Subject: [skins] PT Icons Redone Posted by zeratul on Sun, 27 Mar 2011 17:13:57 GMT

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I decided to go back and do the PT Icons again.

this is the least stretched i could get the icons and they are as close to the same angles and placements as i could get them. images

Edit: i just caught in the picture of gdi Chars that some arent there i will either fix or just leave as example picture

File Attachments

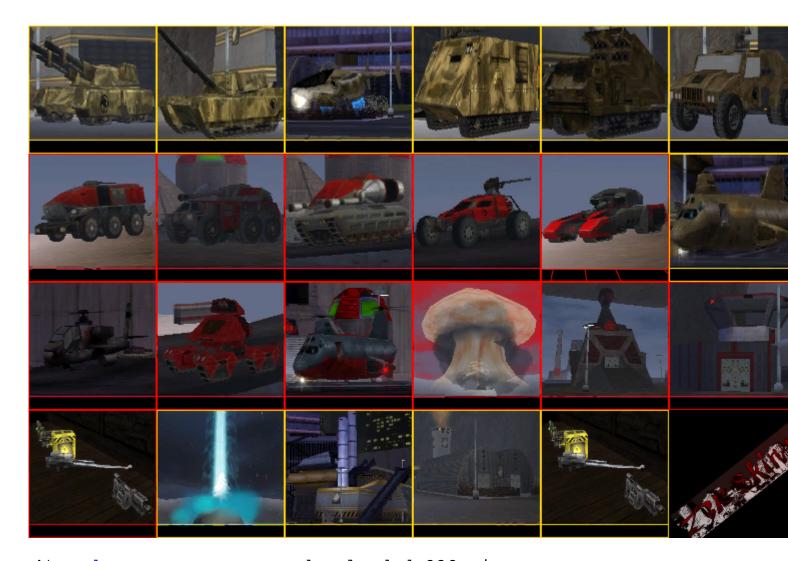
1) GDI Char.png, downloaded 869 times



2) Nod Char.png, downloaded 879 times



3) other.png, downloaded 885 times



4) Redone PT Icons.rar, downloaded 232 times

Subject: Re: [skins] PT Icons Redone

Posted by Spyder on Sun, 27 Mar 2011 17:32:47 GMT

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Ever heard of cropping?

Subject: Re: [skins] PT Icons Redone

Posted by zeratul on Sun, 27 Mar 2011 19:00:24 GMT

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You do realize everything was cropped

Subject: Re: [skins] PT Icons Redone

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Zeratul wrote on Sun, 27 March 2011 21:00You do realize everything was cropped

Then before you crop, re-size the images in such way that you maintain the aspect ratio. (Hold shift while re-sizing in PS)

Subject: Re: [skins] PT Icons Redone

Posted by SSnipe on Sun, 27 Mar 2011 19:30:21 GMT

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I like them, good job!

Subject: Re: [skins] PT Icons Redone

Posted by Altzan on Sun, 27 Mar 2011 20:04:37 GMT

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I like them, but I do recommend Spyder's suggestion.

Subject: Re: [skins] PT Icons Redone

Posted by ArtyWh0re on Mon, 28 Mar 2011 22:44:25 GMT

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I actually like these, good job. As spyder said maintain the aspect ratio i.e. not shortening the length of the APC or Med tank.

I also noticed on the SBH and Patch's icon that the guns are in seprate boxes. This looks slightly cooler than the other icons.

Subject: Re: [skins] PT Icons Redone

Posted by zunnie on Sat, 23 Apr 2011 09:45:49 GMT

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Nice work + Added to game-maps at http://ren.game-maps.net/index.php?act=view&id=1402