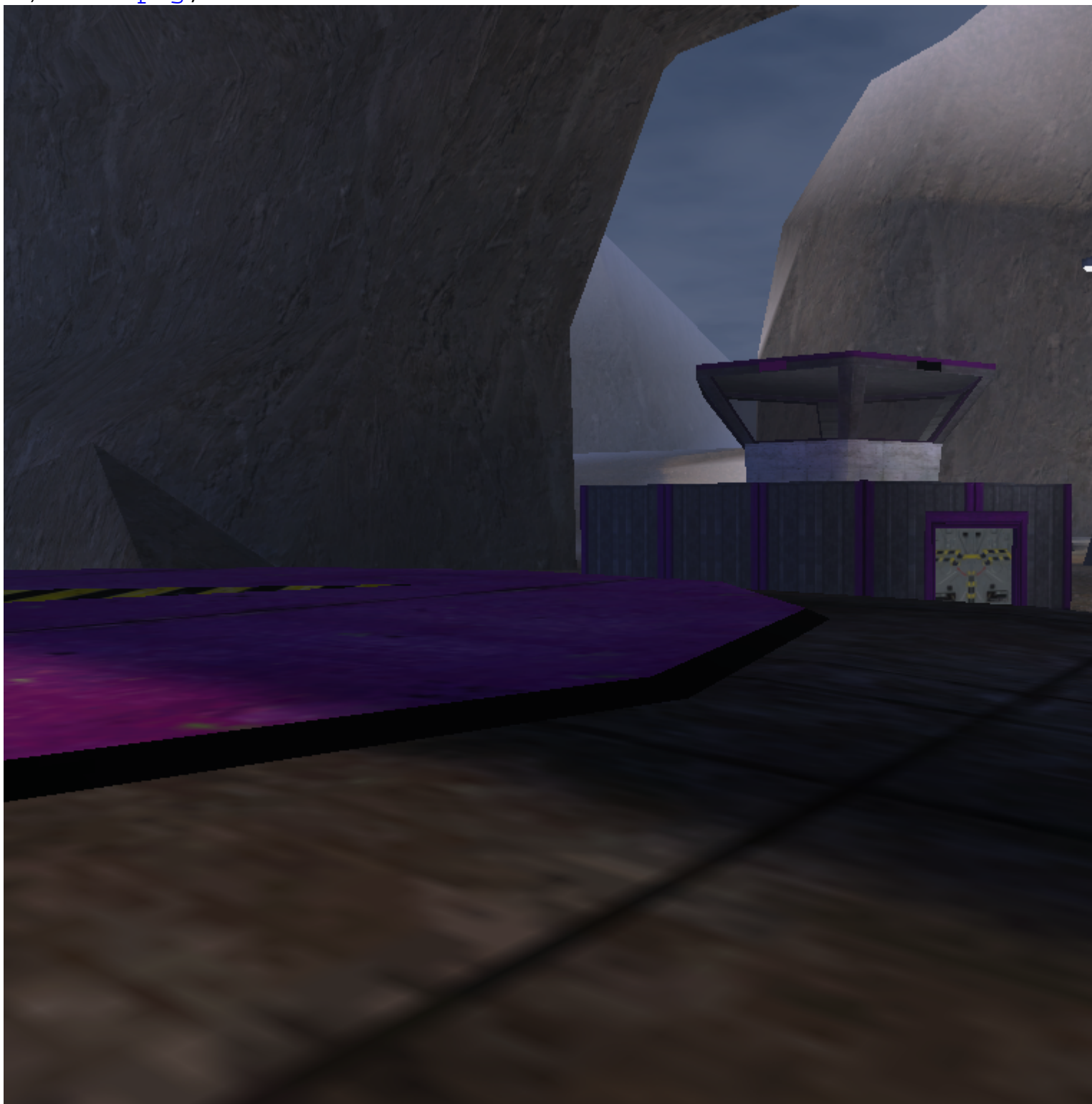
Edit: Im currently having uploading issues if the pack is a bad download ill reupload at a better time

