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Subject: [texture] gnoepowers cnc3 mammy  
Posted by [gnoepower](#) on Thu, 03 Sep 2009 18:28:10 GMT  
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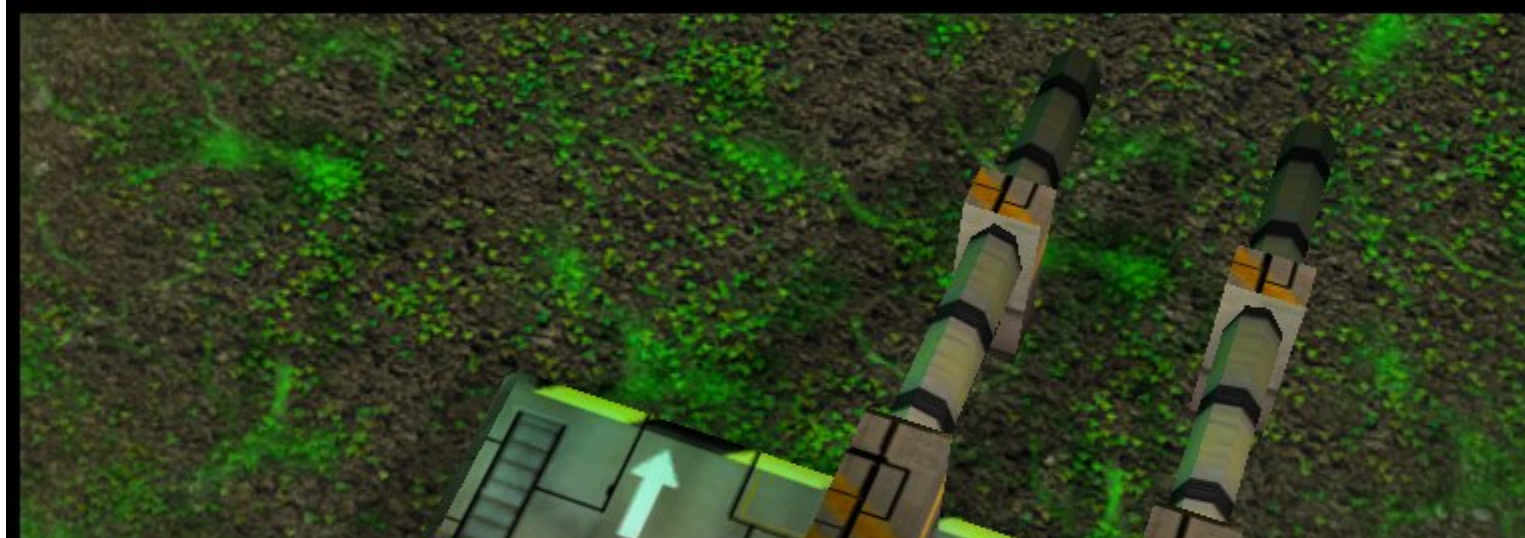
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My first cnc3 try  
Hope you like it, please comment because skinning tips are always welcome

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### File Attachments

1) [preview.jpg](#), downloaded 694 times



2) [gnoepowers cnc3 mammy.rar](#), downloaded 211 times

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Subject: Re: [texture] gnoepowers cnc3 mammy  
Posted by [Xena](#) on Thu, 03 Sep 2009 18:34:28 GMT  
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too many arrows imo lol  
maybe try it less chaotic, and make the shape more visible

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Subject: Re: [texture] gnoepowers cnc3 mammy  
Posted by [ArtyWh0re](#) on Thu, 03 Sep 2009 20:07:14 GMT  
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Looks cartoony but also looks great, very good job.

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Subject: Re: [texture] gnoepowers cnc3 mammy  
Posted by [anant](#) on Thu, 03 Sep 2009 20:17:22 GMT  
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ArtyWhore wrote on Thu, 03 September 2009 16:07 Looks cartoony but also looks great, very good job.

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Subject: Re: [texture] gnoepowers cnc3 mammy  
Posted by [Reaver11](#) on Thu, 03 Sep 2009 20:56:15 GMT  
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It looks nice, although you should take away a few arrows

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Subject: Re: [texture] gnoepowers cnc3 mammy  
Posted by [Carrierll](#) on Thu, 03 Sep 2009 21:18:49 GMT  
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Looks very good - too many arrows though. How long have you been skinning?

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Subject: Re: [texture] gnoepowers cnc3 mammy  
Posted by [gnoepower](#) on Thu, 03 Sep 2009 21:28:35 GMT  
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Reaver11 wrote on Thu, 03 September 2009 15:56It looks nice, although you should take away a few arrows

few weeks now, although I made this a week ago. I started recoloring first, then working with textures, and then I decided to use the c&c3 texture pack  
Though I beleive this was my second vehicle skin.

The arrows are one of the main things I like, and in my opinion there aren't to many. But that's a matter of opinion I guess.

Though thanks all fo rthe kind reactions I'll release some other things here to I think

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Subject: Re: [texture] gnoepowers cnc3 mammy  
Posted by [Dreganius](#) on Fri, 04 Sep 2009 02:54:55 GMT  
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Okay now for some criticism, and sorry if this sounds harsh but is there a tank under those boxes that make the general shape of a turret?

I'm sorry, but this is what everyone gets wrong about the mammy. The turret loses its turret-look. The chassis doesn't look bad, but it could do with some more attention to detail.

I spent 2 hours working on the C&C3 Mammoth Mk1 and ended up scrapping it, so now I'm working on the Mk1a, which I'll release this weekend after tweaking it. You know why? Because it's so damn hard to skin a mammoth tank!

So pretty good try, gnoepower, and I hope the criticism helps you get better

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