

Anyone can do skins tutorial

Summary:

1. Basic skinning
2. Extra effects for skinning
3. S-L effect for black areas
4. Multiple visor effects
5. Colored metallic effects
6. Professional dirtying
7. Remaking skins in HD

<http://www.gimp.org/> GIMP

<http://www.gametoast.com/forums/viewtopic.php?f=64&t=20897> Cookie's template

<http://www.gametoast.com/forums/viewtopic.php?p=372231#p372231> My clean skins

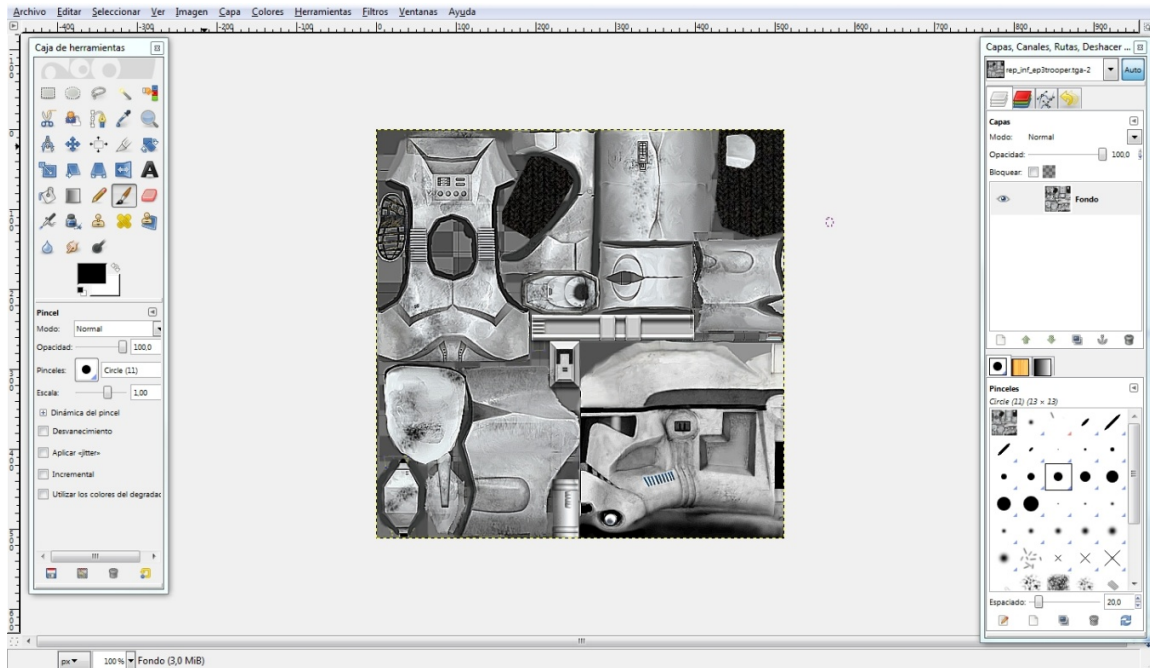
<http://www.gametoast.com/forums/viewtopic.php?f=64&t=23598> HD Skins

<http://www.photoshopbrushes.com/brushes/39.htm> Dirt brushes for Photoshop

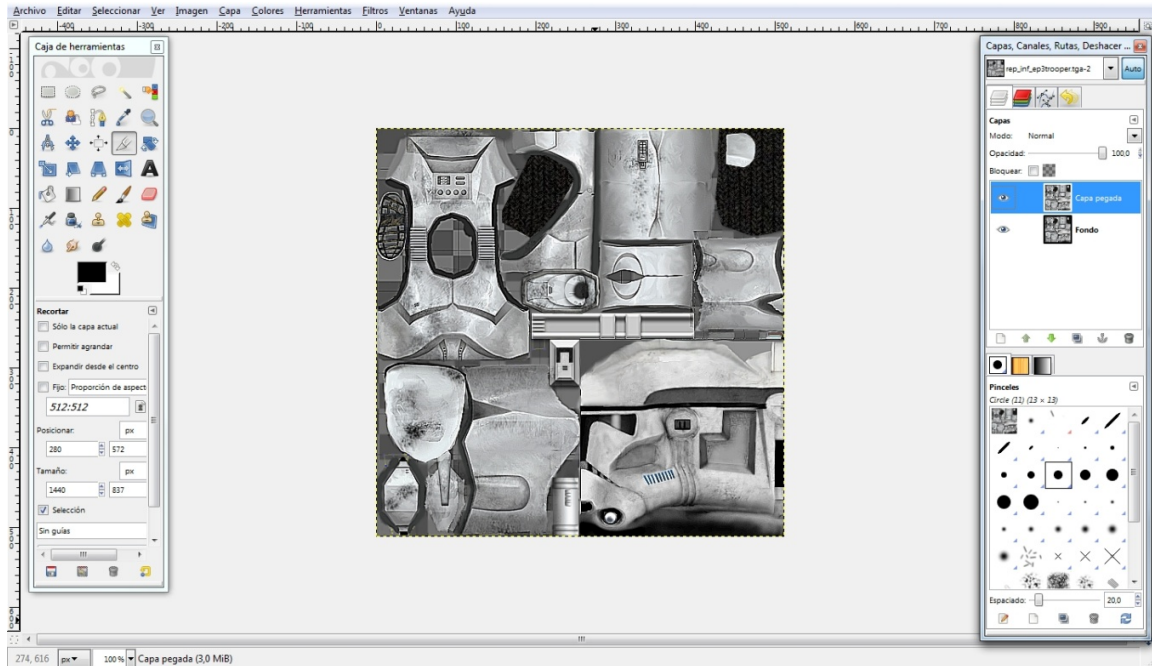
1. Basic skinning:

Now, using GIMP do this:

