

---

Subject: [Skin]Gdi Inverted Buildings

Posted by [zeratul](#) on Wed, 23 Dec 2009 02:08:48 GMT

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

---

Yes i know its simple but i thought it looked good only took about an hour before i realized i could just select a certain area...

then the last of it took maybe 5 mins if even that.

if its been done before yet again i wanted to do it myself.

Toggle Spoiler

---

### File Attachments

1) [GDIINVBUILDINGS.rar](#), downloaded 215 times

2) [ScreenShot06.jpg](#), downloaded 1049 times



3) [ScreenShot02.jpg](#), downloaded 1031 times



4) [ScreenShot03.jpg](#), downloaded 1013 times





---

Subject: Re: [Skin]Gdi Inverted Buildings  
Posted by [ChewML](#) on Wed, 23 Dec 2009 02:11:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Looks good for what it is. Try using mipmaps, gives it a whole new feeling.

---

Subject: Re: [Skin]Gdi Inverted Buildings  
Posted by [ErroR](#) on Wed, 23 Dec 2009 09:50:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

looks nice. but i don't like the inverted logos other than that nice. Try looking for some tutorials of

fancy photoshop effects. Just don't apply effects to the whole skin.

---

---

Subject: Re: [Skin]Gdi Inverted Buildings

Posted by [samous](#) on Wed, 23 Dec 2009 22:08:34 GMT

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

---

It looks like the buildings have frostbite, but that's not a bad thing for a skin, lol. I think that looks surprisingly good, for something as simple as inverting the colors. Good job anyhow.

=Samous

---