
Subject: [SKIN] C&C 3 Nod Transport
Posted by [Dreganius](#) on Mon, 14 Sep 2009 09:24:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here's the final vehicle that I've done.

Enjoy!

File Attachments

1) [Nod Transport.jpg](#), downloaded 1736 times



2) [Nod Transport.rar](#), downloaded 275 times

Subject: Re: [SKIN] C&C 3 Nod Transport
Posted by [Omar007](#) on Mon, 14 Sep 2009 17:00:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Again an awesome Dreganius production

Subject: Re: [SKIN] C&C 3 Nod Transport

Posted by [ArtyWh0re](#) on Mon, 14 Sep 2009 19:46:49 GMT

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

Sweet job, one of my favorites from Your C&C 3 skins.

Subject: Re: [SKIN] C&C 3 Nod Transport

Posted by [Kimb](#) on Mon, 14 Sep 2009 22:11:52 GMT

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

give me your skillz!!

Subject: Re: [SKIN] C&C 3 Nod Transport

Posted by [kill](#) on Mon, 14 Sep 2009 23:23:42 GMT

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

all u did was put a texture and add acouple of lines

Subject: Re: [SKIN] C&C 3 Nod Transport

Posted by [Dreganius](#) on Tue, 15 Sep 2009 06:30:25 GMT

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

And? What do you think I did with the Recon bike? Yet that seems to get a lot of positive criticism.

I tried to get the C&C3 textures to work on that the Trans but have you ever tried to make a skin for a Nod Transport helicopter? Well I can tell you now, that texture is fucking tiny. Good luck making everything fit. I got lucky with the GDI one.

If you don't like them then don't download them. Simple.

Subject: Re: [SKIN] C&C 3 Nod Transport

Posted by [DarkKnight](#) on Wed, 16 Sep 2009 00:40:15 GMT

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

now that is sweet looking, downloading now

kill wrote on Mon, 14 September 2009 18:23all u did was put a texture and add acouple of lines

I did a search for the skins you've done and uploaded here. Couldn't find any unless I'm doing the search wrong.
