
Subject: Comment on Veh

Posted by [zeratul](#) on Tue, 26 May 2009 20:13:52 GMT

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Ok so i thought about adding vehs to the tron pack and decided to get comments first (i was gone for a wile and had my cousin mess with stuff for me so i never got back until now) anyway comment i may release the vehs i may not i doubt i will though so you know look comment the usual drill...

File Attachments

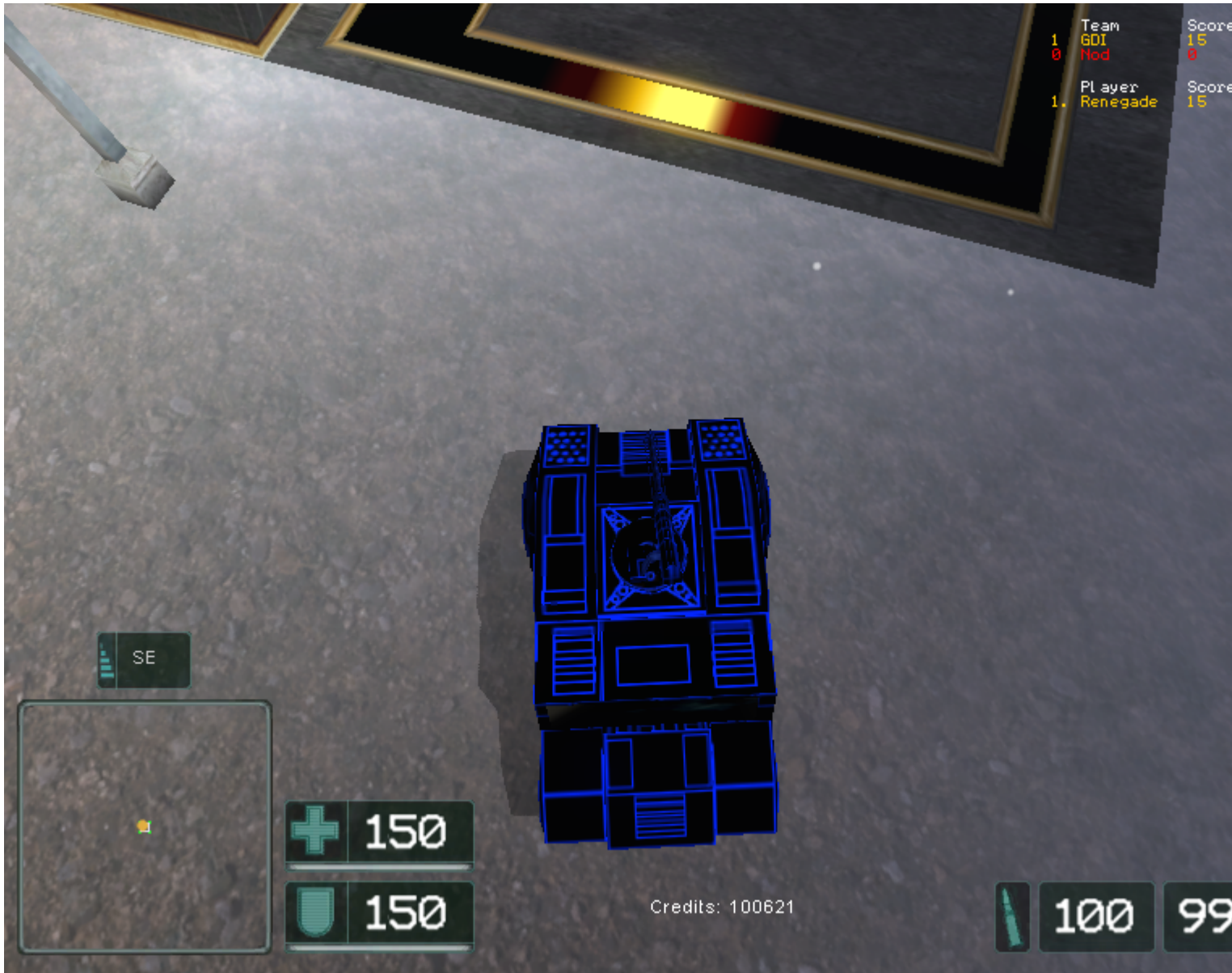
1) [Hum-vee1.png](#), downloaded 214 times



2) [Hum-Vee2.png](#), downloaded 187 times



3) [Hum-vee 3.png](#), downloaded 186 times



Team		Score
1	GDI	15
0	Nod	0
Player		Score
1.	Renegade	15

4) [Hum-vee4.png](#), downloaded 186 times



Subject: Re: Comment on Veh

Posted by [ErroR](#) on Tue, 26 May 2009 22:03:34 GMT

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looks nice.

Subject: Re: Comment on Veh

Posted by [Altzan](#) on Wed, 27 May 2009 02:00:28 GMT

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Put that much detail into all the vehs and you'll trump mine.

Subject: Re: Comment on Veh
Posted by [zeratul](#) on Wed, 27 May 2009 16:32:47 GMT
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Got another for comments

File Attachments

1) [ScreenShot23.png](#), downloaded 295 times



2) [ScreenShot22.png](#), downloaded 294 times



	Team	Score
0	Nod	0
1	GDI	0
	Player	Score
1.	Renegade	0

3) [ScreenShot24.png](#), downloaded 293 times



Subject: Re: Comment on Veh

Posted by [crysis992](#) on Wed, 27 May 2009 16:40:01 GMT

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Nice work, looks good

Subject: Re: Comment on Veh

Posted by [MGamer](#) on Wed, 27 May 2009 17:56:00 GMT

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i think ive seen something like that before

Subject: Re: Comment on Veh
Posted by [JsxKeule](#) on Wed, 27 May 2009 17:58:41 GMT
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yeah looks nice but there exist already tron vehs from altzan i think

make something else
tron is cool but its boring casue there exist to much
try a new style like funny points or make new rims like mine vehicles^^

Subject: Re: Comment on Veh
Posted by [LeeumDee](#) on Wed, 27 May 2009 21:41:54 GMT
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Don't let that ^ put you off, they're looking very good indeed.

Subject: Re: Comment on Veh
Posted by [Altzan](#) on Thu, 28 May 2009 01:46:11 GMT
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I'm gonna try a new idea soon involving gradients, by the way.

And if you'll put as much effort into the others as you did the humvee, go for it!

As for the tank, it's OK but not as good as the hummer.

Subject: Re: Comment on Veh
Posted by [zeratul](#) on Thu, 28 May 2009 04:08:05 GMT
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Ive been thinking about showing you my recent edit on the APC or the MRLS but im not sure which ill choose i will work on screen shots though see which one looks like it has more detail... hell i may post both
