
Subject: Lotsa Skins

Posted by [Dreganius](#) on Thu, 12 Mar 2009 07:13:52 GMT

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GDI 'Deathbox' APC, textured to the song by Mnemic:

Link: <http://ren.game-maps.net/index.php?act=view&id=1149>

Image Spoiler

Nod 'Door 2.12' APC. textured to the song by Mnemic:

Link: <http://ren.game-maps.net/index.php?act=view&id=1150>

Image Spoiler

GDI 'Illuminate' Humm-Vee, textured to the song by Mnemic:

Link: <http://ren.game-maps.net/index.php?act=view&id=1151>

Image Spoiler

GDI "Blue Dragon" Med Tank, Not a usual re-skin, Adds a dragon render:

Link: <http://ren.game-maps.net/index.php?act=view&id=1174>

Image Spoiler

GDI "Fenrisian" Vehicle pack, wolfy:

Link: <http://ren.game-maps.net/index.php?act=view&id=1095>

Image Spoiler

'Duke Nukem' Havoc, he's got 'balls of steel' now:

Link: <http://ren.game-maps.net/index.php?act=view&id=1138>

Image Spoiler

'Splinter Patch', for your stealth operations:

Link: <http://ren.game-maps.net/index.php?act=view&id=1146>

Image Spoiler

'Full Jumpsuit' Sakura, for when you need a little more protection:

Link: <http://ren.game-maps.net/index.php?act=view&id=1139>

Image Spoiler

Enjoy

EDIT: I go under the above names of Dreganius or Karandras.

Subject: Re: [Re-release] Lotsa Skins

Posted by [Spyder](#) on Thu, 12 Mar 2009 07:28:54 GMT

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I already have the jumpsuit sakura which I think is a very good enhancement to the game, it looks much nicer. The other ones I don't really like.

Subject: Re: [Re-release] Lotsa Skins
Posted by [Goztow](#) on Thu, 12 Mar 2009 07:36:19 GMT
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All your previous topics were normally already moved to this section.

Subject: Re: [Re-release] Lotsa Skins
Posted by [Dreganius](#) on Thu, 12 Mar 2009 07:53:16 GMT
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Goztow wrote on Thu, 12 March 2009 18:36 All your previous topics were normally already moved to this section.

Hmm, well in any case, it's probably better to have them all in this thread, it's a lot neater. You can delete the other ones if you want

Subject: Re: [Re-release] Lotsa Skins
Posted by [Gohax](#) on Thu, 12 Mar 2009 09:21:54 GMT
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Some nice skins there. The hummer is nice.

Subject: Re: [Re-release] Lotsa Skins
Posted by [ErroR](#) on Thu, 12 Mar 2009 14:08:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice pistol

Subject: Re: [Re-release] Lotsa Skins
Posted by [Dreganius](#) on Thu, 12 Mar 2009 14:36:06 GMT
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That's Urimas' Desert Eagle with my re-texture.

Edit: Y'know what? I'll just post all my skins that I make here.
I'll start posting them tomorrow, cos I'm going off to bed now.

Subject: Re: [Re-release] Lotsa Skins
Posted by [Di3HardNL](#) on Thu, 12 Mar 2009 15:06:00 GMT
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cool! I like some of the skins Can't wait to see more

Subject: Re: [Re-release] Lotsa Skins
Posted by [Dreganius](#) on Fri, 13 Mar 2009 10:18:38 GMT
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Image

This comes with the weapon model by Urimas, and my custom texture for it.

Also, a stealth tank reskin.

Image

This comes with both versions of the skin, and a "Ghost" stealth effect.

Subject: Re: [Re-release] Lotsa Skins
Posted by [Di3HardNL](#) on Fri, 13 Mar 2009 10:21:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

I love the weapon, I am going to use it.

