

Subject: [skin] Clouds  
Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 03:40:34 GMT  
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kk people i actually tried on this skin lol please tell me if you like it!

File Attachments

1) [Untitled.jpg](#), downloaded 1299 times



2) [cloudlayer.dds](#), downloaded 178 times

Subject: Re: [skin] Green Clouds  
Posted by [\\_SSnipe\\_](#) on Fri, 20 Feb 2009 03:53:14 GMT  
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Iv done this to, well all colors...its looks cool like a radiative or something

It matches my green water falls and water

Also do us post skin all in one long topic please stopping making 100 of them

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Subject: Re: [skin] Green Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 04:02:10 GMT

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kk sorry and yea i have your green water it's tight

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Subject: Re: [skin] Green Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 04:08:49 GMT

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RED CLOUDS

I Kinda Redden'd the clouds to make it look like a sundown

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#### File Attachments

1) [cloudlayer.dds](#), downloaded 151 times

2) [Untitled.jpg](#), downloaded 1155 times

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Subject: Re: [skin] Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 04:17:25 GMT

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STORMY CLOUDS

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### File Attachments

1) [Untitled.jpg](#), downloaded 1133 times

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2) [cloudlayer.dds](#), downloaded 204 times

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Subject: Re: [skin] Clouds

Posted by [\\_SSnipe\\_](#) on Fri, 20 Feb 2009 04:23:02 GMT

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now what have u done here? light blue color?

---

Subject: Re: [skin] Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 05:10:42 GMT

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SSnipe wrote on Thu, 19 February 2009 22:23now what have u done here? light blue color?

which one? if the stormy one i cinda mixed white and black together

---

---

Subject: Re: [skin] Clouds

Posted by [GEORGE ZIMMER](#) on Fri, 20 Feb 2009 09:09:47 GMT

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First decent skin you've made. I like it, reminds me of TS.

EDIT: Upon further inspection, it does NOT tile well. Please work on this, as it really ruins it. I suggest simply recoloring the clouds, maybe add a few touch ups, rather than replacing the image entirely, because that's what it looks like you did.

---

---

Subject: Re: [skin] Green Clouds

Posted by [DeathC200](#) on Fri, 20 Feb 2009 12:23:32 GMT

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GoodOneDriver wrote on Thu, 19 February 2009 22:08RED CLOUDS

I Kinda Redden'd the clouds to make it look like a sundown

I Want your Hud !!!!!!!!!!!!!!!!

---

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Subject: Re: [skin] Clouds

Posted by [ArtyWh0re](#) on Fri, 20 Feb 2009 13:18:05 GMT

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Can someone post the original clouds skin? because i want to have a go at editing it myself.

---

---

Subject: Re: [skin] Clouds

Posted by [Good-One-Driver](#) on Fri, 20 Feb 2009 13:57:11 GMT

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Il here's the original clours  
should be saved'd under DXT5

File Attachments

1) [cloudlayer.dds](#), downloaded 136 times

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Subject: Re: [skin] Clouds  
Posted by [Altzan](#) on Fri, 20 Feb 2009 15:15:32 GMT  
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Subject: Re: [skin] Clouds  
Posted by [BlueThen](#) on Sun, 22 Feb 2009 01:04:51 GMT  
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Altzan wrote on Fri, 20 February 2009 09:15

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---

Subject: Re: [skin] Clouds  
Posted by [IronWarrior](#) on Sun, 22 Feb 2009 02:35:22 GMT  
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All these clouds have now been added to Game-Maps.NET

---

---

Subject: Re: [skin] Clouds  
Posted by [u6795](#) on Sun, 22 Feb 2009 05:14:37 GMT  
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---

first one is really pretty nice, good work, you're getting better.

---

---

Subject: Re: [skin] Clouds  
Posted by [R315r4z0r](#) on Sun, 22 Feb 2009 16:58:22 GMT  
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Make like a digital green grid skin so instead of clouds it looks like the sky is digitized.

