Yes i know its simple but i thought it looked good only took about
an hour before i realized i could just select a certain area...
then the last of it took maybe 5 mins if even that.
if its been done before yet again i wanted to do it myself.
Toggle Spoiler

File Attachments

1) GDIINVBUILDINGS.rar, downloaded 255 times
2) ScreenShot06.jpg, downloaded 1253 times

3) ScreenShot02.jpg, downloaded 1226 times

4) ScreenShot03.jpg, downloaded 1210 times

Subject: Re: [Skin]Gdi Inverted Buildings
Posted by ChewML on Wed, 23 Dec 2009 02:11:11 GMT
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Looks good for what it is. Try using mipmaps, gives it a whole new feeling.

Subject: Re: [Skin]Gdi Inverted Buildings
Posted by ErroR on Wed, 23 Dec 2009 09:50:44 GMT
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looks nice. but i don't like the inverted logos   other than that nice. Try looking for some tutorials of

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fancy photoshop effects. Just don't aply effects to the whole skin.

Subject: Re: [Skin]Gdi Inverted Buildings
Posted by samous on Wed, 23 Dec 2009 22:08:34 GMT
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It looks like the buildings have frostbite, but thats not a bad thing for a skin, lol. I think that looks surprisingly good, for something as simple as inverting the colors. Good job anyhow.

=Samous