Nice work with the reskin

Subject: Re: [Re-release] Lotsa Skins
Posted by [Gohax](#) on Fri, 13 Mar 2009 10:50:18 GMT
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The stank is nice bro. Pistol is sexy

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Mon, 16 Mar 2009 07:47:31 GMT
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Now I've got some "Hunter" skins for you. A long time ago, on the EKTRP2 server, we had a job idea for a "hunter" class. They were the elites of the military, and were extremely powerful. The concept got me creating a LCG re-texture of the idea, which seemed to look good.

I later finished the the Pistol Skin I made in the post prior, and a Dragunov skin, which were also inspired by this, and made the screenshot you can see below, along with the artwork that inspired it (which I edited by changing the colours, and adding the SVD and Desert Eagle).

Image

Finally, I made the Nod 500 Sniper skin, in the same style as the LCG. This screenshot has been created now, with the Ren40k Sniper Rifle, not the Dragunov, unfortunately.

Image

The file includes the Hunter Pistol and Dragunov, which were modeled by Urimas and retextured, and the Hunter LCG and 500 Sniper.

Subject: Re: Lotsa Skins
Posted by [Gohax](#) on Mon, 16 Mar 2009 11:12:07 GMT
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These skins are very nice bro. I love the Model sniper. Excellent work bro.

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Mon, 16 Mar 2009 12:07:14 GMT
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My next skins will be high quality remakes of ORIGINAL Renegade guns, with a "digital" camouflague pattern, much like the ones seen in CoD4, like these:

If I make these, will people download em?

Subject: Re: Lotsa Skins
Posted by [Omar007](#) on Mon, 16 Mar 2009 12:34:13 GMT
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I believe that digital camouflage has already been done.

Im sure about the Rifle and Shotgun but i don't know about other weapons

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Mon, 16 Mar 2009 13:02:30 GMT
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Omar007 wrote on Mon, 16 March 2009 23:34I believe that digital camouflage has already been done.

Im sure about the Rifle and Shotgun but i don't know about other weapons

The guns made were the Rifle, Shotgun, Sniper Rifle, and Ramjet. In that case I can make something else.

Subject: Re: Lotsa Skins
Posted by [ArtyWh0re](#) on Mon, 16 Mar 2009 15:13:18 GMT
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I love the Desert Eagle model and its skin and I also love the LCG black hand. I think I'm guna be downloading them when I get home.

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Tue, 17 Mar 2009 12:58:09 GMT
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Now here's a Release to drool over, the Ren40k Flamer!

Images

Subject: Re: Lotsa Skins
Posted by [ArtyWh0re](#) on Tue, 17 Mar 2009 14:32:14 GMT
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OMG! thats awsome, Im definatly doing to be usig this when I get home.

Subject: Re: Lotsa Skins
Posted by [Gohax](#) on Tue, 17 Mar 2009 15:15:53 GMT
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^Agreed. Nice skin bro. Keep it up

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Tue, 14 Apr 2009 10:35:17 GMT
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I've got a brand new skin release; The Revenant!

Images

Enjoy!

Subject: Re: Lotsa Skins
Posted by [ErroR](#) on Tue, 14 Apr 2009 11:27:38 GMT
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k00l, but best when taking a screen shot to remove the credits and uncheck "display player names" in multiply options

Subject: Re: Lotsa Skins
Posted by [Gohax](#) on Wed, 15 Apr 2009 12:00:52 GMT
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LOL..

LCG looks pretty good bro. But I did get a kick outta Scrin's post.

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Sat, 18 Apr 2009 11:06:26 GMT
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Gray Fox is teh seks. Now he's an SBH!

Image

EDIT: I've also edited the Alpha layer so the middle eye is the only glowing part, just like on Gray Fox

Subject: Re: Lotsa Skins
Posted by [Gohax](#) on Sat, 18 Apr 2009 13:03:32 GMT

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That's pretty freaking nice bro. One of the better sbh skins out there bro. Thanks

Subject: Re: Lotsa Skins

Posted by [dirtycop](#) on Sat, 18 Apr 2009 13:38:49 GMT

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I love your skins, don't know how you pull it off but every skin you show is just quality work.

