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Subject: [Skin]More Stealth Effects

Posted by [zeratul](#) on Sun, 27 Sep 2009 18:30:14 GMT

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Started experimenting and decided to release some

### File Attachments

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- 1) [stealth\\_effect1.dds](#), downloaded 226 times
- 2) [stealth\\_effect2.dds](#), downloaded 220 times
- 3) [stealth\\_effect3.dds](#), downloaded 262 times
- 4) [SE1.png](#), downloaded 688 times



- 5) [SE2.png](#), downloaded 640 times



6) [SE3.png](#), downloaded 641 times



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Subject: Re: [Skin]More Stealth Effects

Posted by [Altzan](#) on Mon, 28 Sep 2009 00:22:11 GMT

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1: Good

2: Better

3: Best

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Subject: Re: [Skin]More Stealth Effects

Posted by [anant](#) on Mon, 28 Sep 2009 05:41:35 GMT

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they are all pretty cool

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Subject: Re: [Skin]More Stealth Effects  
Posted by [Omar007](#) on Mon, 28 Sep 2009 16:13:03 GMT  
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Altzan wrote on Mon, 28 September 2009 02:221: Good  
2: Better  
3: Best

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Subject: Re: [Skin]More Stealth Effects  
Posted by [DeathC200](#) on Mon, 28 Sep 2009 20:40:53 GMT  
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Omar007 wrote on Mon, 28 September 2009 11:13Altzan wrote on Mon, 28 September 2009  
02:221: Good  
2: Better  
3: Best

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Subject: Re: [Skin]More Stealth Effects  
Posted by [zeratul](#) on Sat, 03 Oct 2009 13:44:31 GMT  
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I spent more time on these than my older stealth effects

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Subject: Re: [Skin]More Stealth Effects  
Posted by [Altzan](#) on Sat, 03 Oct 2009 13:56:19 GMT  
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Zeratul wrote on Sat, 03 October 2009 09:44I spent more time on these than my older stealth effects

Which is cool. They look great.  
Were you expecting more replies or something?  
Stealth effects are nice, but not exactly 'exciting', like skins for things like buildings and characters are.

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Subject: Re: [Skin]More Stealth Effects

Posted by [zeratul](#) on Sun, 04 Oct 2009 01:53:16 GMT

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actually no i'm not i just needed a better stealth effect and wanted to try something new i'm not going all stealth effect that would be retarded lol

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