1. Open a texture on GIMP:



2. Copy the skin, and paste it over the same skin:

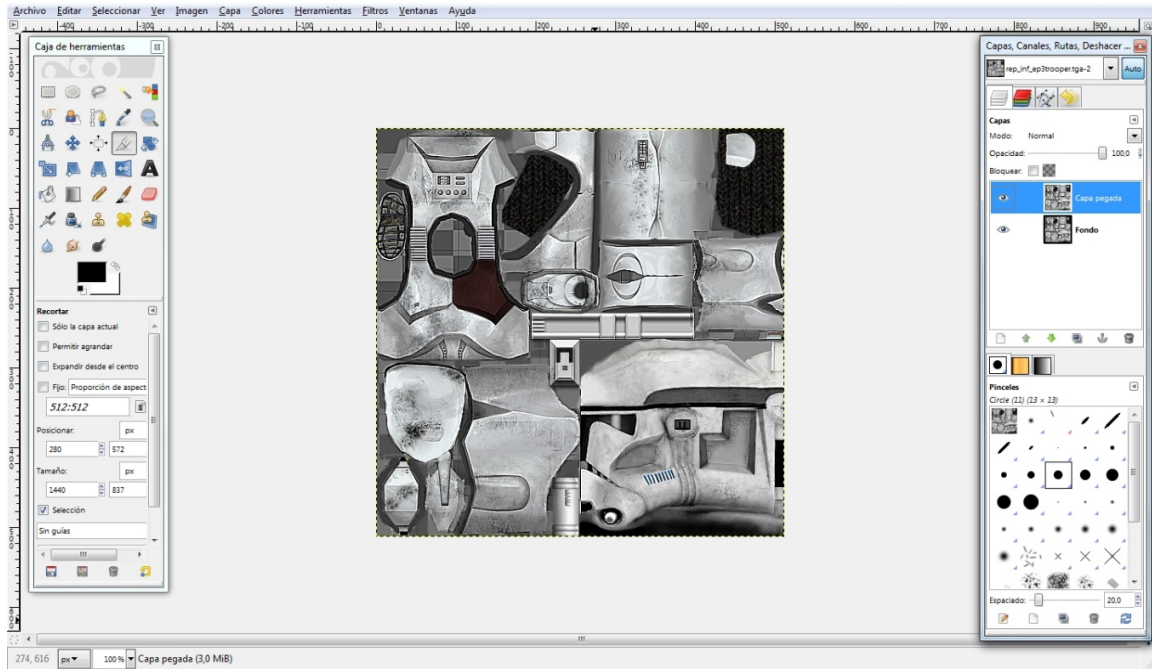


3. In the tool box, there are 4 useful buttons:

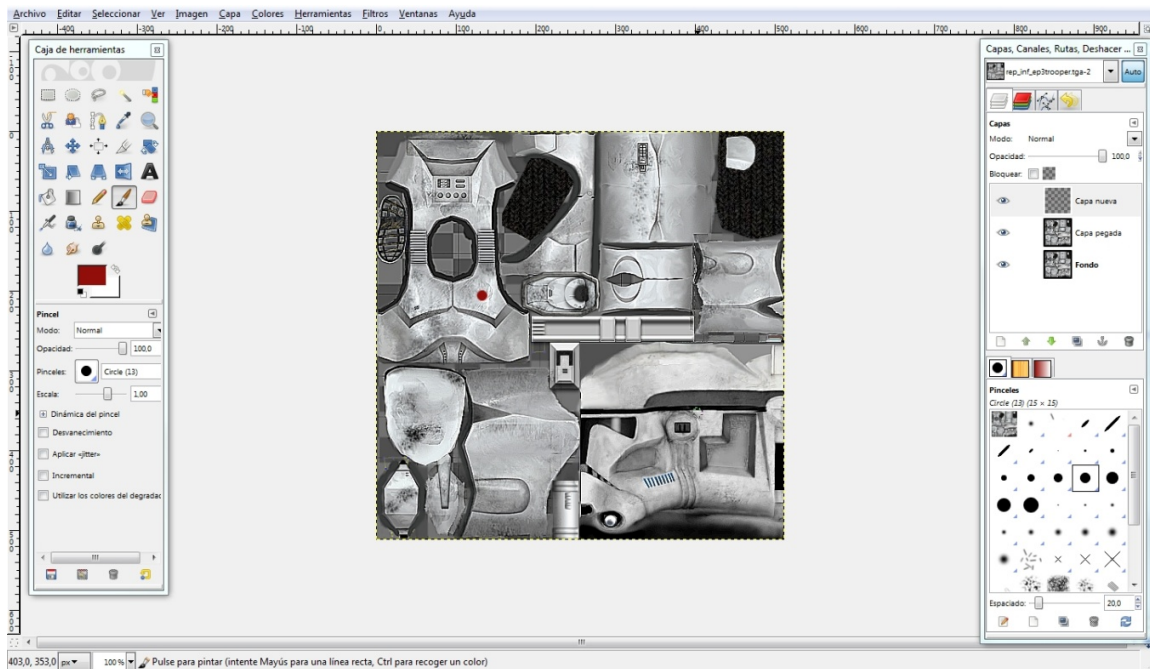


These can be used to select single parts, without affecting the ones outside the lines

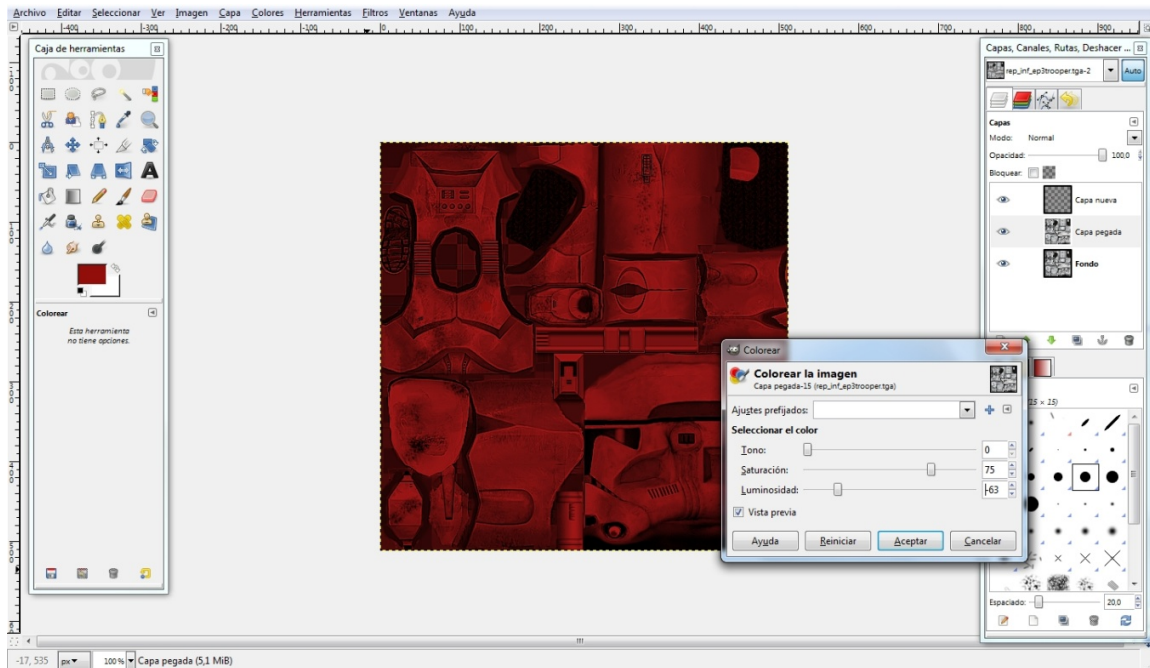
4. Go to Right click/colors/colorize and you can give color to the section you just selected, but if you want to colorize the visor, I recommend color balance, instead of colorize:



