
Subject: [Skin] GDI Orca

Posted by [Player](#) on Fri, 13 Mar 2009 23:55:35 GMT

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It's my first Orca Skin

File Attachments

1) [v_gdi_orca_m.dds](#), downloaded 204 times

Subject: Re: [Skin] GDI Orca

Posted by [LiL KiLLa](#) on Sat, 14 Mar 2009 00:02:21 GMT

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Ulala Nice First Orca Skin

Subject: Re: [Skin] GDI Orca

Posted by [ArtyWh0re](#) on Sat, 14 Mar 2009 02:40:49 GMT

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Lol, not bad, its not my kinda thing but its not bad for a first Orca skin, even though you have removed the rotary fans.

Subject: Re: [Skin] GDI Orca

Posted by [Gohax](#) on Sat, 14 Mar 2009 12:13:01 GMT

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Not bad bro. I like the colors

Subject: Re: [Skin] GDI Orca

Posted by [Killgeak](#) on Sat, 14 Mar 2009 16:04:33 GMT

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meh i dont like it but we all had to start somewhere so keep trying anyway, i might be the only one that doesnt likes it anyway

Subject: Re: [Skin] GDI Orca

Posted by [-Xv-](#) on Sat, 14 Mar 2009 18:18:54 GMT

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I like the theme of it, but removing the rotors kinda killed it. What i suggest is have some1 help you with the blades or try it yourself, and have it colored with the same colors (GDI yellow and grey) alternating between every 2 blades or so. I'm no skinner, just my opinion

Nice job

Subject: Re: [Skin] GDI Orca

Posted by [u6795](#) on Sat, 14 Mar 2009 18:55:00 GMT

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Honestly it's not that great. Looks like you just put a large texture over the default Orca, with no regard to the parts you were covering etc. The lines don't connect, the rotors and the missile pods are covered, making it look pretty bad, like it's wrapped in solid grey tarp or someshit. Keep learning becuase just the fact that you know how to edit textures shows you have promise, but pay attention to what you touch and how it affects the overall look of the subject.

Subject: Re: [Skin] GDI Orca

Posted by [ArtyWh0re](#) on Sat, 14 Mar 2009 23:38:17 GMT

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u6795 wrote on Sat, 14 March 2009 12:55Honestly it's not that great. Looks like you just put a large texture over the default Orca, with no regard to the parts you were covering etc. The lines don't connect, the rotors and the missile pods are covered, making it look pretty bad, like it's wrapped in solid grey tarp or someshit. Keep learning becuase just the fact that you know how to edit textures shows you have promise, but pay attention to what you touch and how it affects the overall look of the subject.

I was guna say something similar but you beat me to it lol.

Subject: Re: [Skin] GDI Orca

Posted by [reborn](#) on Sun, 15 Mar 2009 00:21:51 GMT

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Kinda reminds me of Tron a little.

Subject: Re: [Skin] GDI Orca

Posted by [anant](#) on Sun, 15 Mar 2009 01:18:22 GMT

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Subject: Re: [Skin] GDI Orca

Posted by [ErroR](#) on Sun, 15 Mar 2009 12:16:39 GMT

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anant wrote on Sun, 15 March 2009 03:18This video is not available in your country.

Subject: Re: [Skin] GDI Orca

Posted by [Omar007](#) on Sun, 15 Mar 2009 12:20:12 GMT

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ErroR wrote on Sun, 15 March 2009 13:16anant wrote on Sun, 15 March 2009 03:18This video is not available in your country.

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Subject: Re: [Skin] GDI Orca

Posted by [ErroR](#) on Sun, 15 Mar 2009 12:21:59 GMT

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Omar007 wrote on Sun, 15 March 2009 14:20ErroR wrote on Sun, 15 March 2009 13:16anant wrote on Sun, 15 March 2009 03:18This video is not available in your country.

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Subject: Re: [Skin] GDI Orca

Posted by [Omar007](#) on Sun, 15 Mar 2009 12:25:08 GMT

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ErroR wrote on Sun, 15 March 2009 13:21Omar007 wrote on Sun, 15 March 2009 14:20ErroR wrote on Sun, 15 March 2009 13:16anant wrote on Sun, 15 March 2009 03:18This video is not available in your country.

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