
Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [UnitXc](#) on Sun, 08 Mar 2009 09:38:59 GMT
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heya tankarmy =] didnt expect to see u here

and thank you all for your supporting comments

im currently pondering which one to do next, i was going to do the Recon bike, but since i cant get hold of one in game on multiplayer practice its hard to judge what needs to be changed.

because what i like about skinning in renegade is, you dont have to turn the game off everytime you make a change to the skin, if i save the file as a standard .psd and convert that to .dds after i make certain changes, i can see it immediately when I maximise renegade again, it constantly updates everytime a change is made, so i can get things near perfect very quickly

things still left to do

--Buildings--

Hand of Nod

Air Strip

Tiberium Refinery

Power Plant

Obelisk of Light

Turret

Construction Yard?

--Vehicles--

Flame Tank

Stealth Tank

Apache

Buggy

APC

--Infantry--

Minigunner

Shotgunner

Flamethrower

Engineer

Officer

Rocket Officer

Chem Warrior

Black Hand Sniper

Laser Chain Gunner

Raveshaw
Sakura
Mendoza
Technician

so the only question is, which one of them, because thats quite a list.

the most dramatic changes would be the building skins, as they are on all the maps all the time, you cant miss it, but they will also take alot longer to do, and longer still to do right.