
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

Posted by [Spyder](#) on Sun, 27 Mar 2011 19:14:58 GMT

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Zeratul wrote on Sun, 27 March 2011 21:00 You 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>
