

---

Subject: GDI Camo 6 units

Posted by [zeratul](#) on Sat, 08 May 2010 01:11:56 GMT

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

---

Due to Kimbs request i decided to start... i only have done 3 units so far (Havoc, 1K Sydney, and mobius) decided to release these before finishing just in case they look shitty to the majority of the forum members and so i dont waste time on a pack that will be downed by EVERYONE... again here the 3 are:

Havoc

Sydney (1K)

Mobius (2 versions)

Images

---

### File Attachments

1) [GDI3CharCamo.rar](#), downloaded 154 times

2) [Havoc.png](#), downloaded 930 times



3) [Mobius1.png](#), downloaded 857 times

Z3R Skins



4) [Mobius2.png](#), downloaded 893 times



5) [PIC.png](#), downloaded 1088 times

Z3R Skins



---

Subject: Re: GDI Camo 3 units  
Posted by [snpr1101](#) on Sat, 08 May 2010 02:05:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The sydney doesnt look half bad.

The mobius in a CAMO LABCOAT? I Lol'd. What is he going to be in the field conducting experiments with a bunsen burner and a multitude of test tubes? "I need to stay hidden whilst I unlock the secrets of penicillin!"

The havoc is 'eh' imo. I thought he already had desert gear.

---

Subject: Re: GDI Camo 3 units  
Posted by [F1r3st0rm](#) on Sat, 08 May 2010 02:23:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

mobius looks like he jumped in a pool of feces

---

Subject: Re: GDI Camo 3 units  
Posted by [Kimb](#) on Sat, 08 May 2010 15:07:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

nice job there  
GDI soldier next

---

Subject: Re: GDI Camo 6 units  
Posted by [zeratul](#) on Sat, 08 May 2010 18:20:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Kimb wrote on Sat, 08 May 2010 09:07 nice job there  
GDI soldier next  
Thanks

now for the Soldier, Engineer, and grenadier

images

### File Attachments

- 1) [ENGSOLSHGGRN.rar](#), downloaded 116 times
- 2) [Engineer.png](#), downloaded 701 times



3) [Grenadier.png](#), downloaded 752 times



4) [Soldier.png](#), downloaded 751 times





---

Subject: Re: GDI Camo 6 units  
Posted by [Kimb](#) on Sun, 09 May 2010 01:47:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Zeratul wrote on Sat, 08 May 2010 13:20Kimb wrote on Sat, 08 May 2010 09:07nice job there  
GDI soldier next  
Thanks

now for the Soldier, Engineer, and grenadier

images  
looks good. expts the soldiers shirt dosnt match the camo

---

---

Subject: Re: GDI Camo 6 units  
Posted by [zeratul](#) on Sun, 09 May 2010 02:50:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Kimb wrote on Sat, 08 May 2010 19:47the soldiers shirt dosnt match the camo  
What you mean?

---

---

Subject: Re: GDI Camo 6 units  
Posted by [snpr1101](#) on Sun, 09 May 2010 03:16:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Zeratul wrote on Sat, 08 May 2010 21:50Kimb wrote on Sat, 08 May 2010 19:47the soldiers shirt  
dosnt match the camo  
What you mean?

I believe sir, that he does not think the soldiers shit matches the camo.

As in it does not flow with, suit with, 'match' the rest of the camo.

---

---

Subject: Re: GDI Camo 6 units  
Posted by [zeratul](#) on Sun, 09 May 2010 03:25:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

its not meant to

---

---

Subject: Re: GDI Camo 6 units  
Posted by [Sean](#) on Sun, 09 May 2010 15:06:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Zeratul wrote on Sun, 09 May 2010 05:25its not meant to

So if for instance the British army was all wearing dark green camo and one soldier had a light  
green. You'd say 'its not meant to' as in match ? ..

Your skins are nothing special, i'd prefer using stock rene tbh.

---

---

Subject: Re: GDI Camo 6 units  
Posted by [zeratul](#) on Sun, 09 May 2010 17:04:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Redone Soldier:  
image

#### File Attachments

---

- 1) [c\\_minigun1.dds](#), downloaded 136 times
- 2) [ScreenShot05.png](#), downloaded 656 times



---

Subject: Re: GDI Camo 6 units  
Posted by [F1r3st0rm](#) on Sun, 09 May 2010 18:05:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

why do you continue to post subpar skins is just beyond me :/

---

---

Subject: Re: GDI Camo 6 units

Posted by [Tupolev TU-95 Bear](#) on Sun, 09 May 2010 18:14:33 GMT

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

---

F1r3st0rm wrote on Sun, 09 May 2010 19:05why do you continue to post subpar skins is just beyond me :/

Probably he wanted to show us how hard he worked on these skins?

---

---

Subject: Re: GDI Camo 6 units

Posted by [zeratul](#) on Sun, 09 May 2010 18:48:18 GMT

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

---

F1r3st0rm wrote on Sun, 09 May 2010 12:05why do you continue to post subpar skins is just beyond me :/

Why you continue to post in this is beyond me.. if you dont like them then just ignore them

---

---

Subject: Re: GDI Camo 6 units

Posted by [F1r3st0rm](#) on Sun, 09 May 2010 19:53:38 GMT

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

---

lolo well to save you from humiliation but it looks like the only people who like your skins are your buttbuddies. alright i'm out

---

---

Subject: Re: GDI Camo 6 units

Posted by [snpr1101](#) on Mon, 10 May 2010 05:54:23 GMT

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

---

F1r3st0rm wrote on Sun, 09 May 2010 14:53lolo well to save you from humiliation but it looks like the only people who like your skins are your buttbuddies. alright i'm out

pretty much qft without the directness.

Ah well, everyone starts somewhere.

---

---

Subject: Re: GDI Camo 6 units

Posted by [Kimb](#) on Mon, 10 May 2010 14:57:44 GMT

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

---

F1r3st0rm wrote on Sun, 09 May 2010 14:53lol well to save you from humiliation but it looks like the only people who like your skins are your buttbuddies. alright i'm out but your my buttbuddy

---

---

Subject: Re: GDI Camo 6 units  
Posted by [GEORGE ZIMMER](#) on Mon, 10 May 2010 17:34:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

pretty shitty, adding a random camo filter to the texture =/= good.

---