
Subject: [Skin] [U-WBG] Nod Artillery
Posted by [UnitXc](#) on Sat, 07 Mar 2009 16:42:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

[U-WBG] is now the name of this skin design.

Anyway, enough politics more skins. see below.

this is the Nod Artillery done by yours truley, feedback advice from Liquidv2, thx bud.

no video for this one.

download extract and enjoy.

UnitXc

File Attachments

1) [WBG Arty skin.rar](#), downloaded 194 times

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [Gen_Blacky](#) on Sat, 07 Mar 2009 19:15:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

very sexy

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [Good-One-Driver](#) on Sat, 07 Mar 2009 20:12:20 GMT

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

you know what would of been tight
makin the lights shine green
or put like a neon green light

but damn i got all of thies skins you made for veh.

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [TankArmy5](#) on Sun, 08 Mar 2009 02:32:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice look cool skin gj

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [Gohax](#) on Sun, 08 Mar 2009 03:29:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks really nice bro. Defintely going to download. Really nice work.

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [Jerad2142](#) on Sun, 08 Mar 2009 06:16:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome skin, love the color choice

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [Dreganius](#) on Sun, 08 Mar 2009 09:13:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great angle for the first shot, makes the arty say "I'm big."

Not my style of skin, but very commendable nonetheless. Rated 5 stars.

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [UnitXc](#) on Sun, 08 Mar 2009 09:38:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

heya tankarmy =] didnt expect to see u here

and thank you all for your supporting comments

im currently pondering which one to do next, i was going to do the Recon bike, but since i cant get hold of one in game on multiplayer practice its hard to judge what needs to be changed.

because what i like about skinning in renegade is, you dont have to turn the game off everytime you make a change to the skin, if i save the file as a standard .psd and convert that to .dds after i make certain changes, i can see it immediately when I maximise renegade again, it constantly updates everytime a change is made, so i can get things near perfect very quickly

things still left to do

--Buildings--

- Hand of Nod
- Air Strip
- Tiberium Refinery
- Power Plant
- Obelisk of Light
- Turret
- Construction Yard?

--Vehicles--

- Flame Tank
- Stealth Tank
- Apache
- Buggy
- APC

--Infantry--

- Minigunner
- Shotgunner
- Flamethrower
- Engineer
- Officer
- Rocket Officer
- Chem Warrior
- Black Hand Sniper
- Laser Chain Gunner
- Raveshaw
- Sakura
- Mendoza
- Technician

so the only question is, which one of them, because thats quite a list.

the most dramatic changes would be the building skins, as they are on all the maps all the time, you cant miss it, but they will also take alot longer to do, and longer still to do right.

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [Di3HardNL](#) on Sun, 08 Mar 2009 12:01:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like it I would say try to do some building skins But if you make characters first, then lets see what you can make with the Minigunner;)

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [DutchNeon](#) on Sun, 08 Mar 2009 13:43:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

You are missing:

- Repair Pad
- Wall sections
- PT Terminal (purchase) icons (?)

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [Gohax](#) on Sun, 08 Mar 2009 13:44:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Agreed. Seeing your vehicles skins really makes me want to see your buildings/char skins.

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [UnitXc](#) on Sun, 08 Mar 2009 16:32:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

DutchNeon wrote on Sun, 08 March 2009 08:43You are missing:

- Repair Pad
- Wall sections
- PT Terminal (purchase) icons (?)

you see dutch, the list goes on

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [ArtyWh0re](#) on Mon, 09 Mar 2009 14:40:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice, so you're going through with the Conversion of Nod. Im looking forward to seeing your interpritaion of the buildings myself.

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [raven](#) on Mon, 09 Mar 2009 15:07:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome stuff Unit

Subject: Re: [Skin] [U-WBG] Nod Artillery
Posted by [UnitXc](#) on Mon, 09 Mar 2009 18:58:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

thx guys, ill get back on with it soon, maybe next weekend.

<3 u too raven
