
Subject: Comment on Veh

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

[View Forum Message](#) <> [Reply to Message](#)

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-veel.png](#), downloaded 320 times



2) [Hum-Vee2.png](#), downloaded 294 times



3) [Hum-vee 3.png](#), downloaded 291 times



4) [Hum-vee4.png](#), downloaded 288 times



Subject: Re: Comment on Veh
Posted by [ErroR](#) on Tue, 26 May 2009 22:03:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks nice.

Subject: Re: Comment on Veh
Posted by [Altzan](#) on Wed, 27 May 2009 02:00:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

Got another for comments

File Attachments

1) [ScreenShot23.png](#), downloaded 412 times



2) [ScreenShot22.png](#), downloaded 407 times



3) [ScreenShot24.png](#), downloaded 407 times



Subject: Re: Comment on Veh

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

[View Forum Message](#) <> [Reply to Message](#)

Nice work, looks good

Subject: Re: Comment on Veh

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

I've been thinking about showing you my recent edit on the APC or the MRLS but I'm not sure which I'll choose I will work on screen shots though see which one looks like it has more detail... hell I may post both
