**Subject: Skins 2**
Posted by _SSnipe_ on Wed, 23 Jan 2008 22:34:39 GMT
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How could i get a new iamge....lets say milltary camo...and wrap it around a skins legs or arms of a gdi skin while keeping the depth and shadows and form? if that makes sence....

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**Subject: Re: Skins 2**
Posted by R315r4z0r on Wed, 23 Jan 2008 22:47:30 GMT
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Apply tint to what you want to edit... instead of painting over.

That way all the shades stay the same, the color just changes.

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**Subject: Re: Skins 2**
Posted by mrÃ£Ã§Ã·z on Wed, 23 Jan 2008 22:53:37 GMT
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isnt there a good tutorial?

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**Subject: Re: Skins 2**
Posted by _SSnipe_ on Thu, 24 Jan 2008 01:05:34 GMT
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idk but ill try it thanks...im bump this untill i think of my next question...i had it but forgot what it was when clicking reply :S

EDIT:when nod lays a nuke and the sky turns red is that a skin tuurning it red?

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**Subject: Re: Skins 2**
Posted by _SSnipe_ on Thu, 24 Jan 2008 07:04:27 GMT
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also what are all the ion skins file names if not to much trouble?

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**Subject: Re: Skins 2**
Posted by Di3HardNL on Thu, 24 Jan 2008 18:07:35 GMT
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I know all the .dds files for the ion. But even if you edit them all to the color you want, the bottom part (explosion part) still remains blue, you can change that color in W3D viewer. It are called Emitters.

In my sS you can see all the filenames (dds and w3d)
the red/green/blue symbols stand for w3d, the others are dds, and can be edited in photoshop.. If you need help with W3dviewer then i could help you out.

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Subject: Re: Skins 2
Posted by AoBfrost on Thu, 24 Jan 2008 18:30:47 GMT
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You need photoshop or paintshop pro to make skins, you can just take camo, soft/hardlight it over the current GDI skin and erase the camo off hands and other parts.

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Subject: Re: Skins 2
Posted by _SSnipe_ on Fri, 25 Jan 2008 13:48:47 GMT
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i got photoshop

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