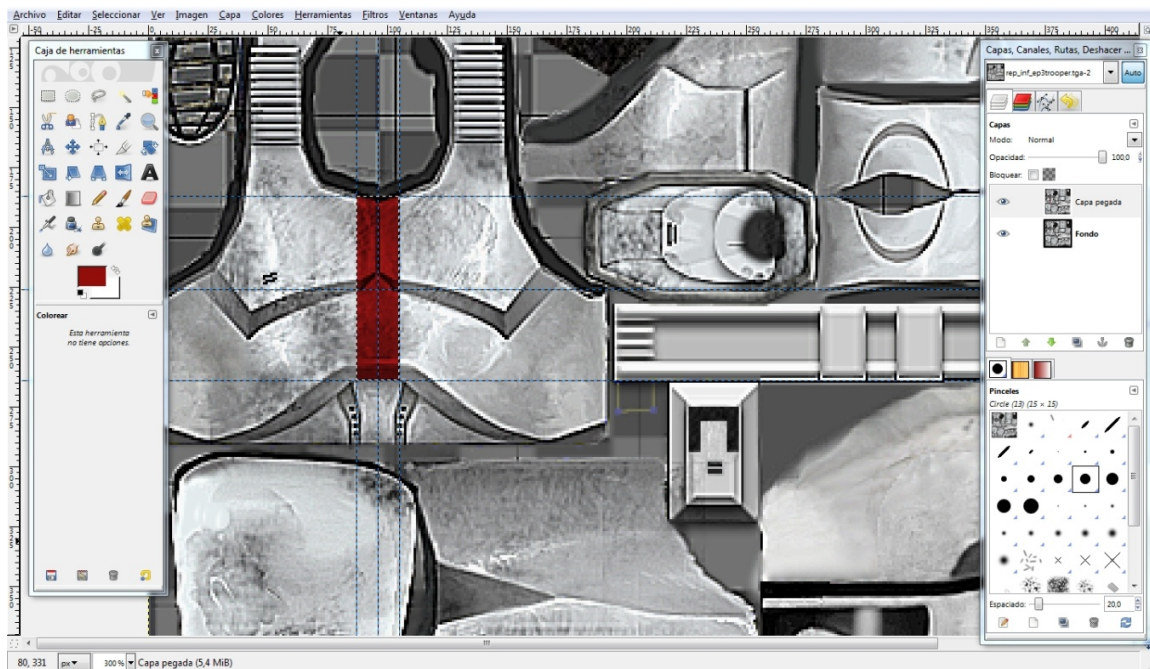
5. Have you seen those cool clone pictures found in the internet? Good, to get the same color, just open the picture in GIMP too, with the brush tool, press Control + Click over the color you want, and in the white clone, create a new layer, and in a very white part of the clone paint it with the color you get before from the ref picture, or use the pipette tool, and compare it, remember that the pipette tool will give you the wrong brightness sometimes:



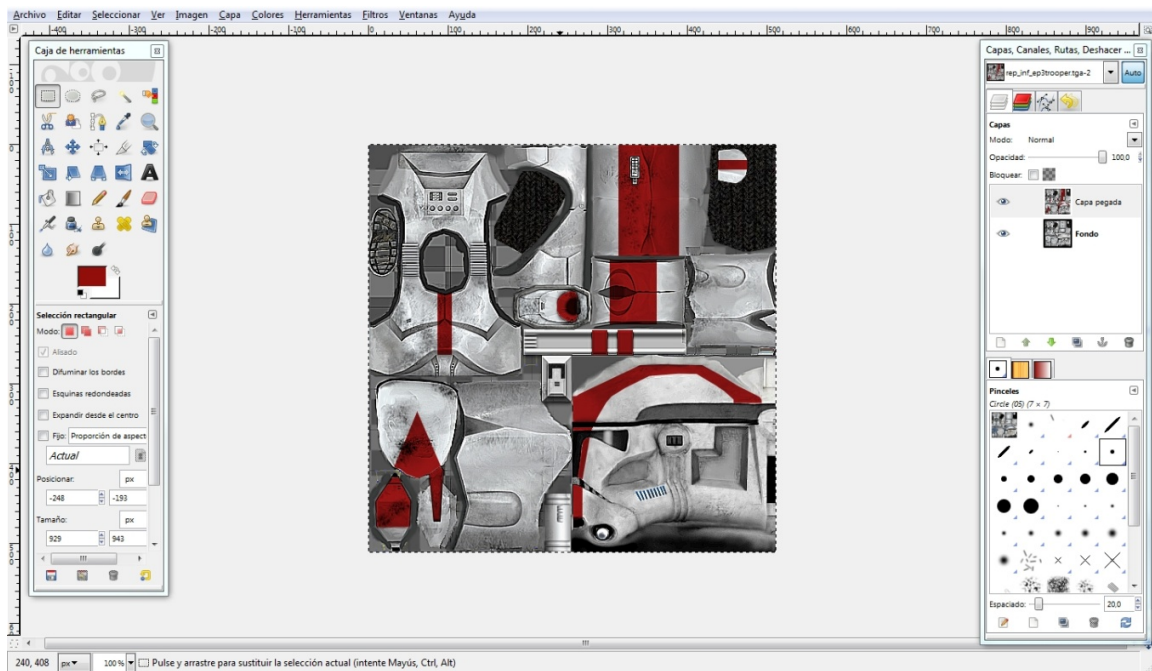
6. With colorize, try to get the same color, and when you get it, write it somewhere, preferably in a .TXT doc, so you won't lose it; cancel the action



7. Delete the layer where you painted the red dot, and you would have just 2 unmodified skins, and since we are skinning Deviss, select a rectangle in his chest, preferably with grid, to add it just click on the ruler from the upper or right side and move the mouse over skin, now that you have it selected, use colorize and write the same numbers you got before:



