

---

Subject: vehicle shells  
Posted by [JsxKeule](#) on Sat, 14 Mar 2009 17:27:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i know that this is very easy  
but for those who cant skin  
i make vehicle shells for every1  
just send me your vehicle skins and then i make them

---

---

Subject: Re: vehicle shells  
Posted by [anant](#) on Sat, 14 Mar 2009 17:47:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

skin all of unitXc's vehicles

---

---

Subject: Re: vehicle shells  
Posted by [JsxKeule](#) on Sat, 14 Mar 2009 17:49:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lol i asked him  
i make them when he have finished all nod vehicles

---

---

Subject: Re: vehicle shells  
Posted by [anant](#) on Sat, 14 Mar 2009 17:50:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lghty  
Ima stoked

---

---

Subject: Re: vehicle shells  
Posted by [JsxKeule](#) on Sat, 14 Mar 2009 18:31:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

here is how it can look like

#### File Attachments

1) [med shells.JPG](#), downloaded 526 times

---



C4 Explosive

JsxKeule

NE

200 100

Subject: Re: vehicle shells  
Posted by [Reaver11](#) on Sat, 14 Mar 2009 19:51:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hmmm can you try adding damage effects on it? Like holes etc?

No offence but at the moment it just looks like a copy over.  
(It is better than that the yellow damaged med will appear true but add some damage effects)

---

---

Subject: Re: vehicle shells  
Posted by [JsxKeule](#) on Sat, 14 Mar 2009 19:52:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hmm i can try it

---

---

Subject: Re: vehicle shells  
Posted by [ErroR](#) on Sat, 14 Mar 2009 22:06:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sorry to go offtop but share ur apache

---

---

Subject: Re: vehicle shells  
Posted by [JsxKeule](#) on Sat, 14 Mar 2009 23:04:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

here is 1 with some holes  
i can add more holes if you want it

#### File Attachments

---

1) [med shells.JPG](#), downloaded 482 times

---



NW



200



100

Subject: Re: vehicle shells  
Posted by [Dreganius](#) on Sat, 14 Mar 2009 23:45:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If you're going to make a vehicle shell, I suggest you actually make it similar to the original in the way of the damage that's visible on the shell. Reaver is right with the holes and other damage. One way to do it is simply copy the original damage and 'cut' it out. I've made vehicle shells for some of my completely new reskins and the easiest thing to do is just that; using the original skin's damage. Hope that helps.

---

Subject: Re: vehicle shells  
Posted by [JsxKeule](#) on Sun, 15 Mar 2009 05:53:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yeah i've made that with the med in the pic

---

Subject: Re: vehicle shells  
Posted by [Reaver11](#) on Sun, 15 Mar 2009 12:11:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That is a lot better. Now add some more damage marks

---

Subject: Re: vehicle shells  
Posted by [Gen\\_Blacky](#) on Tue, 17 Mar 2009 22:28:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I started making new vehicle wreckage but haven't worked on it much.

#### File Attachments

---

1) [newnodwrecks.JPG](#), downloaded 482 times



Subject: Re: vehicle shells

Posted by [Reaver11](#) on Wed, 18 Mar 2009 09:59:06 GMT

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

---

That is actually quite nice. This might be usefull stuff for TT which would make the drop vehicle shell more blanced. I doubt if they will but it would be nice.

---