
Subject: Camo c4

Posted by [zeratul](#) on Sat, 24 Apr 2010 20:05:51 GMT

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I got this idea. comments and such.
first and third views are separate downloads
images

File Attachments

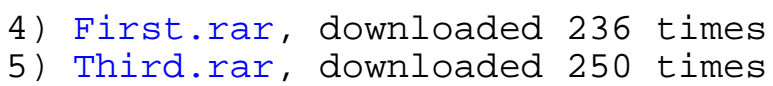
1) [ScreenShot29.png](#), downloaded 903 times



2) [ScreenShot31.png](#), downloaded 909 times



3) [ScreenShot36.png](#), downloaded 903 times



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I like it.

Subject: Re: Camo c4
Posted by [Tupolev TU-95 Bear](#) on Sat, 24 Apr 2010 23:38:00 GMT
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Nice one

Subject: Re: Camo c4
Posted by [Kimb](#) on Sat, 24 Apr 2010 23:49:38 GMT
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Nice

Subject: Re: Camo c4
Posted by [z00ma](#) on Sun, 25 Apr 2010 11:53:56 GMT
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cool

Subject: Re: Camo c4
Posted by [ErroR](#) on Sun, 25 Apr 2010 12:13:22 GMT
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decent

Subject: Re: Camo c4
Posted by [ArtyWh0re](#) on Mon, 26 Apr 2010 09:56:53 GMT
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Pretty cool to be honest, i'm going to download it
You should put both the 1st and 3rd person versions together in 1 pack next time

Subject: Re: Camo c4
Posted by [zeratul](#) on Mon, 26 Apr 2010 12:27:48 GMT
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Orca234 wrote on Mon, 26 April 2010 03:56

You should put both the 1st and 3rd person versions together in 1 pack next time

That was more of a decision based on the fact i didn't think the third person ones turned out that good... glad i released them anyway

Subject: Re: Camo c4

Posted by [ArtyWh0re](#) on Tue, 27 Apr 2010 11:42:33 GMT

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Zeratul wrote on Mon, 26 April 2010 07:27Orca234 wrote on Mon, 26 April 2010 03:56

You should put both the 1st and 3rd person versions together in 1 pack next time

That was more of a decision based on the fact i didn't think the third person ones turned out that good... glad i released them anyway

I think they both look great, it is just based on the fact that if i'm using a skin then I want it to be the same in both 1st and 3rd person.

When you are using a weapon skin then it will be a bit strange when it changes colour when you switch to 1st person, thats all.

Subject: Re: Camo c4

Posted by [zeratul](#) on Tue, 27 Apr 2010 12:28:44 GMT

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ok cool

Thanks for the comments guys

im thinking about making camo beacons these will have multiple camo choices

Subject: Re: Camo c4

Posted by [Kimb](#) on Tue, 27 Apr 2010 13:05:38 GMT

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Zeratul wrote on Tue, 27 April 2010 07:28ok cool

Thanks for the comments guys

im thinking about making camo beacons these will have multiple camo choices

May i suggest you make a desert cammo for GDI's inf

Subject: Re: Camo c4

Posted by [zeratul](#) on Tue, 27 Apr 2010 20:58:56 GMT

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Kimb wrote on Tue, 27 April 2010 07:05Zeratul wrote on Tue, 27 April 2010 07:28ok cool

Thanks for the comments guys
im thinking about making camo beacons these will have multiple camo choices
May i sugges you make a desert cammo for GDI's inf
Hasn't that already been done?

Subject: Re: Camo c4
Posted by [Kimb](#) on Tue, 27 Apr 2010 22:25:10 GMT
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Zeratul wrote on Tue, 27 April 2010 15:58Kimb wrote on Tue, 27 April 2010 07:05Zeratul wrote on Tue, 27 April 2010 07:28ok cool

Thanks for the comments guys
im thinking about making camo beacons these will have multiple camo choices
May i sugges you make a desert cammo for GDI's inf
Hasn't that already been done?
Not that i could find. You Go Girl! umm..

Subject: Re: Camo c4
Posted by [zeratul](#) on Tue, 27 Apr 2010 22:34:48 GMT
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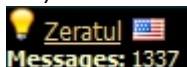
Kimb wrote on Tue, 27 April 2010 16:25
Not that i could find. You Go Girl! umm..
then i will start on it when i finish the beacons (just a few more patterns to go)

i have nothing to say to the last thing

ALSO 1337

File Attachments

1) [1337.jpg](#), downloaded 747 times



Subject: Re: Camo c4
Posted by [Kimb](#) on Wed, 28 Apr 2010 06:45:04 GMT
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Zeratul wrote on Tue, 27 April 2010 17:34Kimb wrote on Tue, 27 April 2010 16:25
Not that i could find. You Go Girl! umm..
then i will start on it when i finish the beacons (just a few more patterns to go)

i have nothing to say to the last thing

ALSO 1337
gz on your 1337
