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Subject: Magma MRLS  
Posted by [GoldDrag](#) on Sat, 03 Oct 2009 11:47:52 GMT  
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Comments Please!

Creator: GoldDrag

#### File Attachments

1) [MagmaMRLS.rar](#), downloaded 168 times

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Subject: Re: Magma MRLS  
Posted by [Altzan](#) on Sat, 03 Oct 2009 13:58:53 GMT  
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I'm gussing you're messing around with overlays and layers like I used to (and still do).

The effect you added looks nice, but it doesn't cover the MRLS very well in my opinion. More magma or a better magma texture would make it look better.

Also blurring the actual MRLS would help, making it seem like it was starting to melt.

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Subject: Re: Magma MRLS  
Posted by [ErroR](#) on Sat, 03 Oct 2009 16:50:59 GMT  
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Altzan wrote on Sat, 03 October 2009 16:58I'm gussing you're messing around with overlays and layers like I used to (and still do).

The effect you added looks nice, but it doesn't cover the MRLS very well in my opinion. More magma or a better magma texture would make it look better.

Also blurring the actual MRLS would help, making it seem like it was starting to melt.  
looks like a red plastic wrap

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Subject: Re: Magma MRLS  
Posted by [Dreganius](#) on Sat, 03 Oct 2009 17:03:02 GMT  
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Tsk tsk. Clearscope.

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Subject: Re: Magma MRLS  
Posted by [GoldDrag](#) on Sat, 03 Oct 2009 17:33:02 GMT  
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@Dreganius: So? Allowed. :S

This looks really good in with the correct shaders.

Well, renegadeskins likes this alot, I figured you might aswell, but apparently not.

Btw I blurred it first but looks uglier.

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Subject: Re: Magma MRLS  
Posted by [ErroR](#) on Sat, 03 Oct 2009 17:50:42 GMT  
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GoldDrag wrote on Sat, 03 October 2009 20:33@Dreganius: So? Allowed. :S

This looks really good in with the correct shaders.

Well, renegadeskins likes this alot, I figured you might aswell, but apparently not.

Btw I blurred it first but looks uglier.  
nobody said he doesn't like it, it's just simple

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Subject: Re: Magma MRLS  
Posted by [Dreganius](#) on Sat, 03 Oct 2009 17:56:13 GMT  
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In some servers it's not allowed, but I'm not going into debate about that. I'm stating that Clearscope kinda defeats the whole purpose of having a scope in the first place.

It's a personal thing really, and I just find clearscope to be another advantage skin. But meh.

As for the skin itself, it is rather simple, but its not bad at all. It looks pretty psychedelic if you ask me, great if you're on something, not so great if you're on something and actually trying to play

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Subject: Re: Magma MRLS  
Posted by [Altzan](#) on Sat, 03 Oct 2009 18:12:44 GMT  
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Like ErroR said, I like the effect. I just gave a few suggestions on how to improve it.  
Blurring it wouldn't look worse if the magma layer was heavier. i think

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Subject: Re: Magma MRLS  
Posted by [GoldDrag](#) on Sat, 03 Oct 2009 19:15:01 GMT  
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Ok np thanks for advice!

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