
Subject: [Skin] New Glass Bullet Hole

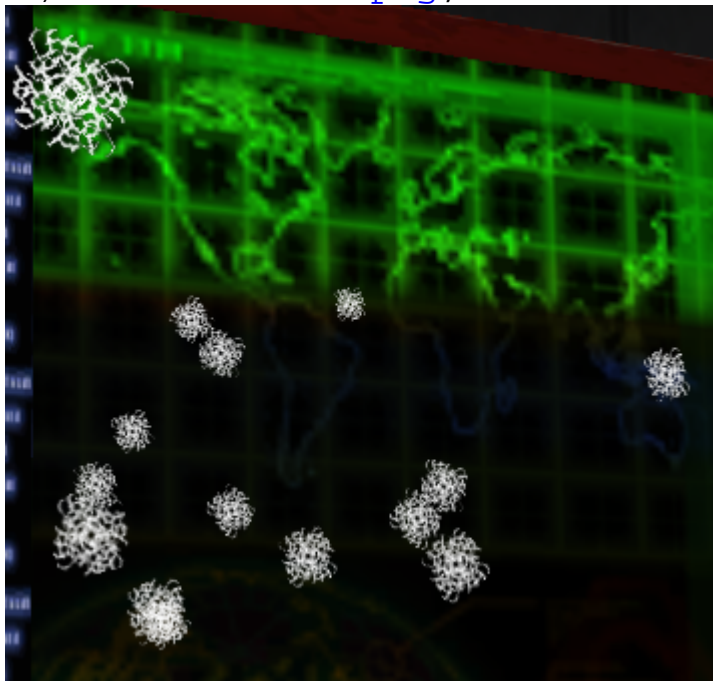
Posted by [zeratul](#) on Mon, 21 Jun 2010 18:02:32 GMT

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

As Crysis992 Requested there are now new glass bullet holes. it took me more time to find it then to make it
comments
tips

File Attachments

1) [ScreenShot23.png](#), downloaded 818 times



2) [glass-2.dds](#), downloaded 210 times

Subject: Re: [Skin] New Glass Bullet Hole

Posted by [ErroR](#) on Mon, 21 Jun 2010 21:32:05 GMT

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

Not bad!

Subject: Re: [Skin] New Glass Bullet Hole

Posted by [zeratul](#) on Mon, 21 Jun 2010 22:26:40 GMT

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

ErroR wrote on Mon, 21 June 2010 15:32 Not bad!
glad to hear you like it

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [Kimb](#) on Mon, 21 Jun 2010 22:53:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

impressive

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [Sladewill](#) on Mon, 21 Jun 2010 22:58:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

finally a good one, keep up and you will be redesigning the whole of renegade

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [Skysniper](#) on Tue, 22 Jun 2010 00:17:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice.

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [reborn](#) on Tue, 22 Jun 2010 07:50:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kinda looks like a spider web, almost.

It needs improving, perhaps try less circular motion on the "cracks"?

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [Zion](#) on Tue, 22 Jun 2010 07:54:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Indeed, cracks travel in perfectly straight lines between points.

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [snpr1101](#) on Tue, 22 Jun 2010 08:13:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Clearly you have not seen cracked glass before.

Toggle Spoiler

look at dem straight lines between points; it should be all curly n shit.

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [Reaver11](#) on Tue, 22 Jun 2010 08:46:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

A front window of a car is different because it is curved

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [snpr1101](#) on Tue, 22 Jun 2010 08:49:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Tue, 22 June 2010 03:46A front window of a car is different because it is curved

I did try my best to find cracked glass bullet holes on any other surface; except glass .

So; nou!

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [Zion](#) on Tue, 22 Jun 2010 10:47:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver's right.

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [Hypnos](#) on Tue, 22 Jun 2010 15:55:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: [Skin] New Glass Bullet Hole
Posted by [Altzan](#) on Wed, 23 Jun 2010 04:00:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

It may not be accurate but it looks nice. I can just see a bunch of these on the wall after an intense

firefight.
Good work.
