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Subject: Re: havoc-->reborn commando

Posted by [Reaver11](#) on Thu, 28 Apr 2011 11:41:57 GMT

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I understand you are using camouflage as your theme but maybe the yellow blue deadsix style would suit it better.

That way you could make the glass (sky)blue and maybe the face of havoc looks better that way.

Or just change the color of the helmets glass to darkblue and correct the gdi logo

That's just my opinion do with it what you want.

Nearly looks as if the helmet itself is broken in a few pieces are you sure all the vertices are still attached correctly?

+ when making screenshots try to only display the model/skin that you want to show.

For the rest keep trying and working and who knows where you will end up

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