
Subject: [Texture] Advanced Nod base
Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 15:55:05 GMT
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Like the GDI base i have edited the Nod base skins aswell.

I have also attempted to make the Nod paint work (on Ref, PP HON) look less tacky.

File Attachments

1) [Nod Base.rar](#), downloaded 200 times

Subject: Re: Advanced Nod base
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 15:57:14 GMT
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why dont post both base in 1 ?

regardless good work

Subject: Re: Advanced Nod base
Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 16:04:05 GMT
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Killaaaaa wrote on Sat, 29 November 2008 09:57why dont post both base in 1 ?

regardless good work

It is an attempt to make it easier to read. I am normally put of with posts that are really long with loads of large pictures, and since each picture takes up the whole screen it might make it more difficult to read.

Subject: Re: Advanced Nod base
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 16:09:27 GMT
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agrees..ok

Subject: Re: Advanced Nod base
Posted by [ErroR](#) on Sat, 29 Nov 2008 17:53:45 GMT
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Cool as the gdi one

Subject: Re: Advanced Nod base
Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 19:51:44 GMT
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ErroR wrote on Sat, 29 November 2008 19:53Cool as the gdi one
Thanks

Subject: Re: Advanced Nod base
Posted by [samous](#) on Sun, 30 Nov 2008 01:50:33 GMT
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The PP and Airstrip look good, along with the smoke stack of the ref, but the rest... no offense, but their not as good.

Subject: Re: [skin] Advanced Nod base
Posted by [DeathC200](#) on Wed, 14 Jan 2009 15:53:25 GMT
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awsome work