Please, do not stop!

r3,
dirty

PS: Can i add you on my msn ?

Subject: Re: Lotsa Skins

Posted by [Dreganius](#) on Sat, 18 Apr 2009 14:22:31 GMT

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dirtycop wrote on Sat, 18 April 2009 23:38 I love your skins, don't know how you pull it off but every skin you show is just quality work.

Please, do not stop!

r3,
dirty

PS: Can i add you on my msn ?

Sure, go ahead

Subject: Re: Lotsa Skins

Posted by [LiL KiLLa](#) on Sat, 18 Apr 2009 14:24:44 GMT

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zomg what a nice texture for sbh

Subject: Re: Lotsa Skins

Posted by [Account](#) on Sat, 18 Apr 2009 14:47:46 GMT

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hmmm, to be honest its nice, (with normal maps effect on that orange parts), but i use sbh model by Marky

Subject: Re: Lotsa Skins
Posted by [ErroR](#) on Mon, 20 Apr 2009 12:24:47 GMT
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Teh l33t photosh0p mastz0r

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Tue, 21 Apr 2009 08:56:35 GMT
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ErroR wrote on Mon, 20 April 2009 22:24Teh l33t photosh0p mastz0r

hehehehe, thanks
I'll be making more soon. Any suggestions, though?

Subject: Re: Lotsa Skins
Posted by [ErroR](#) on Tue, 21 Apr 2009 08:57:36 GMT
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hmmm, not really

Subject: Re: Lotsa Skins
Posted by [dirtycop](#) on Tue, 21 Apr 2009 10:56:18 GMT
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something for the tech ?

Subject: Re: Lotsa Skins
Posted by [ErroR](#) on Tue, 21 Apr 2009 11:31:44 GMT
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dirtycop wrote on Tue, 21 April 2009 13:56something for the tech ?
hmm, yeah but recolouring or editing it would suck (i mean it sucks too much, can't be fixed) gotta add a new texture

Subject: Re: Lotsa Skins

Posted by [Dreganius](#) on Wed, 22 Apr 2009 03:30:57 GMT

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I'm currently making a total snow camo remake for Nod, and then moving to GDI, as part of the whole Snow Renegade thing. Also, I'm changing Nod's helmets to be gas-mask style instead of as it normally is. Currently, the following characters have their camo:

Nod Soldier

Nod Shotgunner

Nod Flamethrower

Nod Engineer

Nod Officer

Nod Rocket Soldier

Nod Chem Trooper

All Black Hand (So the Sniper, LCG and SBH)

Nod Technician

And JsxKeule's Snow-Mendoza, with a small camo change.

Subject: Re: Lotsa Skins

Posted by [JsxKeule](#) on Wed, 22 Apr 2009 07:14:13 GMT

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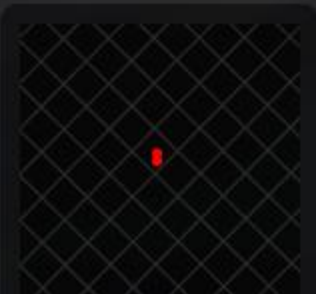
hehe new masks for nod is a really cool idea

File Attachments

1) [nod officer.JPG](#), downloaded 819 times



Z



200



100

Subject: Re: Lotsa Skins

Posted by [Dreganius](#) on Wed, 22 Apr 2009 08:44:05 GMT

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I like mine better

These are gonna be released with the mega-pack I'm calling "C&C Renegade: Winter Campaign"

File Attachments

1) [Winter Campaign - Nod - Characters.jpg](#), downloaded 1045 times

WINTER CAMPAIGN **NOD** CHARACTER



Subject: Re: Lotsa Skins

Posted by [JsxKeule](#) on Wed, 22 Apr 2009 09:21:35 GMT

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i like your sniper rifle
and nice chars

Subject: Re: Lotsa Skins
Posted by [ErroR](#) on Wed, 22 Apr 2009 09:25:58 GMT
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@Keule:
OMG It looks awesome! good job man
@Dreganius
LoL at the soldiers look.

