
Subject: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [KristyGirl](#) on Mon, 30 Jun 2008 21:17:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well here is my second skin pack, what do you guys think?

File Attachments

1) [Blue Nod Characters and PCT Icons.zip](#), downloaded 165 times

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [Canadacdn](#) on Mon, 30 Jun 2008 21:34:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

You could have at least used Photoshop's hue/saturation tool on the Stealth Tank's grating.

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [IronWarrior](#) on Mon, 30 Jun 2008 23:04:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice pack, blue is kinda refreshing.

As with the other pack, I get this on Game-Maps for you soon.

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [KristyGirl](#) on Tue, 01 Jul 2008 02:52:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Mon, 30 June 2008 16:34 You could have at least used Photoshop's hue/saturation tool on the Stealth Tank's grating.

I lest it that way on purpose, I like how it clashes. Nice mix red with this particular shade of blue.

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [ErroR](#) on Tue, 01 Jul 2008 09:40:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

i like it!

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [Goztow](#) on Tue, 01 Jul 2008 10:24:40 GMT

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

It looks refreshing, indd. However, I got the impression I've seen this before (partially?).

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [Slave](#) on Tue, 01 Jul 2008 14:50:17 GMT

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

Should've deselected the taillights on vehicles, before swapping red to blue.

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [IronWarrior](#) on Tue, 01 Jul 2008 16:03:27 GMT

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

I just noticed something.

You uploaded the wrong file, it's the Blue Nod Characters again and not the vehicles.

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [EA-DamageEverything](#) on Tue, 08 Jul 2008 23:08:16 GMT

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

Goztow wrote on Tue, 01 July 2008 12:24However, I got the impression I've seen this before (partially?).The background used in the screeners is this=

Author: AthlonBug

Email: lacrimosa@skynet.be

Skin Name: Green Menu Background

Description: Replaces red/orange menu background (+color Renegade logo)

Last Modified: 13/11/2002

Skin Downloaded From: ([http://](http://skimmers.cncseries.com))skimmers.cncseries.com

and there are already some saphir-blue NOD-Vechs out in the Ren Universe (ok without the PT Icons)=

Color Unit Skins

by SomeRhino
Team Dri Reign Mods
(http://)mods.cncrenegade.com
-Side note= Date was the 23th june 2002-

Anyways, I love to see new skins but please don't forget that you have to do some revolutionary things because almost anything has been skinned in various ways by now.

File Attachments

1) [Saphire NOD.jpg](#), downloaded 629 times



2) [back.dds](#), downloaded 162 times

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [Lone0001](#) on Wed, 09 Jul 2008 03:41:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://skinners.cncseries.com> is a dead link.

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's
Posted by [EA-DamageEverything](#) on Thu, 10 Jul 2008 23:13:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOI I know and that's why I put up the .dds file into my post. I'll unlink the links if possible. Many of the old sites are dead by now.