---

---

Subject: Re: [skin] Clouds  
Posted by [Altzan](#) on Mon, 23 Feb 2009 01:03:30 GMT  
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cloudlayer.dds gets stretched a LOT. This cloud uses a previously 1024x768 resolution image and it's still stretched so much it's blurry.  
Someone needs to best my meager attempt.



## File Attachments

1) [untitled.JPG](#), downloaded 908 times



2) [cloudlayer.dds](#), downloaded 134 times

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Subject: Re: [skin] Clouds

Posted by [crysis992](#) on Mon, 23 Feb 2009 01:19:32 GMT

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I made a cloud skin too  
here is it

## File Attachments

1) [Game2009-02-2222-58-00-04.jpg](#), downloaded 904 times



2) [cloudlayer.dds](#), downloaded 173 times

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Subject: Re: [skin] Clouds

Posted by [Good-One-Driver](#) on Mon, 23 Feb 2009 02:48:22 GMT

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lol people started stealing my idea's  
/me feels spical

---



Subject: Re: [skin] Clouds

Posted by [liquidv2](#) on Mon, 23 Feb 2009 04:54:29 GMT

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---

the bluethen one actually looks like a roof over the battlefield (who fights inside wtf?)

the first skin the first guy made does really look like tiberian sun like cabal or someone else said; it's actually really cool

game-maps.net is awesome, i've gotten a few things from there and really like how it is set up

---

---

Subject: Re: [skin] Clouds

Posted by [ArtyWh0re](#) on Mon, 23 Feb 2009 13:34:29 GMT

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Is there anyway to edit the cloud layer to make it look like the night sky?

---

---

Subject: Re: [skin] Clouds

Posted by [ErroR](#) on Mon, 23 Feb 2009 13:36:12 GMT

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---

darken the cloud layer and make sun texture (sun.tga i think, transparent)

---

---

Subject: Re: [skin] Clouds

Posted by [ArtyWh0re](#) on Mon, 23 Feb 2009 14:17:47 GMT

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---

crysis992 wrote on Sun, 22 February 2009 19:19I made a cloud skin too here is it

Wow, this skin is awesome. This screenshot does not show it fully.

I tried this out on islands and it looked so realistic, you can even look miles into the horizon.

---

---

Subject: Re: [skin] Clouds

Posted by [crysis992](#) on Mon, 23 Feb 2009 14:27:04 GMT

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---

thanks

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---

Subject: Re: [skin] Clouds

Posted by [Altzan](#) on Tue, 24 Feb 2009 00:53:00 GMT

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## File Attachments

1) [ccren-20090223-183113.png](#), downloaded 712 times



2) [cloudlayer.dds](#), downloaded 133 times

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Subject: Re: [skin] Clouds

Posted by [DarkKnight](#) on Tue, 24 Feb 2009 01:06:16 GMT

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can someone make a sky where it looks like your on an alien world. like 2 moons, other planets or a ring around a planet or something?

Have it be during the day time. Kinda like a silhouette

---

---

Subject: Re: [skin] Clouds

Posted by [Seadust](#) on Wed, 25 Feb 2009 23:37:01 GMT

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---

Sup guys, some of you may or may not know me or whatever, but here is a cloud skin I made. sort of new to skinning, but eh, gotta start somewhere.

---

### File Attachments

1) [Cloudskin.PNG](#), downloaded 699 times

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2) [cloudlayer.dds](#), downloaded 120 times

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Subject: Re: [skin] Clouds

Posted by [u6795](#) on Wed, 25 Feb 2009 23:41:08 GMT

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---

Seadust wrote on Wed, 25 February 2009 18:37Sup guys, some of you may or may not know me or whatever, but here is a cloud skin I made. sort of new to skinning, but eh, gotta start somewhere.

[img]index.php?t=getfile&id=9568&private=0

This is good. Very good. Little more than a recolor but still pleasing to the eye and quality.

