Subject: [skin] flame tank
Posted by JsxKeule on Sun, 14 Jun 2009 18:54:31 GMT

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i know there was still released a good nod vehicle pack
but i made a flamer skin and want to hear some comments from you ppl
when the reaction is good i make a vehicle pack in this style

File Attachments
1) v_nod_flame.dds, downloaded 151 times
2) flamer.JPG, downloaded 889 times

Flame Tank

JsxKeule

NW

+200
100

Credits: 7824

Subject: Re: [skin] flame tank
Posted by Tupolev TU-95 Bear on Sun, 14 Jun 2009 19:01:14 GMT
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gj keep it up

Subject: Re: [skin] flame tank
Posted by marcin205 on Sun, 14 Jun 2009 19:19:09 GMT
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strange little bit but looks fine

Subject: Re: [skin] flame tank
Posted by ArtyWh0re on Sun, 14 Jun 2009 20:12:37 GMT
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It looks good. I think the tracks need to be changed aswell in the same style as they kind of stick
out at the moment.

Subject: Re: [skin] flame tank
Posted by JsxKeule on Sun, 14 Jun 2009 20:14:39 GMT
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hmm yeah what was the filename of it

Subject: Re: [skin] flame tank
Posted by ArtyWh0re on Sun, 14 Jun 2009 20:25:52 GMT
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ErroR released his C&C 3 version on the Stank Mk2 thread. I believe the name is 22_tread.

Subject: Re: [skin] flame tank
Posted by Tupolev TU-95 Bear on Sun, 14 Jun 2009 20:27:43 GMT
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If im correct The flame tank and the stealth tank uses the same treads

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Subject: Re: [skin] flame tank
Posted by JsxKeule on Sun, 14 Jun 2009 20:34:23 GMT
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ok thx will change it later

Subject: Re: [skin] flame tank
Posted by Xena on Sun, 14 Jun 2009 21:17:24 GMT
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i dont like it.
looks ugly in an unknown way.

Subject: Re: [skin] flame tank
Posted by LeeumDee on Sun, 14 Jun 2009 21:42:51 GMT
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Are you using custom shaders?
It can change the look a hell of a lot.

Subject: Re: [skin] flame tank
Posted by ErroR on Tue, 16 Jun 2009 12:33:01 GMT
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nice