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Subject: UPDATED [Skins] Black and Red nod buildings  
Posted by [Dave78742](#) on Thu, 21 May 2009 01:02:17 GMT  
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Here are some NOD base skins that I've made to match my GDI buildings. It changes them to a cool Black and Red scheme. It looks a lot better than the normal color NOD buildings.

UPDATE-Nod Skins2.zip Updates the roof of the power plant, airstrip roof and landing pad to a smoother looking texture instead of the busted up looking way it was before, and changes the turret cement from white to gray because it stuck out a bit too much.

-Dave

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**File Attachments**

- 1) [Nod Skins2.zip](#), downloaded 239 times
- 2) [Nod Black+Red Skins.zip](#), downloaded 309 times

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [slosha](#) on Thu, 21 May 2009 01:30:23 GMT

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that's a really nice job man!

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [ErroR](#) on Thu, 21 May 2009 09:13:49 GMT

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these are simple yet awesome color combination

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [Xena](#) on Thu, 21 May 2009 11:21:52 GMT

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nice, i like it (Y)

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [Scrin](#) on Thu, 21 May 2009 11:57:36 GMT

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O hoo noes wrote on Thu, 21 May 2009 06:21 nice, i like it (Y)

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lolpoke

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [ErroR](#) on Thu, 21 May 2009 11:59:14 GMT

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Niko "The Lay" wrote on Thu, 21 May 2009 14:57O hoo noes wrote on Thu, 21 May 2009 06:21nice, i like it (Y)  
lolpoke

dude stop this random crap

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [Scrin](#) on Thu, 21 May 2009 12:08:21 GMT

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ErroR wrote on Thu, 21 May 2009 06:59Niko "The Lay" wrote on Thu, 21 May 2009 14:57O hoo noes wrote on Thu, 21 May 2009 06:21nice, i like it (Y)  
lolpoke

dude stop this random crap  
wtf? you dont like that hovercraft sig what i made for you>??

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [ErroR](#) on Thu, 21 May 2009 12:26:43 GMT

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Niko "The Lay" wrote on Thu, 21 May 2009 15:08ErroR wrote on Thu, 21 May 2009 06:59Niko "The Lay" wrote on Thu, 21 May 2009 14:57O hoo noes wrote on Thu, 21 May 2009 06:21nice, i like it (Y)  
lolpoke

dude stop this random crap  
wtf? you dont like that hovercraft sig what i made for you>??  
i like it, but i mean, that post has no sense, then why bother posting it?

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [Killgeak](#) on Thu, 21 May 2009 13:06:41 GMT

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he posts alot of crap in serious forums

anyhow; nice skins should make many diff colors like you did with gdi

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [ArtyWh0re](#) on Thu, 21 May 2009 17:31:50 GMT  
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These are actually pretty good.

1 thing I think you should change also is the tacky red paint on top of the Nod Power Plant. It kinda sticks out and it is also the roof for the Airstrip.

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [Dave78742](#) on Thu, 21 May 2009 18:00:53 GMT  
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ArtyWhore wrote on Thu, 21 May 2009 13:31 These are actually pretty good.

1 thing I think you should change also is the tacky red paint on top of the Nod Power Plant. It kinda sticks out and it is also the roof for the Airstrip.

Yeah, I didn't really mess with that at all. I'll see if I can try to make it match the other red better. If anyone has a color idea let me know and i'll make some new ones too. Oh yeah, does anyone know what .dds file the outside of the obelisk is? I have no clue

Edit- I've changed the top of the power plant/airstrip to a smoother/redder texture so it will match a little bit better.

-Dave

#### File Attachments

1) [pwr\\_red.zip](#), downloaded 181 times

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [F1r3st0rm](#) on Thu, 21 May 2009 22:22:56 GMT  
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can you post an ss of it

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [u6795](#) on Thu, 21 May 2009 23:57:45 GMT  
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I will never get over seeing my face in almost every topic here.

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [Dave78742](#) on Fri, 22 May 2009 01:55:58 GMT  
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I've Updated my last post with the screenshot of the new pp/air roof. I also noticed that the nod turret looks a little wierd (you can see it a little in the first pic behind the ob) because it is black on the bottom and white on the top. This download link will get you a new cement5.dds that is dark gray to match better with he black. You can download it right into your data folder because it isn't zipped. Also I've updated the first post with both new files in Nod Skins2.zip  
Download

-Dave

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [ArtyWhore](#) on Fri, 22 May 2009 16:50:20 GMT  
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Exterior Texture for Obelisk is  
ob\_tile3

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Subject: Re: [Skins] Black and Red nod buildings  
Posted by [Dave78742](#) on Fri, 22 May 2009 20:57:24 GMT  
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ArtyWhore wrote on Fri, 22 May 2009 17:50Exterior Texture for Obelisk is  
ob\_tile3

Ahh, Yes it is! I already had it but for some reason it won't get 100% black so I'm gonna make mine red. Thanks!!

-Dave

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Subject: Re: UPDATED [Skins] Black and Red nod buildings  
Posted by [Dave78742](#) on Fri, 29 May 2009 03:08:28 GMT  
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So... Does anybody have some colors that they want their NOD or GDI buildings? I Want to work on some more skin sets but I don't wanna waste my time on stuff that people don't want! Any suggestions will be taken, just let me know what ya need and ill get started ASAP!

-Dave

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Subject: Re: UPDATED [Skins] Black and Red nod buildings  
Posted by [ErroR](#) on Fri, 29 May 2009 09:19:57 GMT  
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you could try vehicles or characters

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Subject: Re: UPDATED [Skins] Black and Red nod buildings

Posted by [Dave78742](#) on Fri, 29 May 2009 18:15:10 GMT

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ErroR wrote on Fri, 29 May 2009 04:19you could try vehicles or characters

I know I have made many, but I want to work on my building making abilities. There are plenty of vehicle and character skins available for ren, but very few building skins. I'd like to change that.

-Dave

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Subject: Re: UPDATED [Skins] Black and Red nod buildings

Posted by [slosha](#) on Fri, 29 May 2009 19:54:40 GMT

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Maybe try a baby blue and black combo, or whatever goes good with baby blue

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Subject: Re: UPDATED [Skins] Black and Red nod buildings

Posted by [LeeumDee](#) on Fri, 29 May 2009 21:47:16 GMT

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Most building skins suck when just the colors are changed.

Where as with these ones I kinda like them, in this case though I think maybe adding a texture with low opacity or adding noise over the black to take the "new shine" off of it; would seal the deal in my opinion.

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Subject: Re: UPDATED [Skins] Black and Red nod buildings

Posted by [Dave78742](#) on Sun, 31 May 2009 02:25:48 GMT

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Thanks for the input guys! I'll start messing around with more stuff and see how things turn out. So far I have just left the textures in their original form because I'm lazy and I was satisfied with how they came out (being my first attempts at doing buildings). I'll start to try out some cool textures next!

-Dave

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