8. When you got it ready, it may look like this:

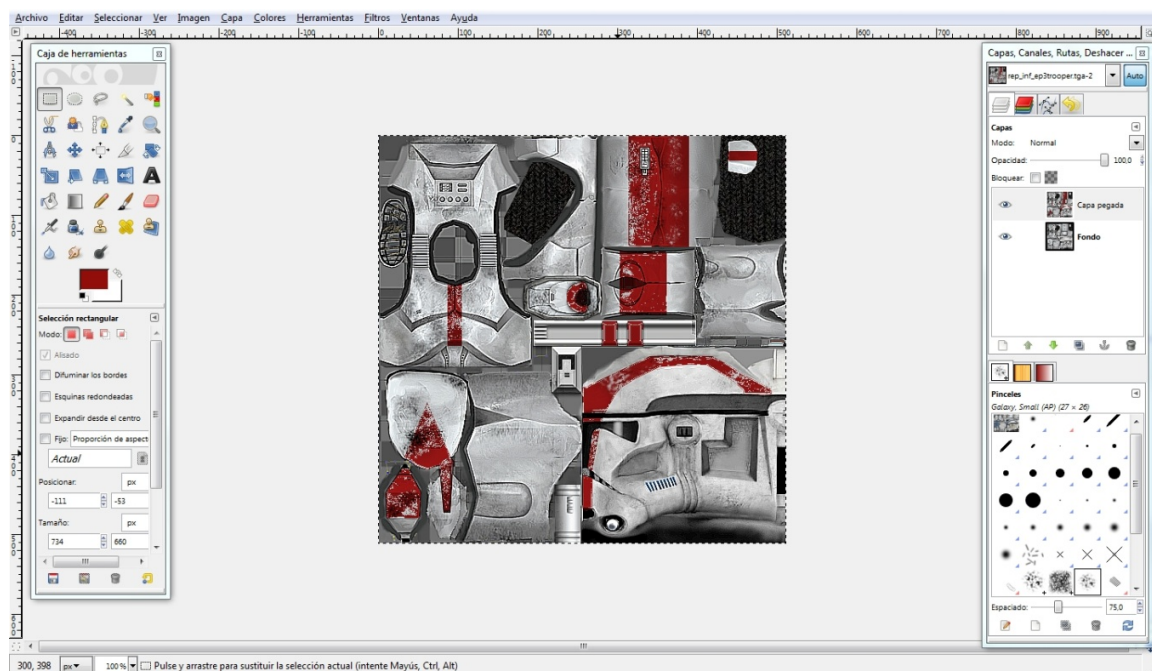


- Remember that we had another layer below the modified one? At the color selection tool, in the options, you can find threshold, low that 15 to 3, 4 or 5, depending in how much old you want the skin to look like, and below that, in select by, set it to Value, click on a color, click and hold, move the mouse forward, or backward, and the little boxes get smaller, or bigger:

Forward: boxes are smaller

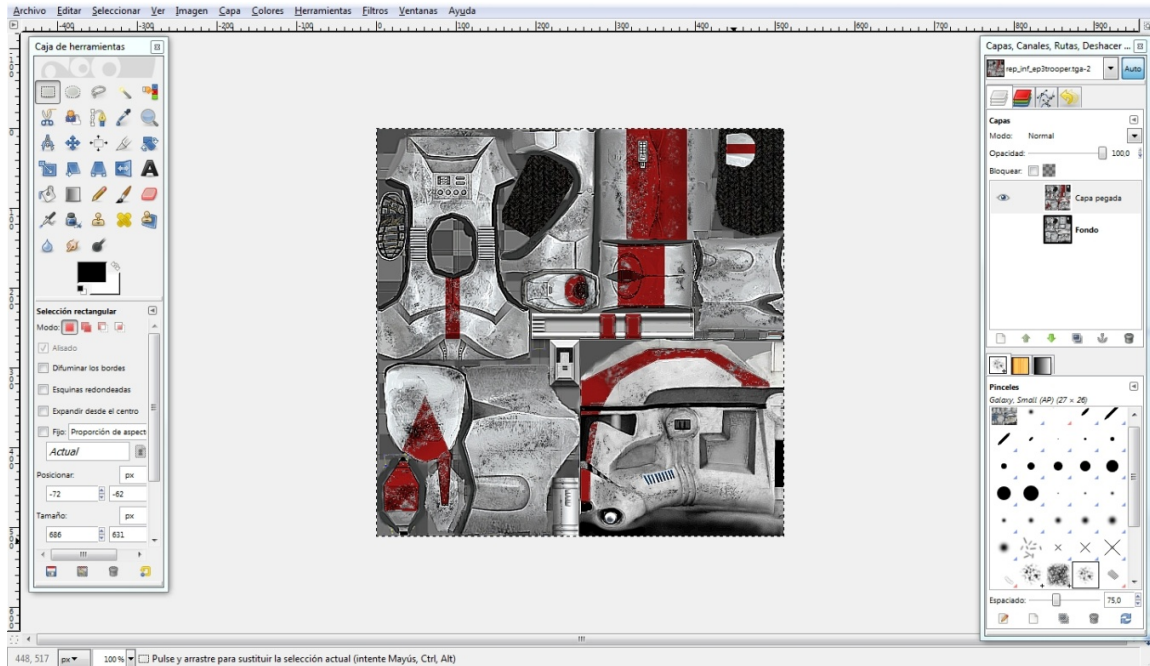
Backward: boxes are bigger

When you finally drop the click, select the eraser tool, and erase the selected areas, you will see the other layer below, clean, if you want it a bit more realistic, go to Filters/enhance/sharpen, and set it to 50 or less:



- Now do the same thing, but in a white area, but not with the eraser, but with the brush tool, black color, using these 3 ones:





11. To see it quickly, what I do is to create a new folder, and I paste the models I want to test, for example:

Rep_inf_ep3trooper.msh – this is the model.

Rep_inf_ep3trooper.tga – This is how the texture must be called so the model will read it.

Remember to uncheck RLE compression, otherwise it won't work.

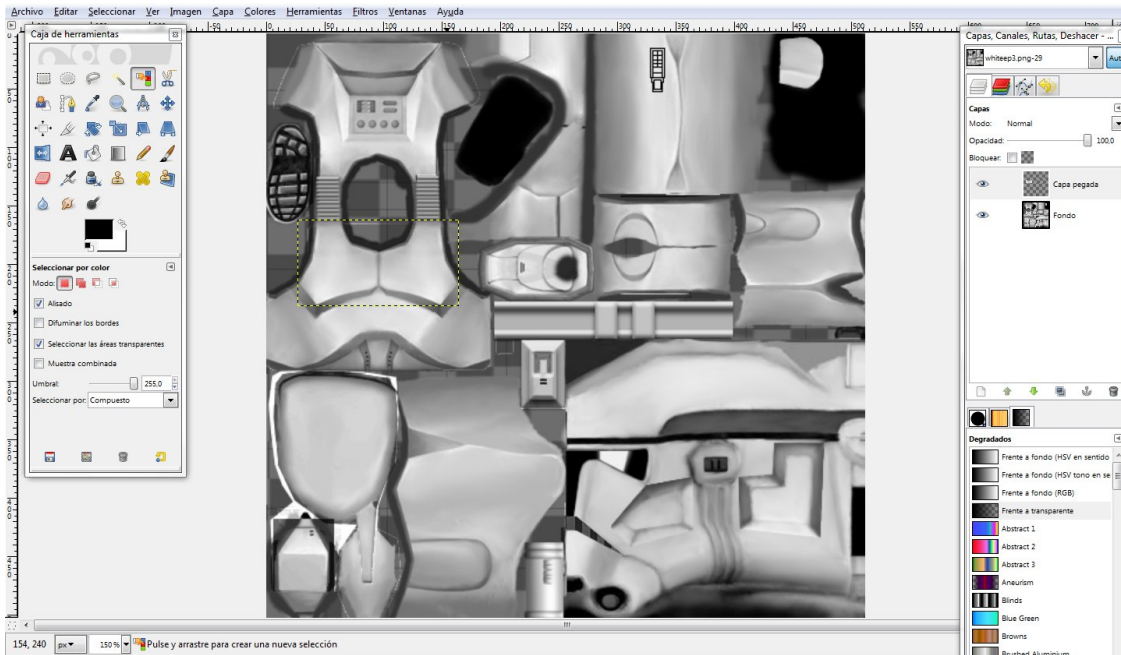
And I open it with the MSHViewer, and I see it:



