Subject: [Texture] Advanced Nod base

Posted by ArtyWhore on Sat, 29 Nov 2008 15:55:05 GMT

View Forum Message <> Reply to Message

Like the GDI base i have edited the Nod base skins aswell.

I have also attempted to make the Nod paint work (on Ref, PP HON) look less tacky.

File Attachments

1) Nod Base.rar, downloaded 249 times

Subject: Re: Advanced Nod base

Posted by LiL KiLLa on Sat, 29 Nov 2008 15:57:14 GMT

View Forum Message <> Reply to Message

why dont post both base in 1?

regardless good work

Subject: Re: Advanced Nod base

Posted by ArtyWh0re on Sat, 29 Nov 2008 16:04:05 GMT

View Forum Message <> Reply to Message

Killaaaaa wrote on Sat, 29 November 2008 09:57why dont post both base in 1?

regardless good work

It is an attempt to make it easier to read. I am normally put of with posts that are really long with loads of large pictures, and since each picture takes up the whole screen it might make it more difficult to read.

Subject: Re: Advanced Nod base

Posted by LiL KiLLa on Sat, 29 Nov 2008 16:09:27 GMT

View Forum Message <> Reply to Message

agrees..ok

Subject: Re: Advanced Nod base

Posted by ErroR on Sat, 29 Nov 2008 17:53:45 GMT

View Forum Message <> Reply to Message

Cool as the gdi one

Dage 1 of 2 Compared from Command and Commans: Depared Official Forums

Subject: Re: Advanced Nod base

Posted by ArtyWh0re on Sat, 29 Nov 2008 19:51:44 GMT

View Forum Message <> Reply to Message

ErroR wrote on Sat, 29 November 2008 19:53Cool as the gdi one

Thanks

Subject: Re: Advanced Nod base

Posted by samous on Sun, 30 Nov 2008 01:50:33 GMT

View Forum Message <> Reply to Message

The PP and Airstrip look good, along with the smoke stack of the ref, but the rest... no offense, but their not as good.

Subject: Re: [skin] Advanced Nod base

Posted by DeathC200 on Wed, 14 Jan 2009 15:53:25 GMT

View Forum Message <> Reply to Message

awsome work