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Subject: [Skin] Death Nuke

Posted by [zeratul](#) on Mon, 01 Jun 2009 19:35:43 GMT

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I was just screwin around looking for new styles when i came up with this so have fun

and comment

#### File Attachments

1) [ScreenShot19.png](#), downloaded 695 times



2) [nukefire1.dds](#), downloaded 167 times

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Subject: Re: [Skin] Death Nuke

Posted by [ErroR](#) on Mon, 01 Jun 2009 19:53:33 GMT

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the texture looks pixely

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**Subject: Re: [Skin] Death Nuke**

Posted by [JsxKeule](#) on Mon, 01 Jun 2009 21:14:48 GMT

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do us a favor and dont mutate to new good-one-driver

for all those who dont know

he made topics for every little skin and the skins werent the best^^

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**Subject: Re: [Skin] Death Nuke**

Posted by [Tupolev TU-95 Bear](#) on Mon, 01 Jun 2009 21:49:36 GMT

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Yes Good-one-driver says he put hours of work in his skins

When really its 1 minutes

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**Subject: Re: [Skin] Death Nuke**

Posted by [zeratul](#) on Tue, 02 Jun 2009 04:23:35 GMT

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JsxKeule wrote on Mon, 01 June 2009 16:14do us a favor and dont mutate to new  
good-one-driver

for all those who dont know

he made topics for every little skin and the skins werent the best^^

i dont release every little skin i make... ive actually released few from what ive made

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**Subject: Re: [Skin] Death Nuke**

Posted by [Goztow](#) on Tue, 02 Jun 2009 06:25:11 GMT

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Zeratul wrote on Tue, 02 June 2009 06:23JsxKeule wrote on Mon, 01 June 2009 16:14do us a  
favor and dont mutate to new good-one-driver

for all those who dont know

he made topics for every little skin and the skins werent the best^^

i dont release every little skin i make... ive actually released few from what ive made

Which shows you don't put a lot of time in them . I like the idea behind this, but it's indeed  
pixelated.

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Subject: Re: [Skin] Death Nuke

Posted by [zeratul](#) on Tue, 02 Jun 2009 19:07:35 GMT

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I noticed i didnt think about the stretching of the pic otherwise i would have put a ton more work into it

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