
Subject: [RELEASE] Blue Nod Character's and PCT Icon's
Posted by [KristyGirl](#) on Mon, 30 Jun 2008 21:12:52 GMT

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

Well here is my first skin pack.

File Attachments

1) [Blue Nod Characters and PCT Icons.zip](#), downloaded 123 times

Subject: Re: [RELEASE] Blue Nod Character's and PCT Icon's
Posted by [Canadacdn](#) on Mon, 30 Jun 2008 21:36:19 GMT

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

KristyGirl wrote on Mon, 30 June 2008 16:12

I thought Wonka warned people not to eat that gum.

Subject: Re: [RELEASE] Blue Nod Character's and PCT Icon's
Posted by [IronWarrior](#) on Mon, 30 Jun 2008 23:03:22 GMT

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

Haha, Wonka Nod, I like that.

I will get this on Game-Maps.NET tonight for you.

Subject: Re: [RELEASE] Blue Nod Character's and PCT Icon's
Posted by [Chuck Norris](#) on Tue, 01 Jul 2008 00:19:55 GMT

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

Not to ridicule your work, but I believe it's been done before. I know for sure there are Green, Yellow (light and darker), Blue (light and regular), Purple, Orange, etc. skin packs for both GDI and NOD bases, but I don't know about the characters and if all the vehicles were done. I know there's a Blue GDI base (ala, Allies), and I think there was a Blue pack for NOD too, but I'm not

sure. Good work nonetheless (I know it takes time, and we do need more skin releases IMO), but it turns the skin Blue-ish (resulting in Purple) too.

Subject: Re: [RELEASE] Blue Nod Character's and PCT Icon's
Posted by [_SSnipe_](#) on Tue, 01 Jul 2008 02:29:48 GMT

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

i have a full blude nod pack
everything is from red to blue
-now weapons
-characters
-tanks
-buildings
-everything else thats small or noticeable on nod

everything from red to blue nothing else

im see if its all there and everything right and im post it here tomorrow hopefully

EDIT: no blue faces

Subject: Re: [RELEASE] Blue Nod Character's and PCT Icon's
Posted by [Blazea58](#) on Tue, 01 Jul 2008 02:30:46 GMT

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

I can't believe people go out of their way just to make skins like this. Seems like you just did hue changes on the "entire" skin so that is why the faces are blue also. Oo

Subject: Re: [RELEASE] Blue Nod Character's and PCT Icon's
Posted by [KristyGirl](#) on Tue, 01 Jul 2008 02:51:18 GMT

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

That is true, there is a way to select parts of the skin excluding the face but that would take like twice the time. I just made these because I like blue and that is my favorite shade of it. Thanks for adding these to game-maps.net

Subject: Re: [RELEASE] Blue Nod Character's and PCT Icon's
Posted by [ErroR](#) on Tue, 01 Jul 2008 19:37:41 GMT

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

Not really you could use the art history tool (a brush with an arrow) it brushes ti to original i use it

in my skinning on faces
