
Subject: OADF Wallpaper
Posted by [Aircraftkiller](#) on Wed, 24 May 2006 01:51:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.deviantart.com/view/33725140/>

If anyone is interested...

Subject: Re: OADF Wallpaper
Posted by [Viking](#) on Wed, 24 May 2006 03:10:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks nice but... WTF? You start a ocean defence army?

Subject: Re: OADF Wallpaper
Posted by [csskiller](#) on Wed, 24 May 2006 03:17:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

You've never played Ace Combat 5 or Zero have you?
[/counter sarcasm]

It's a nice picture 10.5 / 10

Subject: Re: OADF Wallpaper
Posted by [Aircraftkiller](#) on Wed, 24 May 2006 04:39:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Notice it says OSean, not OSea. Osea is both a continent and a nation in the world of Ace Combat. Think United States of America compared to the Osea Federation.

Subject: Re: OADF Wallpaper
Posted by [JohnDoe](#) on Wed, 24 May 2006 10:43:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's almost as cool as a Star Trek convention!

Subject: Re: OADF Wallpaper
Posted by [DarkDemin](#) on Wed, 24 May 2006 13:58:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

What do you use 3DSMax for in a 2D image?

Subject: Re: OADF Wallpaper

Posted by [Aircraftkiller](#) on Wed, 24 May 2006 16:36:06 GMT

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

Precision that I have yet to find in Photoshop. Everything I make in Max runs off a coordinate and I'm so wired into using coordinates for spacing and sizing that I have a hard time making things like that in Photoshop entirely.