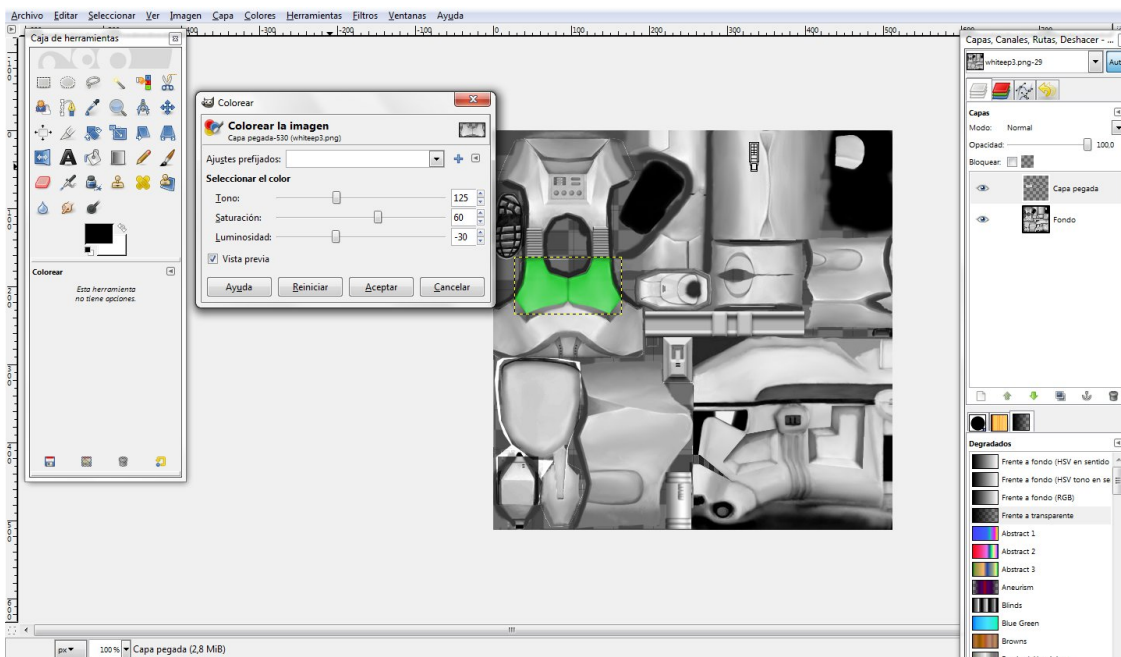
2. Extra effects for skins:

Shadow to light effect:

1. To make this cool effect and make you skins look a bit better you will have to select and area, copy and paste:



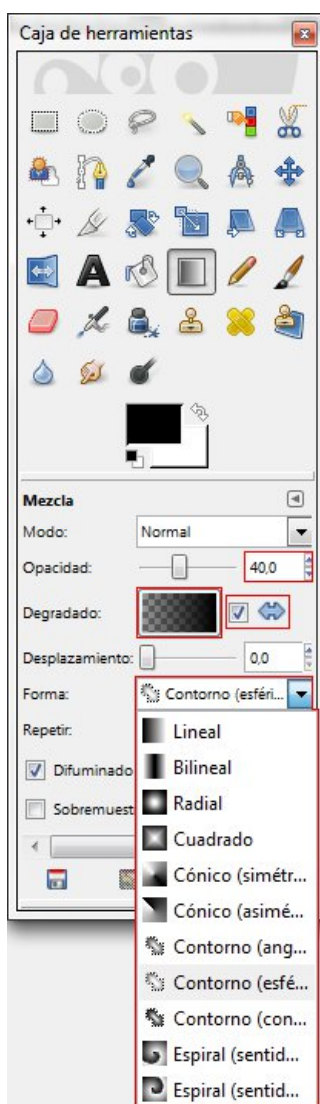
2. Now, give it some color, it can be any color, preferably should have a saturation of 60-70 and -40 brightness or you can customize:



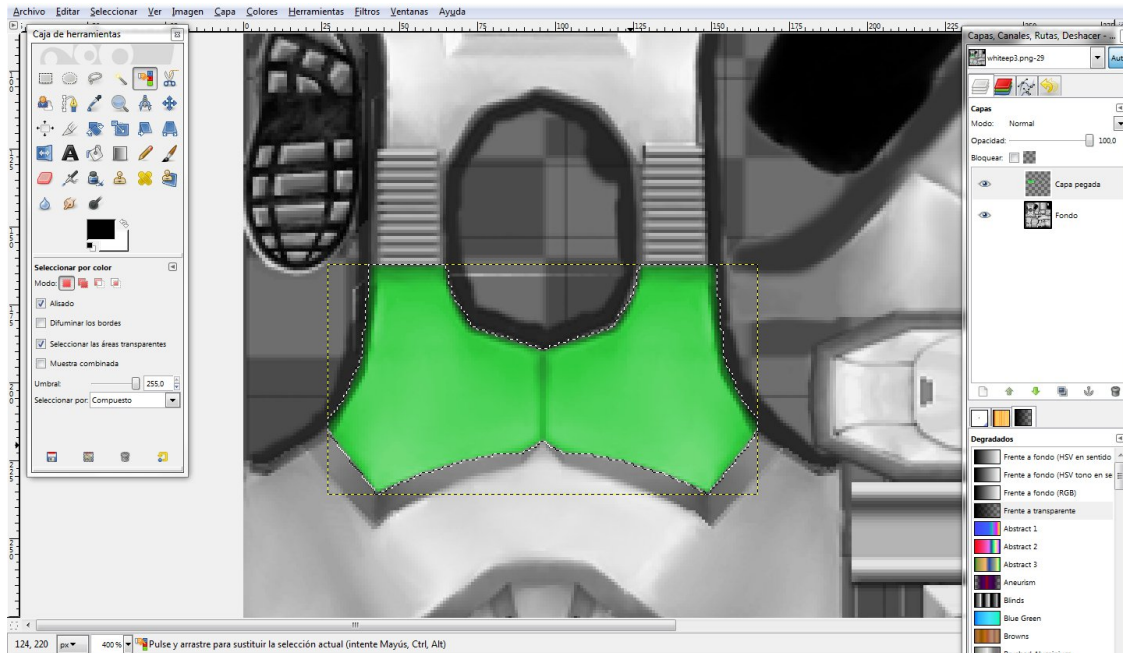
3. Now go to the color mix tool:



