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Subject: [Skin][U-WBG] Nod Buggy  
Posted by [UnitXc](#) on Wed, 27 Jan 2010 21:58:44 GMT  
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hello, its been a long time, roughly 8 months since my last one, so without further ado, here it is.

feedback is appreciated

thanks and enjoy.

#### File Attachments

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1) [\[U-WBG\] Nod Buggy.rar](#), downloaded 300 times

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [Tupolev TU-95 Bear](#) on Wed, 27 Jan 2010 22:10:42 GMT  
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epic buggy .Exllent.

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [HaTe](#) on Wed, 27 Jan 2010 22:14:55 GMT  
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Fking sweet, you back to skinning for good?

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [GEORGE ZIMMER](#) on Thu, 28 Jan 2010 01:26:19 GMT  
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You know, I... DON'T hate this!

Nice work. I'm not a huge fan of the color scheme, but it's something different and still looks pretty nice. It looks "clean", too, if that makes sense.

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [Sean](#) on Thu, 28 Jan 2010 01:49:25 GMT  
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I'm not a fan of the colour scheme either, but it looks good

gj

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [Good-One-Driver](#) on Thu, 28 Jan 2010 04:45:45 GMT  
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Ou should make a pack with all thies

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [slosha](#) on Thu, 28 Jan 2010 06:47:29 GMT  
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I almost forgot about your awesome skins. Great job once again. The racing stripes look really cool, and I like the turret to be the traditional gun metal gray instead of being painted.

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [UnitXc](#) on Thu, 28 Jan 2010 14:19:38 GMT  
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thanks for your comments and appreciation even if the colour scheme isnt your bag.

@HaTe

thanks, probably not im affraid, i dont have time to spend on these things that often, this took me 6/7 hours to do, i NEVER have that much time to spare so i thought id give it a go

@ George Z

im not sure if you know, but ive done all the others like this too, youd have to go back a few pages in this forum to find them all tho, and what do you mean by "clean" ?

@ Good-One-D

I will make a pack soon, only 4 left to do, Harvester, APC, Recon Bike, Cargo Plane.

@Glock

haha don forget lil ol me , i do like the racing stripes i was going to just put squares and triangles on it instead but i decided not to, and the turret was a bit difficult to make look like that without

ruining the texture or making me have to do LOTS of extra work. paid off tho i see

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [zunnie](#) on Thu, 28 Jan 2010 14:25:11 GMT  
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Looks nice, i like it  
Good work..

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [Reaver11](#) on Thu, 28 Jan 2010 16:03:27 GMT  
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I like it alot.

There is one thing I think you should change / look into.  
I think the wheelcolors are a bit too flashy in comparison with the main body.

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [UnitXc](#) on Thu, 28 Jan 2010 17:30:23 GMT  
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hmm?

it makes more sence when you put it next to my arty.

however now i think about it the intensity does seem a little extreme on the wheels hubcaps... i guess the green doesnt need to go all the way round the wheelcap either, heh that was me being lazy and adding a glow effect to that layer. just goes to show you cant slack off even for a moment.

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [Altzan](#) on Fri, 29 Jan 2010 04:11:40 GMT  
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I think the tire treads stand out too much, other than that it's great. Good work!

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [Good-One-Driver](#) on Sat, 30 Jan 2010 16:11:23 GMT  
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i ment making a skin pack with all off thies in it

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Subject: Re: [Skin][U-WBG] Nod Buggy  
Posted by [DarkKnight](#) on Sun, 14 Feb 2010 15:54:09 GMT  
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i love it, nice job

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