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Subject: [Skin] stealth effect  
Posted by [zeratul](#) on Mon, 07 Dec 2009 00:12:34 GMT  
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Made a stealth effect to fit blue nod buildings skins

just a 1 more file before i finish GDIs character PT icons

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### File Attachments

1) [ScreenShot94.png](#), downloaded 1017 times



2) [stealth\\_effect.dds](#), downloaded 232 times

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Subject: Re: [Skin] stealth effect  
Posted by [anant](#) on Mon, 07 Dec 2009 00:38:04 GMT  
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LOL!  
nice

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Subject: Re: [Skin] stealth effect  
Posted by [zeratul](#) on Mon, 07 Dec 2009 00:47:52 GMT  
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i think Kane would approve

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Subject: Re: [Skin] stealth effect  
Posted by [RMCool13](#) on Mon, 07 Dec 2009 02:17:06 GMT  
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Zeratul wrote on Sun, 06 December 2009 18:47  
i think Kane would approve

Think chuck norris would approve as well.

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Subject: Re: [Skin] stealth effect  
Posted by [Tupolev TU-95 Bear](#) on Mon, 07 Dec 2009 07:43:48 GMT  
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RMCool13 wrote on Mon, 07 December 2009 02:17Zeratul wrote on Sun, 06 December 2009 18:47  
i think Kane would approve

Think chuck norris would approve as well.  
what about pleco ?

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Subject: Re: [Skin] stealth effect  
Posted by [Altzan](#) on Mon, 07 Dec 2009 21:17:09 GMT  
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Too bad the logos seem to overlap a lot. Without that it would be a great effect.

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Subject: Re: [Skin] stealth effect  
Posted by [shlosa](#) on Tue, 08 Dec 2009 00:54:09 GMT  
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It's a nice idea, but repetitive objects such as logos really don't look that appealing for this kind of thing. I think the stock effect suffices.

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