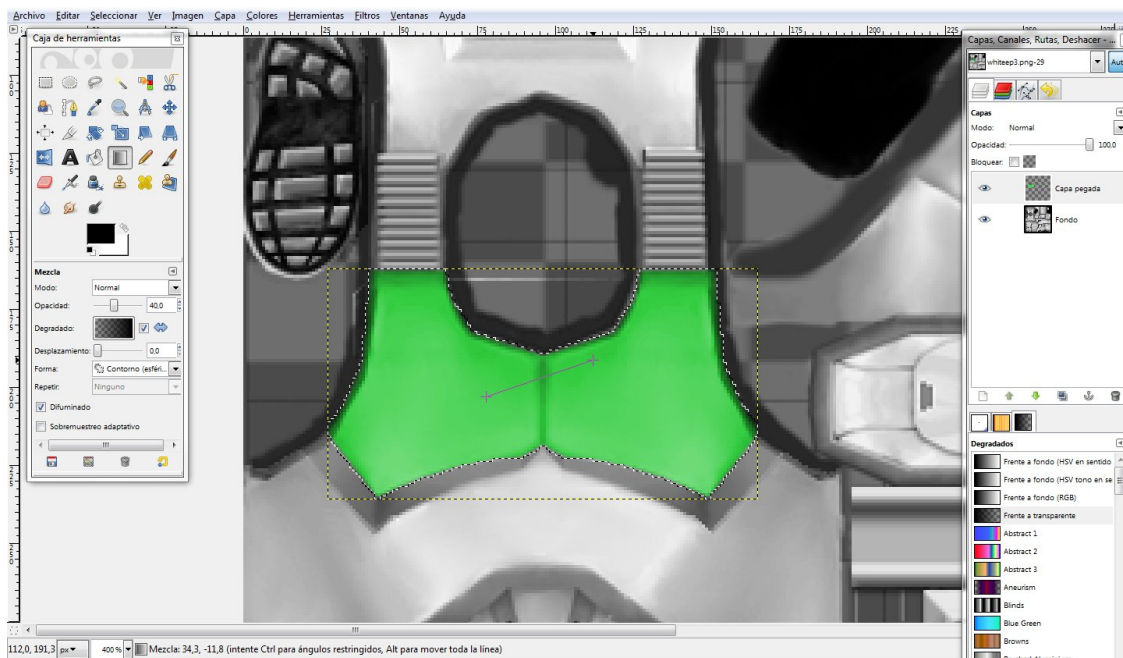
4. Now set it this way: Opacity 40, front to transparency, front as black, inverted, spherical contour:

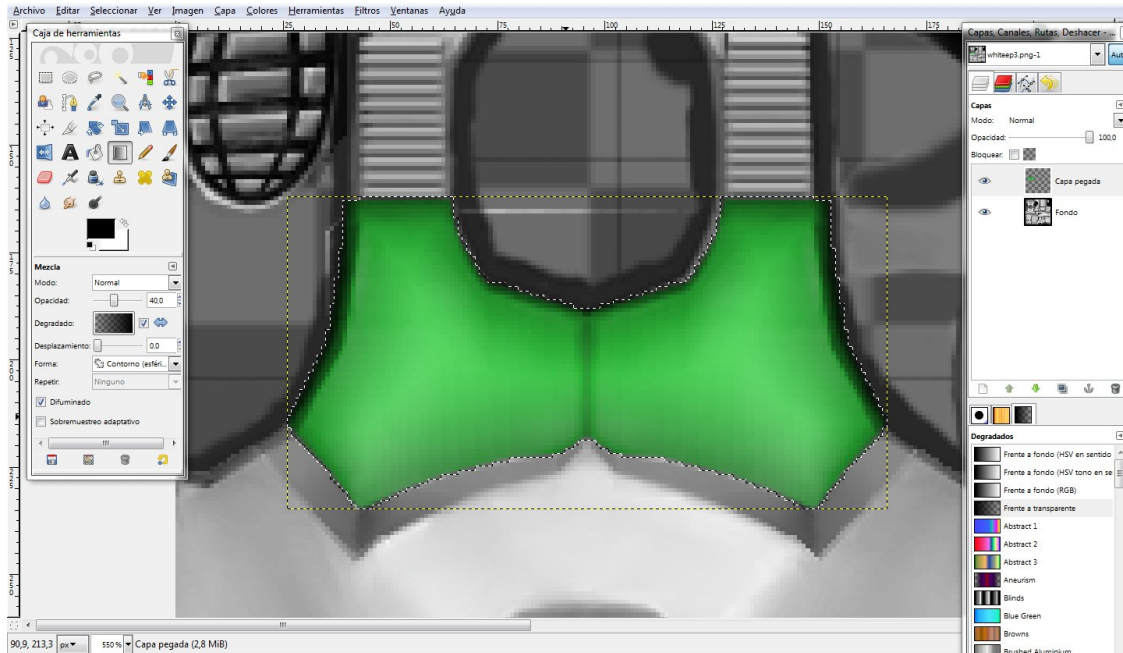


- Now go to the color selection tool, remember what we did before, but this time set the threshold on 255 and click over the colored layer:



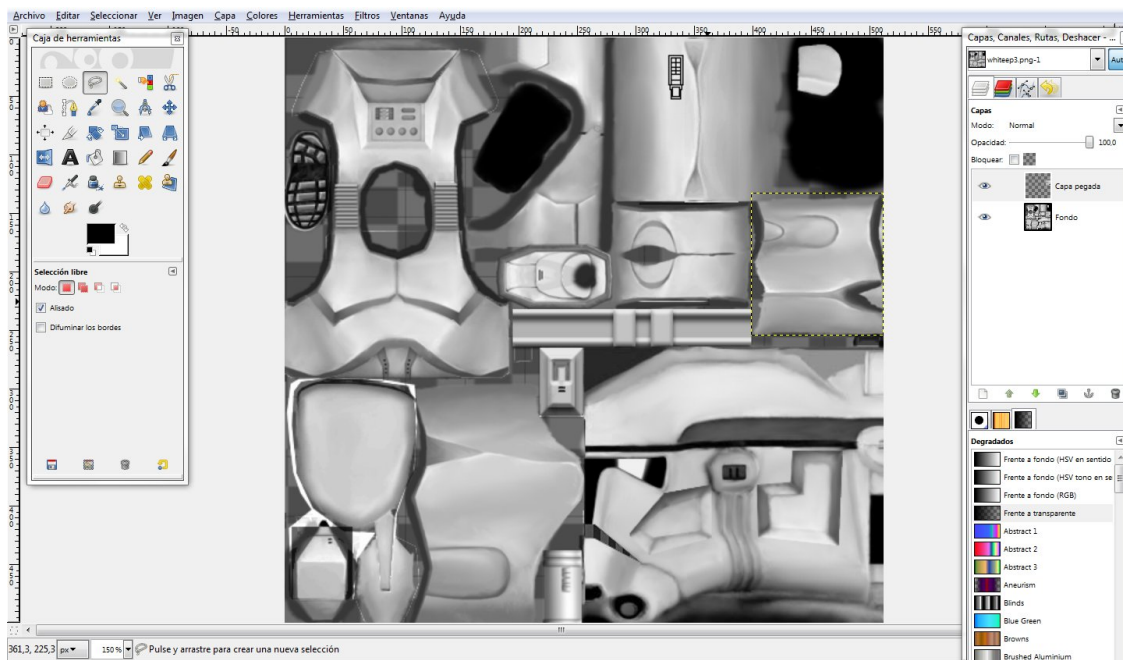
- Again, go to the color mix tool, click and pull the mouse a bit:



