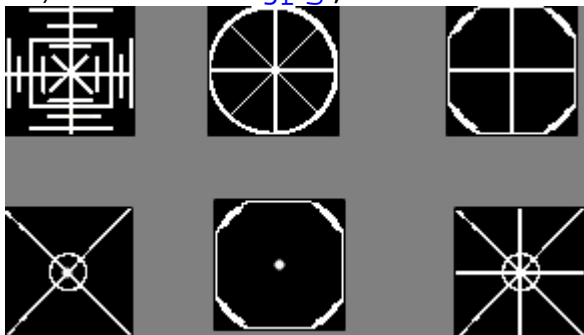Subject: [Skin] Zeratuls Reticle Pack
Posted by zeratul on Fri, 12 Jun 2009 20:56:35 GMT
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Yep i threw together a reticle pack.. mostly to learn what not to do and what to do comment!

File Attachments
1) AllRets.jpg, downloaded 812 times

Subject: Re: [Skin] Zeratuls Reticle Pack
Posted by LiL KiLLa on Fri, 12 Jun 2009 20:58:56 GMT
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nice you made a pack

all are cool

Subject: Re: [Skin] Zeratuls Reticle Pack
Posted by Dreganius on Fri, 12 Jun 2009 23:10:57 GMT
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KiLLa, you have to be joking.

Zeratul, I understand you're new at this and all, so try zooming in and using the Line Tool. This will achieve straight lines, and you can hold shift down to keep the lines straight in any horizontal, vertical, and 45 degree diagonal direction.

Please don't post every skin you make as releases, especially when you're just learning the basics. I'm not having a go at you, but I wouldn't use those reticles at all.

I'm glad to see you're learning how to create reticles though.

EDIT: Spelling.

Subject: Re: [Skin] Zeratuls Reticle Pack
Posted by Altzan on Sat, 13 Jun 2009 00:07:37 GMT
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Sorry Zeratul, but they're all either unsymmetrical or already done. Better luck next time

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Subject: Re: [Skin] Zeratuls Reticle Pack
Posted by zeratul on Sat, 13 Jun 2009 02:13:47 GMT
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Dreganius wrote on Fri, 12 June 2009 18:10KiLLa, you have to be joking.

Zeratul, I understand you're new at this and all, so try zooming in and using the Line Tool. This will achieve straight lines, and you can hold shift down to keep the lines straight in any horizontal, vertical, and 45 degree diagonal direction.

Please don't post every skin you make as releases, especially when you're just learning the basics. I'm not having a go at you, but I wouldn't use those reticles at all.

I'm glad to see you're learning how to create reticles though.

EDIT: Spelling.
They look better in game when i filled the background in black it screwed up the lines... the first one on the other hand was entirely screwed up

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Subject: Re: [Skin] Zeratuls Reticle Pack
Posted by ErroR on Sat, 13 Jun 2009 08:44:47 GMT
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you shouldn't make them that big, and should separate the reticle into hd_reticle and hd_reticle_hit properly

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