File Attachments

1) [1PT Backgrounds.png](#), downloaded 886 times



2) [1Air.png](#), downloaded 871 times



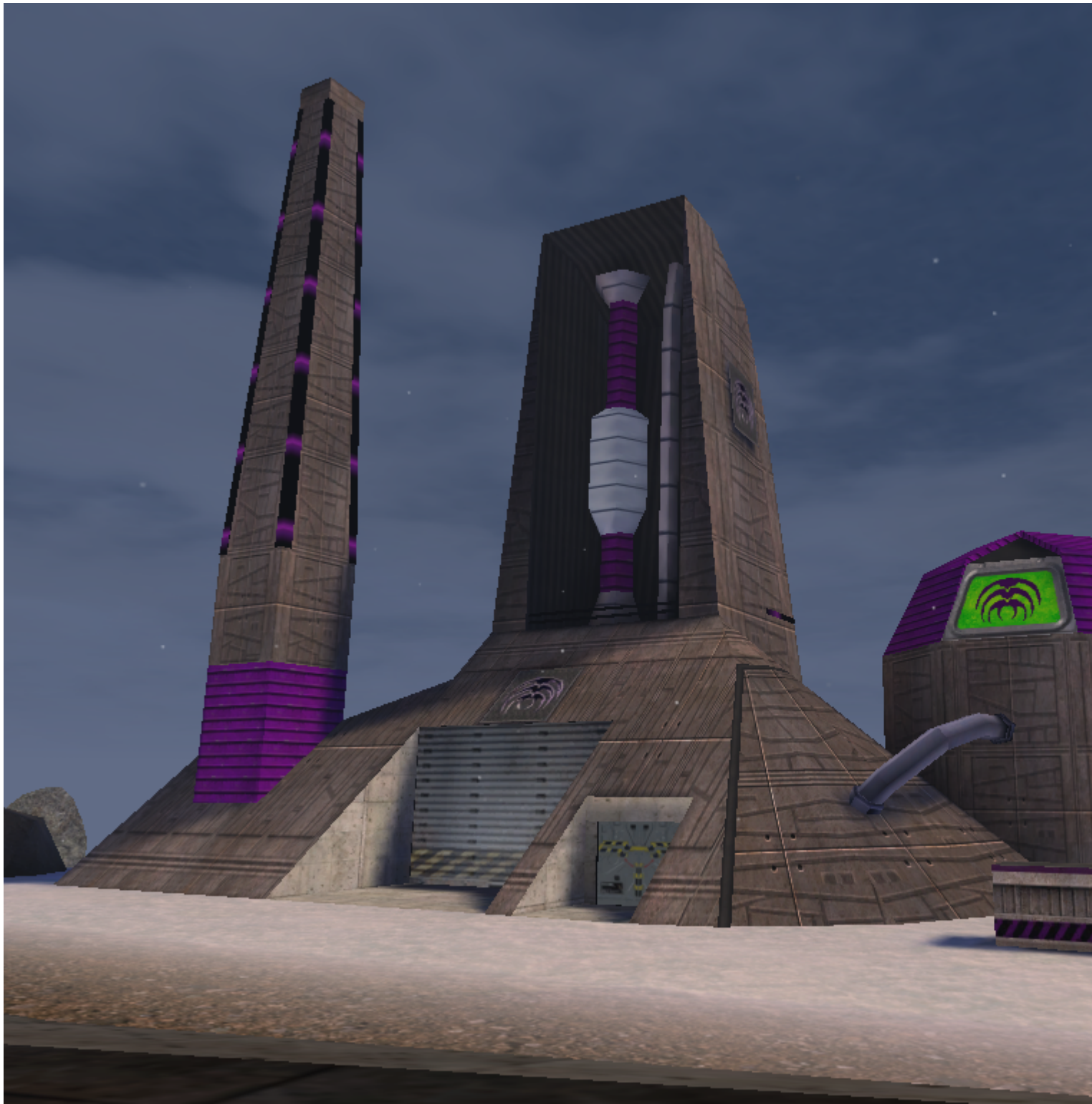
3) [1Hand.png](#), downloaded 858 times



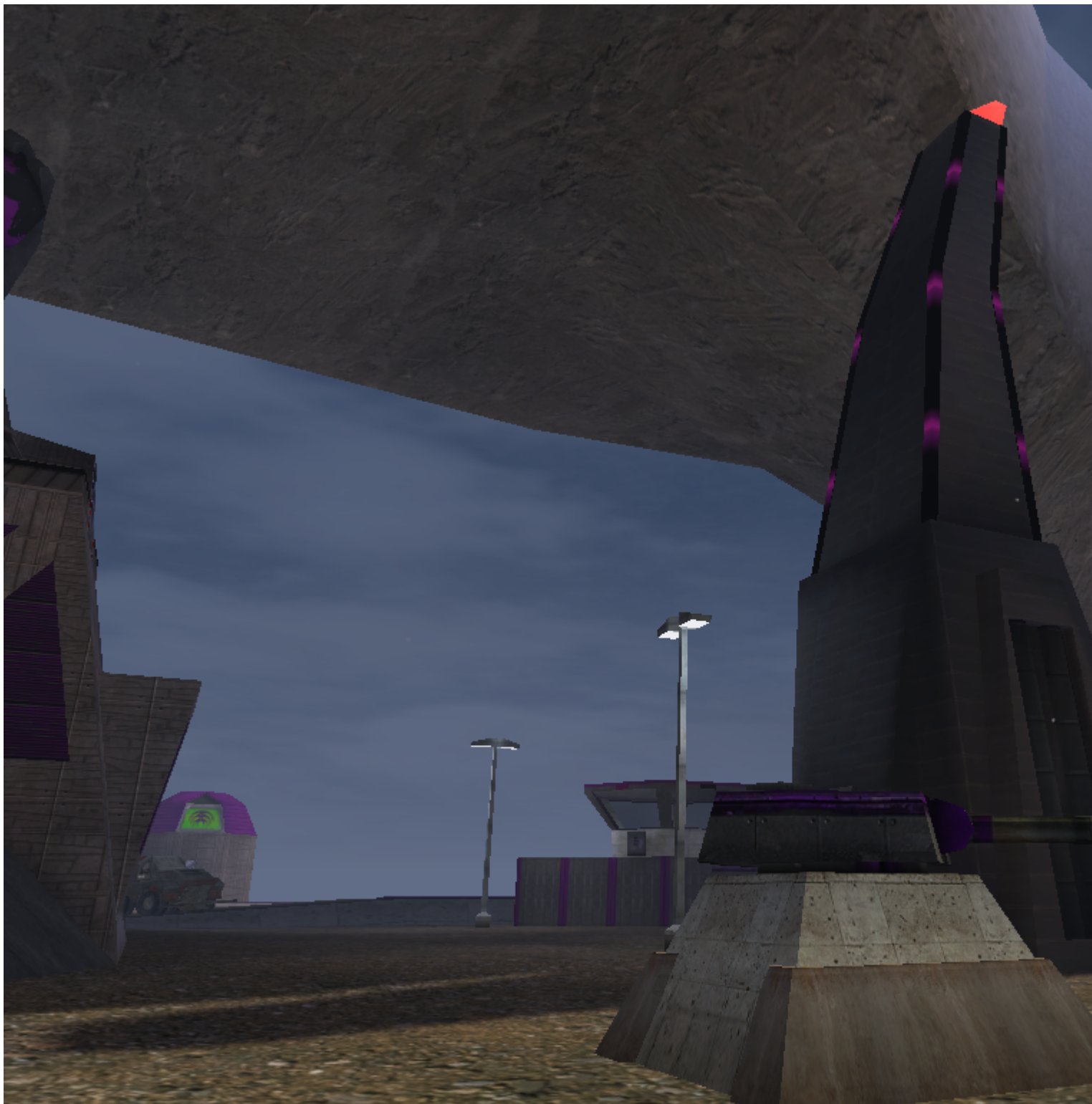
4) [1Pwr.png](#), downloaded 862 times



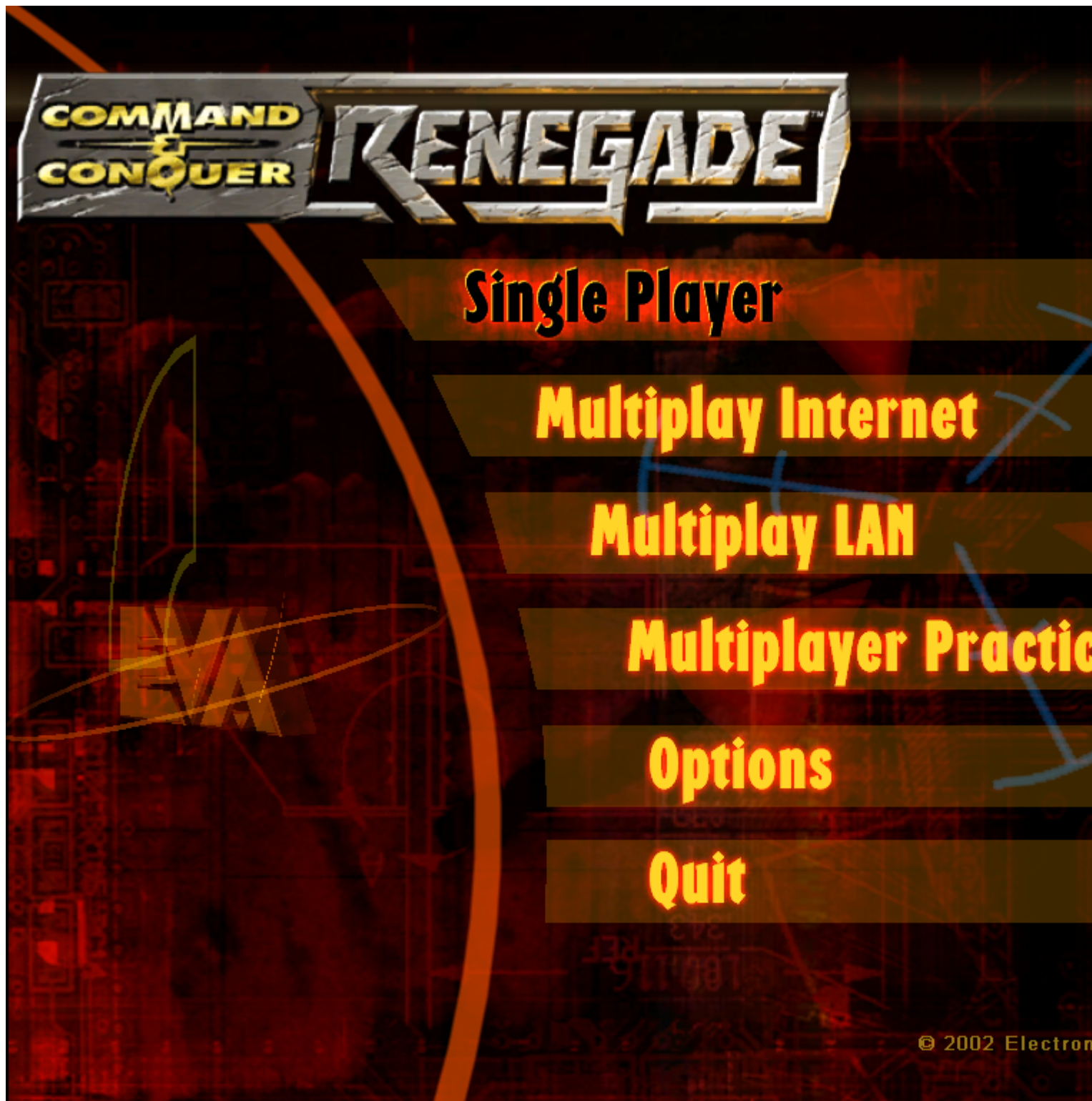
5) [1Ref.png](#), downloaded 822 times



6) [1TurOb.png](#), downloaded 846 times



7) [1Circle.png](#), downloaded 791 times



8) [1MCT.png](#), downloaded 812 times



9) [Pack.rar](#), downloaded 202 times

Subject: Re: [Skins] Skin Pack
Posted by [Aircraftkiller](#) on Sat, 27 Apr 2013 05:56:43 GMT
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Here's another skin for your texture pack.

Subject: Re: [Skins] Skin Pack