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Tue, 28 Apr 2009 08:42:38 GMT
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And a new Hummer! Thanks, YazooGang, for the texture!

Image

Subject: Re: Lotsa Skins
Posted by [Scrin](#) on Tue, 28 Apr 2009 09:37:59 GMT
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Dreganius wrote on Tue, 28 April 2009 03:42And a new Hummer! Thanks, YazooGang, for the texture!

Image

AH, its sweet...this one your best work!! keep that style up!

Subject: Re: Lotsa Skins
Posted by [Di3HardNL](#) on Tue, 28 Apr 2009 10:18:53 GMT
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That hummer looks great indeed

Subject: Re: Lotsa Skins
Posted by [YazooGang](#) on Tue, 28 Apr 2009 10:38:43 GMT
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Very nice man, that is really good!

Subject: Re: Lotsa Skins

Posted by [ErroR](#) on Tue, 28 Apr 2009 11:46:50 GMT

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awesome!

Subject: Re: Lotsa Skins

Posted by [JsxKeule](#) on Tue, 28 Apr 2009 11:47:17 GMT

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i mad mammy same style

and is it normal that i download a sbh when i try to download humvee

Subject: Re: Lotsa Skins

Posted by [ErroR](#) on Tue, 28 Apr 2009 12:36:30 GMT

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JsxKeule wrote on Tue, 28 April 2009 14:47i mad mammy same style

and is it normal that i download a sbh when i try to download humvee

indeed.. it's the gray fox sbh link

Subject: Re: Lotsa Skins

Posted by [Scrin](#) on Tue, 28 Apr 2009 12:47:51 GMT

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ErroR wrote on Tue, 28 April 2009 07:36JsxKeule wrote on Tue, 28 April 2009 14:47i mad mammy same style

and is it normal that i download a sbh when i try to download humvee

indeed.. it's the gray fox sbh link

false this is the Tiger Beetle-Beetle

p.s. normal alpha channel-mapping is bugged btw)

Subject: Re: Lotsa Skins

Posted by [BLÄ»İµl4İ²ÄªL](#)

on Tue, 28 Apr 2009 13:07:42 GMT

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Dreganius wrote on Tue, 17 March 2009 06:58Now here's a Release to drool over, the Ren40k

Flamer!

Images

Looks sweet, but is it supposed to change only the weapon?

Subject: Re: Lotsa Skins

Posted by [ErroR](#) on Tue, 28 Apr 2009 13:11:11 GMT

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BLuel4bel wrote on Tue, 28 April 2009 16:07Dreganius wrote on Tue, 17 March 2009 06:58Now here's a Release to drool over, the Ren40k Flamer!

Images

Looks sweet, but is it supposed to change only the weapon?

yes

Subject: Re: Lotsa Skins

Posted by [Dreganius](#) on Wed, 29 Apr 2009 05:51:20 GMT

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ErroR wrote on Tue, 28 April 2009 22:36JsxKeule wrote on Tue, 28 April 2009 14:47i mad mammy same style and is it normal that i download a sbh when i try to download humvee indeed.. it's the gray fox sbh link

Yeah. Ooops

I was really rushed when I posted that so I quoted the Gray Fox one. Sorry. Fixed though!

