

---

Subject: Comment on mod pics

Posted by [zeratul](#) on Sat, 18 Apr 2009 22:20:33 GMT

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

---

Here are some skins im not going to release i just want some comments on them.

### File Attachments

---

1) [Sam Site.png](#), downloaded 339 times



2) [Sam Site \(2\).png](#), downloaded 346 times



3) [Stealth Effect.png](#), downloaded 346 times



---

Subject: Re: Comment on mod pics  
Posted by [crysis992](#) on Sat, 18 Apr 2009 22:42:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Sam Site is ugly  
but the stealth looks good.

---

---

Subject: Re: Comment on mod pics  
Posted by [\\_SSnipe\\_](#) on Sat, 18 Apr 2009 22:52:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Sam site is cool but im not the tron pro so idk if others will agree

---

---

Subject: Re: Comment on mod pics

Posted by [mrÅ£ÅŞÄ·z](#) on Sat, 18 Apr 2009 23:06:53 GMT

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

---

Gay Tron, why dont you use a Line Detection Shader with the Direct3D function? that will save alot of time/work lol

---

---

Subject: Re: Comment on mod pics

Posted by [zeratul](#) on Sat, 18 Apr 2009 23:17:15 GMT

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

---

First off because i had no idea it existed second off i like it being done line by line so it is actually my work

---

---

Subject: Re: Comment on mod pics

Posted by [Err0R](#) on Mon, 20 Apr 2009 12:13:55 GMT

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

---

i'd make it a bit different. Try creating a new layer over the normal one. Draw all the lines and black background there, then make the opacity lower so it still keeps the color just darkened and some of the details

---

---

Subject: Re: Comment on mod pics

Posted by [Goobers](#) on Mon, 20 Apr 2009 14:38:04 GMT

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

---

the second picture looks like a nort's and crosses game XD, i dont like the sam-site tbh, i do like the sbh though very delicious

---