Posted by [ArtyWh0re](#) on Sat, 27 Apr 2013 23:58:36 GMT
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[quote title=Aircraftkiller wrote on Fri, 26 April 2013 22:56
Here's another skin for your texture pack. [/quote]
Lol

Subject: Re: [Skins] Skin Pack
Posted by [iRANian](#) on Sun, 28 Apr 2013 07:49:14 GMT
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nice skin ack

Subject: Re: [Skins] Skin Pack
Posted by [liquidv2](#) on Sun, 28 Apr 2013 08:22:48 GMT
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this song should play inside the airstrip

<http://www.youtube.com/watch?v=9CkKuA86Mis>

Subject: Re: [Skins] Skin Pack
Posted by [ArtyWh0re](#) on Thu, 02 May 2013 09:20:30 GMT
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I like the idea of the PT skins although I would of highlighted the building images more to fit in with the PT elements ie bright light up.

The scrin buildings as far as i can see are just a colour change with scrin logos. But this has a lot more potential, with the right textures, you can really give thoes buildings a true scrin theme. Remember thoes C&C 3 skins Degranus did for the Vehicles?
The only difference is buildings are far easier to skin.

Subject: Re: [Skins] Skin Pack

Posted by [zeratul](#) on Thu, 02 May 2013 10:55:32 GMT

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Ill have to play more c&c 3 to get more an idea of scrins style, then maybe ill edit these into more than a simple recolor.