Subject: Re: Lotsa Skins

Posted by [Dreganius](#) on Wed, 29 Apr 2009 05:52:29 GMT

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Niko "The Lay" wrote on Tue, 28 April 2009 22:47ErroR wrote on Tue, 28 April 2009 07:36JsxKeule wrote on Tue, 28 April 2009 14:47i mad mammy same style and is it normal that i download a sbh when i try to download humvee

indeed.. it's the gray fox sbh link
false this is the Tiger Beetle-Beetle
p.s. normal alpha channel-mapping is bugged btw)

I didn't put an Alpha layer on it, Scrin. Feel free to do it yourself

EDIT: Fuck I just pressed Submit instead of copying what I wrote in Quote and editing previous post

Subject: Re: Lotsa Skins
Posted by [Scrin](#) on Wed, 29 Apr 2009 07:37:02 GMT
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Dreganius wrote on Wed, 29 April 2009 07:52Niko "The Lay" wrote on Tue, 28 April 2009 22:47ErroR wrote on Tue, 28 April 2009 07:36JsxKeule wrote on Tue, 28 April 2009 14:47i mad mammy same style
and is it normal that i download a sbh when i try to download humvee
indeed.. it's the gray fox sbh link
false this is the Tiger Beetle-Beetle
p.s. normal alpha channel-mapping is bugged btw)

I didn't put an Alpha layer on it, Scrin. Feel free to do it yourself

EDIT: Fuck I just pressed Submit instead of copying what I wrote in Quote and editing previous post
i already did

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Sat, 09 May 2009 13:42:32 GMT
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And now I've also done the Nod Vehicles for the Snow Pack!

BIG Image

I'll release the Nod Infantry and Vehicle set now too.

Enjoy! =]

Subject: Re: Lotsa Skins
Posted by [ErroR](#) on Sat, 09 May 2009 14:09:09 GMT
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W00t that's cool

Subject: Re: Lotsa Skins
Posted by [ArtyWh0re](#) on Sat, 09 May 2009 14:13:52 GMT
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Theses are actually really good. I will be using some of them.

Subject: Re: Lotsa Skins
Posted by [marcin205](#) on Sat, 09 May 2009 14:43:36 GMT
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nice and sbh looks great

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Wed, 13 May 2009 09:55:26 GMT
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Now for a new Apache, in C&C3 style!

Image

Enjoy!

Subject: Re: Lotsa Skins
Posted by [Scrin](#) on Wed, 13 May 2009 10:10:34 GMT
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Dreganius wrote on Wed, 13 May 2009 04:55Now for a new Apache, in C&C3 style!

Image

Enjoy!

?

Subject: Re: Lotsa Skins
Posted by [LiL KiLLa](#) on Wed, 13 May 2009 12:25:08 GMT
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great

Subject: Re: Lotsa Skins
Posted by [Tupolev TU-95 Bear](#) on Wed, 13 May 2009 19:16:08 GMT
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i <3 u!!

Subject: Re: Lotsa Skins
Posted by [Pyr0man1c](#) on Sun, 07 Jun 2009 17:41:04 GMT
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What .dds file is the lcg black hand sniper and sbh named in the winter campaign skin pack?

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Mon, 08 Jun 2009 05:22:07 GMT
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The same as normal Ren. Well, it should be

EDIT:
c_nod_sf_rsold.dds
c_nod_sniper.dds
c_stealth.dds

Subject: Re: Lotsa Skins
Posted by [Pyr0man1c](#) on Mon, 08 Jun 2009 16:42:45 GMT
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Hmn I can't find the sbh skin in it.

Subject: Re: Lotsa Skins
Posted by [Prulez](#) on Tue, 09 Jun 2009 17:29:17 GMT
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Niko "The Lay" wrote on Tue, 28 April 2009 22:47

Nice wheels.

Subject: Re: Lotsa Skins
Posted by [LiL KiLLa](#) on Tue, 09 Jun 2009 17:31:36 GMT
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tada

File Attachments

1) [v_gdi_humvee.dds](#), downloaded 86 times

Subject: Re: Lotsa Skins
Posted by [Dreganius](#) on Thu, 11 Jun 2009 07:51:42 GMT
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This isn't your thread.

Also, I can't download it right now so what is it?

Subject: Re: Lotsa Skins
Posted by [JsxKeule](#) on Thu, 11 Jun 2009 12:09:36 GMT
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its the wheels from the humvee
with a humvee in NOS style
