
Subject: Re: Black metal Artillery

Posted by [GEORGE ZIMMER](#) on Thu, 27 Oct 2011 15:54:58 GMT

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"BAW YOU GUYS ARE MEAN RENSKINS IS NICER"

But anyway, despite it looking like AIDS, I'll be nice and offer constructive criticism (laced with comments about how it looks like AIDS).

1: The coloring is off. I don't mean the color choices (black/red can be a good combo... then again black/anything can look good), I mean the placement of the colors and what they form. It's like random pieces of red slapped onto a black shape that happens to be shaped like an artillery. This is why graphic design needs to be separated from technical graphics when it comes to critiquing graphics in games- they're two very separate things, but due to the absence of pointing out graphic design, no one seems to realize its existence (and that it actually matters).

TL;DR: DESIGN IS AIDS, LEARN GRAPHIC DESIGN

2: The idea is bad. I've never really associated artillery with black metal (maybe dubstep, though). Black metal has about as much to do with artillery as weed does (there's a reason any skin that involves weed will inevitably be shit).

Furthermore, what MAKES it black metal? At least with weed skins, there's "420 MARY JANE" and the weed logo plastered all over the damn thing along with the entire thing being green. But aside from a typical goth color (and goth \neq black metal) and some plastered on tattoo that only vaguely resembles black metal imagery, it really doesn't even feel "black metal" to me. My first impression was "goth", actually .

As an aside, black metal is generally more towards nihilism than it is gothic/death/whatever. Given that, there could be potentially cool (probably not) themes you could go with. A sort of "executor" style, or a look that says "I'm an artillerist. I'm going to kill you, and I won't give the least bit of a damn about it. It's my job". Not a SKULL AND DEATH AND RRRRRRUUGH look, either (that's death metal), but something that could at least exemplify black metal.

TL;DR: ARTILLERY AINT BLACK METAL, AND YOU FAILED AS AN ARTIST TO BREAK THAT BOUNDARY AND ENDED UP WITH SOMETHING THAT LOOKS LIKE AIDS

3: You didn't even bother to change up the actual texture, but rather, recolored it and slapped on a few things. That is the epitome of terrible skinning work (any decent modding community views "recolor" to be synonymous with "large, gaping, uncreative vagina"). It's also why people tend to hate skins- a lot of them end up being uncreative recolors. There's very little creativity done (exceptions exist, but exceptions do not define what they're being excepted from), regardless of whatever textures are slapped on.

I mean, shit, you didn't even bother to change up or remove the Nod symbols! Come on!

TL;DR: RECOLORS LOOK LIKE AIDS, REGARDLESS OF ANYTHING SLAPPED ONTO THEM AFTERWARDS

4: Why the fuck did you color the tires and gave them huge rims?

TL;DR: WHY THE FUCK DID YOU COLOR THE TIRES AND GIVE THEM HUGE RIMS?