---

Subject: Re: [skin] Clouds

Posted by [Good-One-Driver](#) on Thu, 26 Feb 2009 00:58:56 GMT

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i like ur hud

---

Subject: Re: [skin] Clouds

Posted by [DarkKnight](#) on Thu, 26 Feb 2009 21:59:50 GMT

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---

Darkknight wrote on Mon, 23 February 2009 19:06can someone make a sky where it looks like your on an alien world. like 2 moons, other planets or a ring around a planet or something?

Have it be during the day time. Kinda like a silhouette

anyone? or is this not possible? Alien sky

---

Subject: Re: [skin] Clouds

Posted by [ErroR](#) on Fri, 27 Feb 2009 12:50:37 GMT

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---

Darkknight wrote on Thu, 26 February 2009 23:59Darkknight wrote on Mon, 23 February 2009 19:06can someone make a sky where it looks like your on an alien world. like 2 moons, other planets or a ring around a planet or something?

Have it be during the day time. Kinda like a silhouette

anyone? or is this not possible? Alien sky

it is possible, but rather hard, since the sky is tiled by that texture, it would be many moons that way, unless you make your own map, add a plane over it and skin it as that sky, i really like your idea tho

---

Subject: Re: [skin] Clouds

Posted by [DarkKnight](#) on Fri, 27 Feb 2009 13:11:13 GMT

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---

ahh ok. so that's why on the green sky its not seamless.

---

Subject: Re: [skin] Clouds

Posted by [ArtyWh0re](#) on Fri, 27 Feb 2009 15:15:07 GMT



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---

Is there a skin or few for the actual sky, not the cloud layer?

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---

Subject: Re: [skin] Clouds

Posted by [JsxKeule](#) on Mon, 02 Mar 2009 19:37:51 GMT

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---

ok because all post their cloud skins i post mine too

---

#### File Attachments

1) [clouds.JPG](#), downloaded 424 times

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+ 148

- 100



Credits: 98081

Time Remaining

Subject: Re: [skin] Clouds

Posted by [ErroR](#) on Mon, 02 Mar 2009 19:39:10 GMT

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---

doing good job keule

---

Subject: Re: [skin] Clouds

Posted by [cysis992](#) on Mon, 02 Mar 2009 19:39:50 GMT

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---

looks nice

---

Subject: Re: [skin] Clouds

Posted by [DarkKnight](#) on Wed, 04 Mar 2009 03:05:44 GMT

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---

JsxKeule wrote on Mon, 02 March 2009 12:37ok because all post their cloud skins i post mine too

umm id like to see some more of your building skins and how to get that. your power plant looks interesting

---

Subject: Re: [skin] Clouds

Posted by [JsxKeule](#) on Wed, 04 Mar 2009 12:18:29 GMT

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here are my bases

#### File Attachments

1) [NOD\\_BASE.JPG](#), downloaded 429 times

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JsxKeule

200

100



Credits: 98771

Time Remaining

2) [GDI\\_BASE.JPG](#), downloaded 426 times





JsxKeule

200

100



Credits: 99395

Time Remaining

Subject: Re: [skin] Clouds

Posted by [ArtyWh0re](#) on Wed, 04 Mar 2009 12:24:27 GMT

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---

JsxKeule wrote on Wed, 04 March 2009 07:18here are my bases

Looking good, I love the Hourglass conversion skins.

Oh and I get good feelings when I see my skins being used in someone elses screenshot

---

---

Subject: Re: [skin] Clouds

Posted by [DarkKnight](#) on Thu, 05 Mar 2009 02:38:35 GMT

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---

where can i get the nod & gdi base skins? those are awesome

---

---

Subject: Re: [skin] Clouds

Posted by [ArtyWh0re](#) on Thu, 05 Mar 2009 11:29:32 GMT

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---

Darkknight wrote on Thu, 05 March 2009 03:38where can i get the nod & gdi base skins? those are awesome

From what I see, he has a combination of my base skins and someone elses(StereoSquirrel?).

---

---

Subject: Re: [skin] Clouds

Posted by [JsxKeule](#) on Thu, 05 Mar 2009 12:51:34 GMT

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yop thats right

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