Subject: [Skins] Skin Pack

Posted by zeratul on Thu, 25 Apr 2013 23:27:25 GMT

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Contents:

PT Backgrounds

- -Normal Buildings
- -Scrin Buildings (no screen shots)

Images

Scrin Buildings

- -Airstrip, Hand of Nod, Power Plant, Refinery, Turret (Symbol Changed as well), Obelisk, Building Symbols
- -Master Control Terminal

More Images

Tiberian Sun Ion Cannon Based Circle

Last Image

Edit: Im currently having uploading issues if the pack is a bad download ill reupload at a better time

File Attachments

1) 1PT Backgrounds.png, downloaded 1052 times

Page 1 of 11 ---- Generated from Command and Conquer: Renegade Official Forums

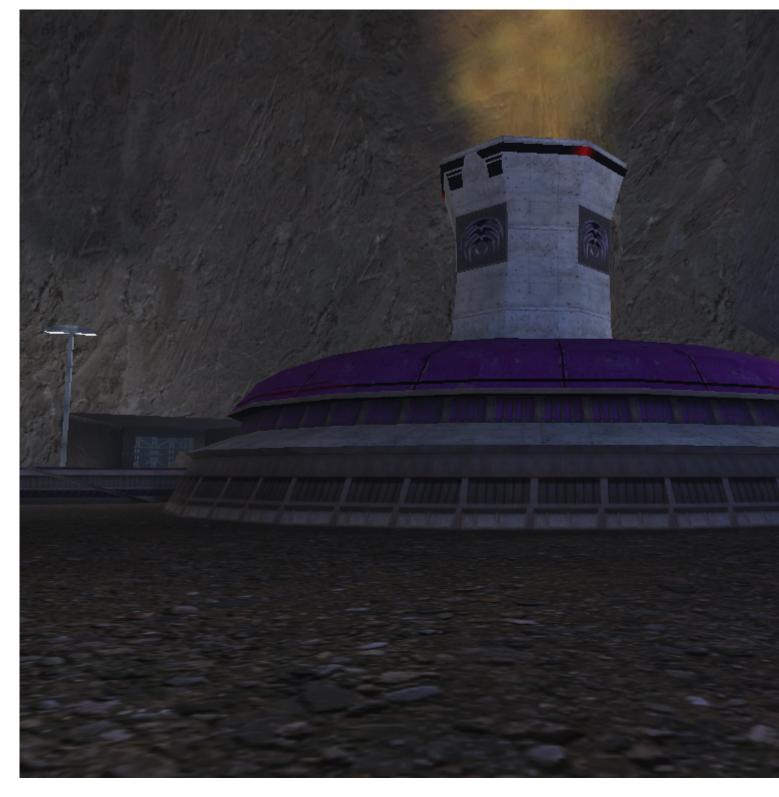


2) 1Air.png, downloaded 1025 times

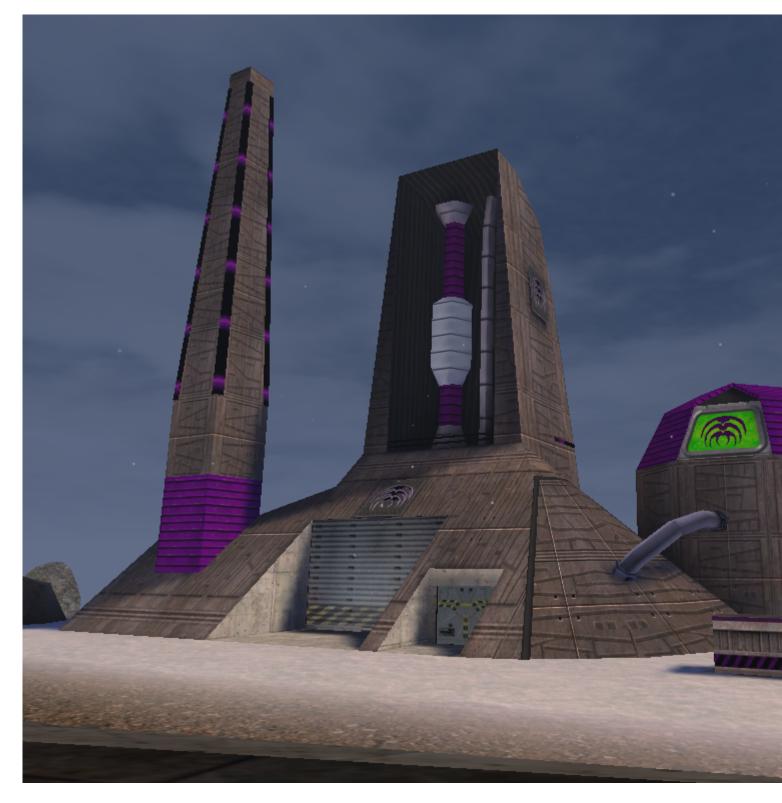
3) 1Hand.png, downloaded 1017 times



4) 1Pwr.png, downloaded 1022 times



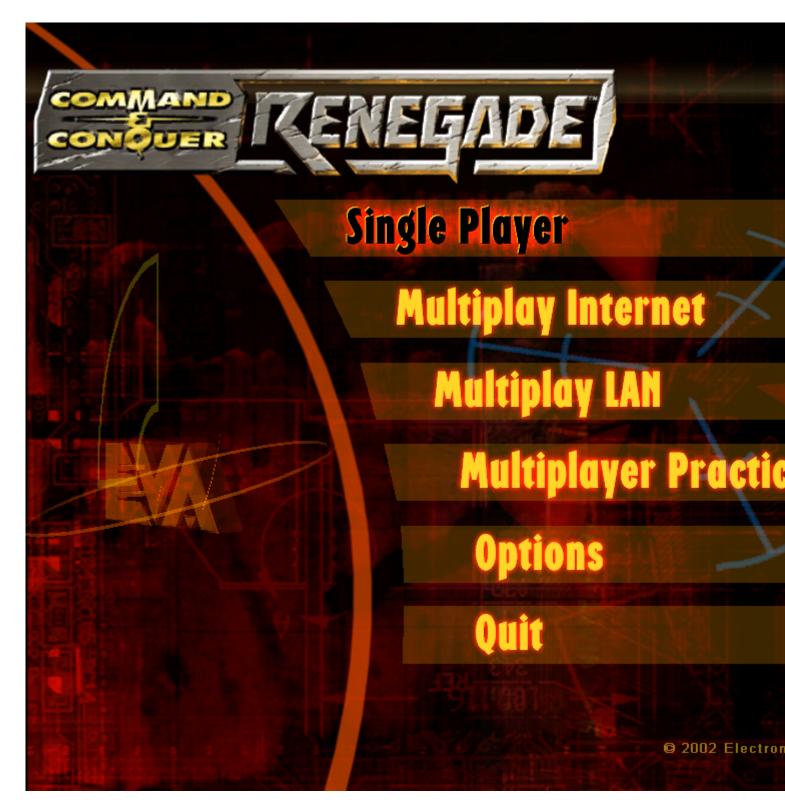
5) 1Ref.png, downloaded 977 times



6) 1TurOb.png, downloaded 1002 times



7) 1Circle.png, downloaded 948 times



8) 1MCT.png, downloaded 974 times



9) Pack.rar, downloaded 252 times

Subject: Re: [Skins] Skin Pack
Posted by Aircraftkiller on Sat, 27 Apr 2013 05:56:43 GMT
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Here's another skin for your texture pack.

Subject: Re: [Skins] Skin Pack

Posted by ArtyWh0re on Sat, 27 Apr 2013 23:58:36 GMT

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[quote title=Aircraftkiller wrote on Fri, 26 April 2013 22:56 Here's another skin for your texture pack.[/quote] Lol

Subject: Re: [Skins] Skin Pack

Posted by iRANian on Sun, 28 Apr 2013 07:49:14 GMT

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nice skin ack

Subject: Re: [Skins] Skin Pack

Posted by liquidv2 on Sun, 28 Apr 2013 08:22:48 GMT

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this song should play inside the airstrip

http://www.youtube.com/watch?v=9CkKuA86Mis

Subject: Re: [Skins] Skin Pack

Posted by ArtyWh0re on Thu, 02 May 2013 09:20:30 GMT

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I like the idea of the PT skins although I would of highlighted the building images more to fit in with the PT elements ie bright light up.

The scrin buildings as far as i can see are just a colour change with scrin logos. But this has a lot more potential, with the right textures, you can really give thoes buildings a true scrin theme. Remember thoes C&C 3 skins Degranius did for the Vehicles?

The only difference is buildings are far easier to skin.

Subject: Re: [Skins] Skin Pack

Posted by zeratul on Thu, 02 May 2013 10:55:32 GMT

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Ill have to play more c&c 3 to get more an idea of scrins style, then maybe ill edit these into more than a simple recolor.