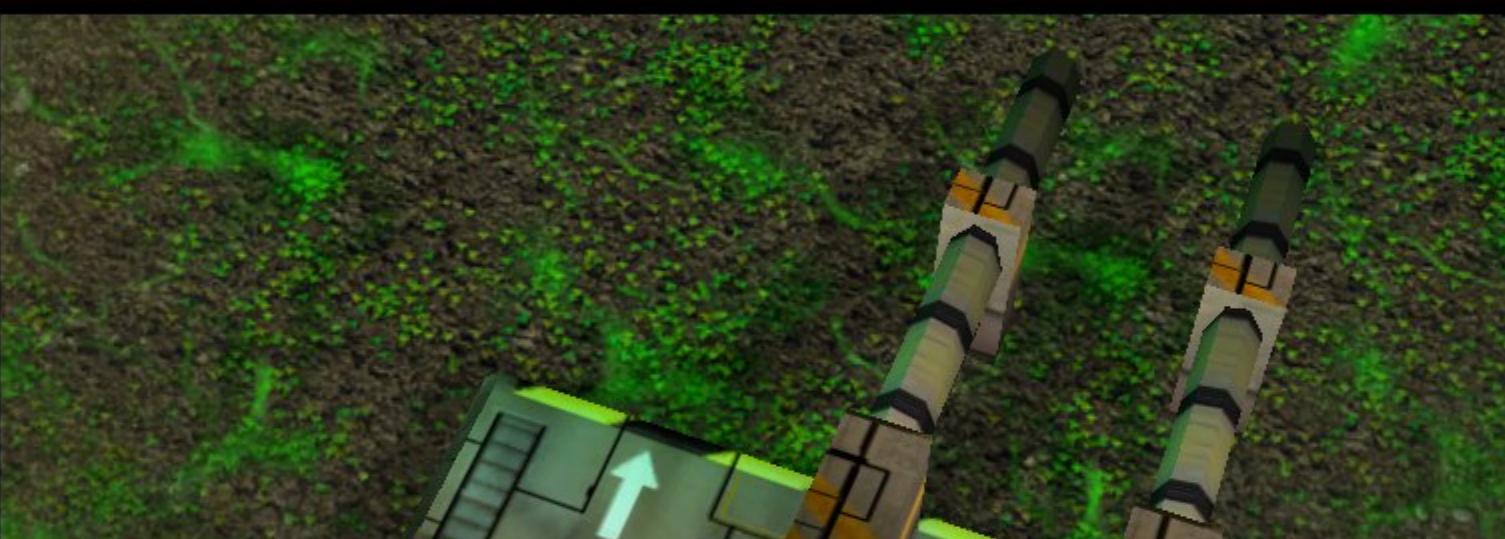

Subject: [texture] gnoepowers cnc3 mammy
Posted by [gnoepower](#) on Thu, 03 Sep 2009 18:28:10 GMT
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My first cnc3 try
Hope you like it, please comment because skinning tips are always welcome

File Attachments

1) [preview.jpg](#), downloaded 714 times



2) [gnoepowers cnc3 mammy.rar](#), downloaded 216 times

Subject: Re: [texture] gnoepowers cnc3 mammy
Posted by [Xena](#) on Thu, 03 Sep 2009 18:34:28 GMT
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too many arrows imo lol
maybe try it less chaotic, and make the shape more visible

Subject: Re: [texture] gnoepowers cnc3 mammy
Posted by [ArtyWh0re](#) on Thu, 03 Sep 2009 20:07:14 GMT
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Looks cartoony but also looks great, very good job.

Subject: Re: [texture] gnoepowers cnc3 mammy
Posted by [anant](#) on Thu, 03 Sep 2009 20:17:22 GMT
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ArtyWhore wrote on Thu, 03 September 2009 16:07 Looks cartoony but also looks great, very good job.

Subject: Re: [texture] gnoepowers cnc3 mammy
Posted by [Reaver11](#) on Thu, 03 Sep 2009 20:56:15 GMT
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It looks nice, although you should take away a few arrows

Subject: Re: [texture] gnoepowers cnc3 mammy
Posted by [Carrier11](#) on Thu, 03 Sep 2009 21:18:49 GMT
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Looks very good - too many arrows though. How long have you been skinning?

Subject: Re: [texture] gnoepowers cnc3 mammy
Posted by [gnoepower](#) on Thu, 03 Sep 2009 21:28:35 GMT
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Reaver11 wrote on Thu, 03 September 2009 15:56It looks nice, although you should take away a few arrows
few weeks now, although I made this a week ago. I started recoloring first, then working with textures, and then I decided to use the c&c3 texture pack
Though I believe this was my second vehicle skin.

The arrows are one of the main things I like, and in my opinion there aren't too many. But that's a matter of opinion I guess.

Though thanks all for the kind reactions I'll release some other things here to I think

Subject: Re: [texture] gnoepowers cnc3 mammy
Posted by [Dreganius](#) on Fri, 04 Sep 2009 02:54:55 GMT
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Okay now for some criticism, and sorry if this sounds harsh but is there a tank under those boxes that make the general shape of a turret?

I'm sorry, but this is what everyone gets wrong about the mammy. The turret loses its turret-look. The chassis doesn't look bad, but it could do with some more attention to detail.

I spent 2 hours working on the C&C3 Mammoth Mk1 and ended up scrapping it, so now I'm working on the Mk1a, which I'll release this weekend after tweaking it. You know why? Because it's so damn hard to skin a mammoth tank!

So pretty good try, gnoepower, and I hope the criticism helps you get better
