
Subject: Texture Release :D

Posted by [mrÄÅŞÄ-z](#)

on Mon, 26 May 2008 14:35:04 GMT

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

Enjoy

Im going to give all Charackters that suit

File Attachments

1) [c_minigun1.dds](#), downloaded 211 times

2) [c_minigun2.dds](#), downloaded 195 times

3) [Unbenannt.JPG](#), downloaded 796 times



Subject: Re: Texture Release :D

Posted by [Reaver11](#) on Mon, 26 May 2008 15:27:46 GMT

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

Not bad I like the concept.

Only the front of the helmet is a bit a downside and also the suit looks a bit streched but goodjob I like it.

Subject: Re: Texture Release :D

Posted by [Canadacdn](#) on Mon, 26 May 2008 18:02:40 GMT

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

Why did you copy the armor texture onto the Soldier?

Subject: Re: Texture Release :D

Posted by [mr£ÄŞÄ-z](#) on Mon, 26 May 2008 19:44:50 GMT

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

to make him cool

Subject: Re: Texture Release :D

Posted by [nopol10](#) on Tue, 27 May 2008 00:44:29 GMT

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

Its very very low res...

Subject: Re: Texture Release :D

Posted by [ErroR](#) on Wed, 28 May 2008 10:38:07 GMT

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

HEY i was gonna do that ! but i didn't think on whome to put it but i wanted to do that too

Subject: Re: Texture Release :D

Posted by [mr£ÄŞÄ-z](#) on Wed, 28 May 2008 10:41:32 GMT

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

Subject: Re: Texture Release :D

Posted by [ErroR](#) on Wed, 28 May 2008 10:59:05 GMT

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