I don't believe so. Some skins make the characters even harder to see in some situations, and easier to see in others. Bright colours that are blatantly over the top I consider to be advantage skins, or having just the head of a Sniper as the colour red another advantage skin. However, I can give some examples of things people could call advantage skins. I've been making all my Nod soldiers have snow camouflage, here's an example:

(Yes, I'll release them soon   )

I think they look downright awesome. However, people could complain that they are advantage skins because they are easier to see, as the white camo, which replaces the darker, original colour of the Nod Soldier, is brighter than Westwood's texture. That, I don't agree with. I don't see this as an advantage skin. All my skins that I make are put together well, realistic, or in the case of the Snow camouflage which I'm making now, part of a larger theme. Advantage skins are definately not on my agenda, but people still call my stuff advantage.

In the end, being able to see something better doesn't mean you'll be able to hit it better, either.

File Attachments
1) Soldier.jpg, downloaded 1265 times