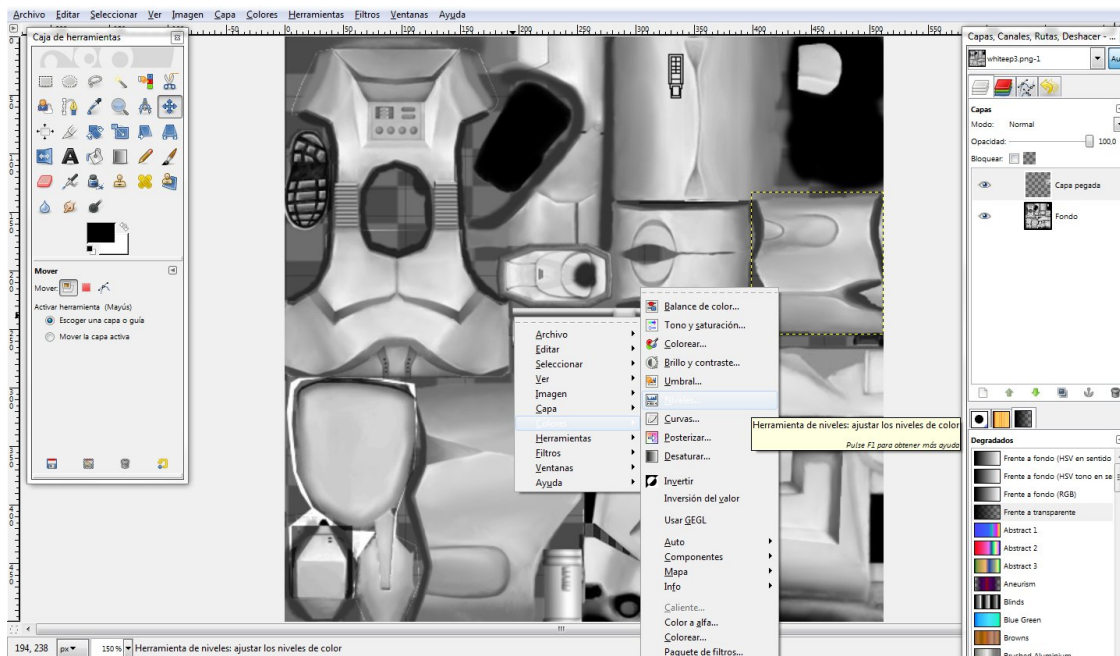


3. S-L effect for black areas:

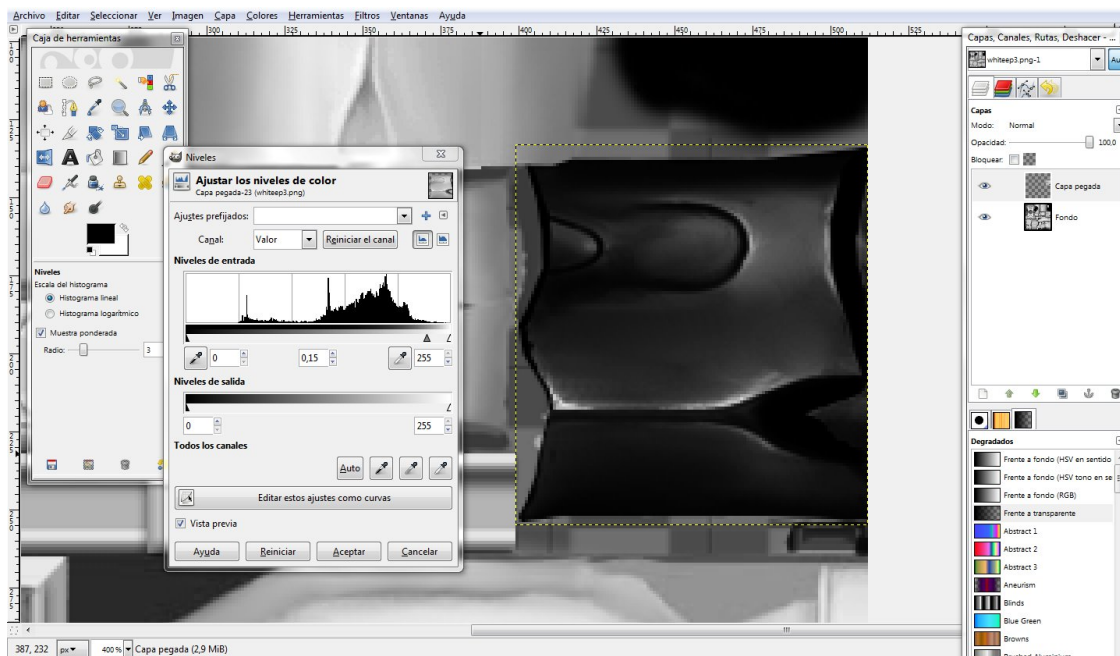
1. Select an area, copy and paste:



2. This can be done by the method above, or by using the levels tool:

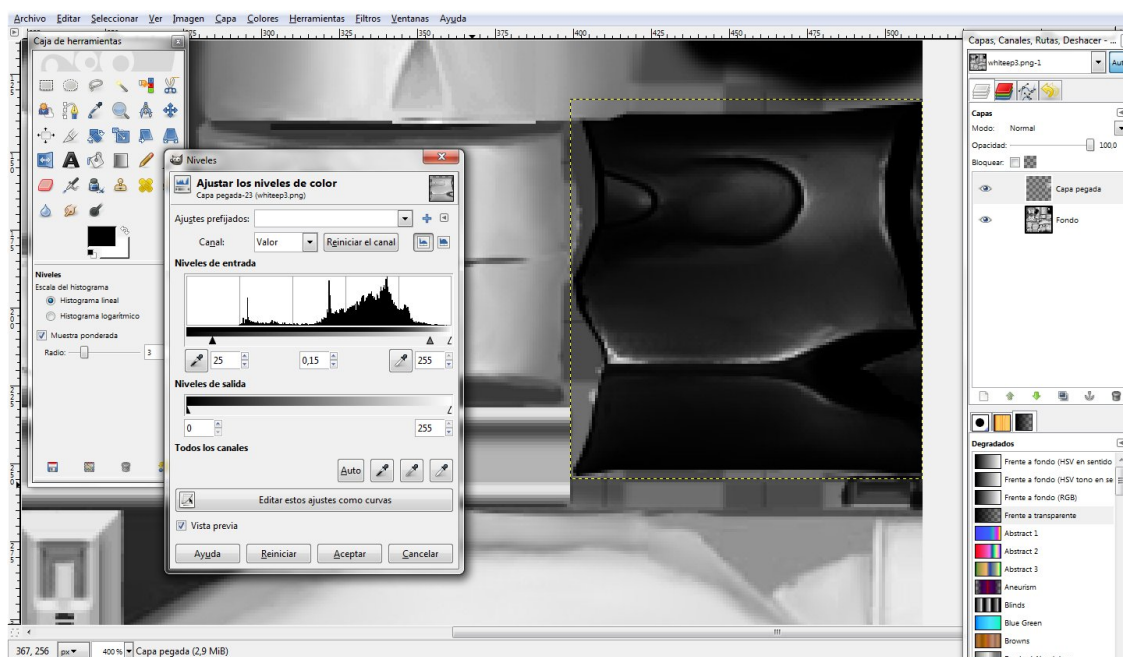
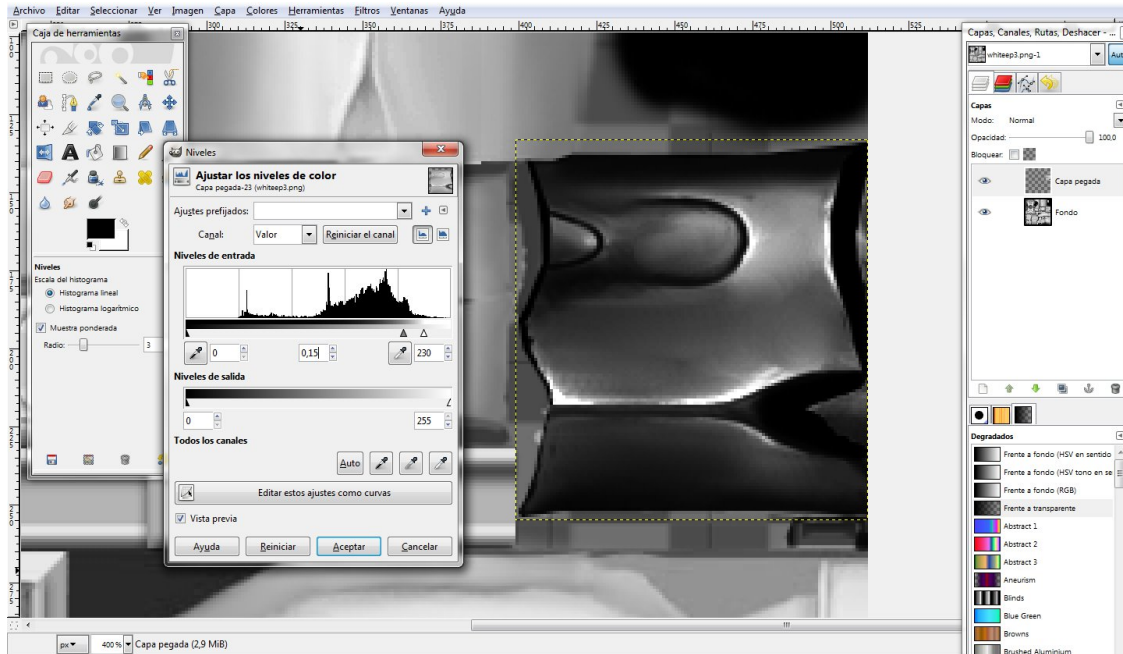


3. Inside, set the first bar at 0.15:



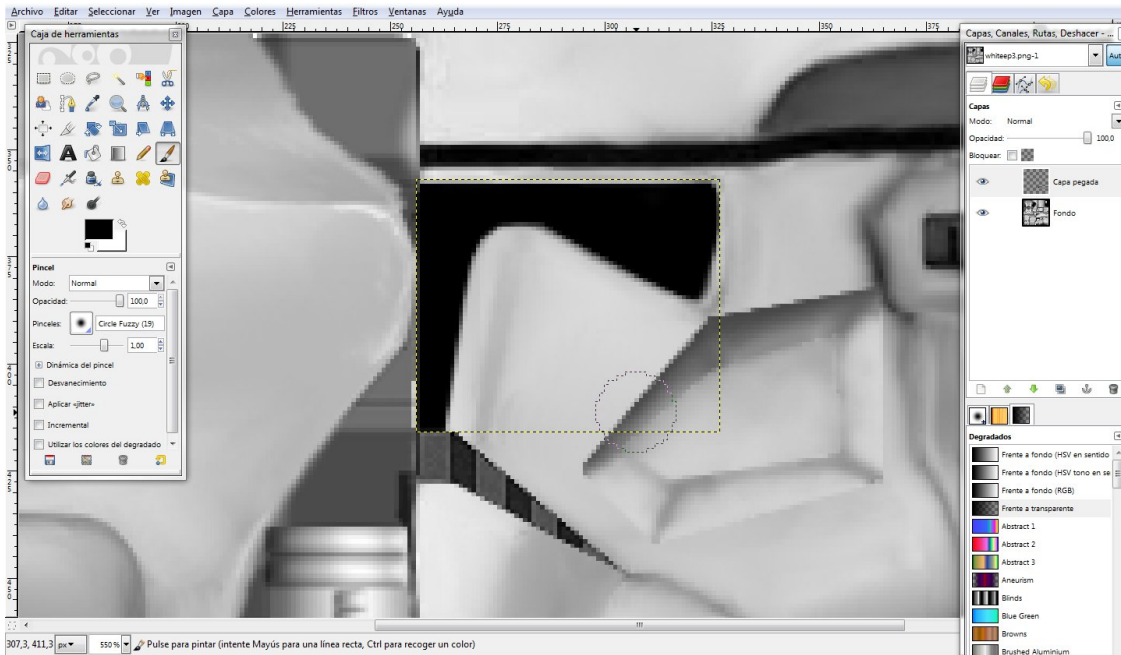
See the soft shine?

4. Note at the left and right to the box where we wrote the 0.15, there are 2 more boxes, one with a value of 0 and the other with a value of 255, if you change the value of the left box, there will be more shadow, and if you change the value of the right box, there will be more shine.



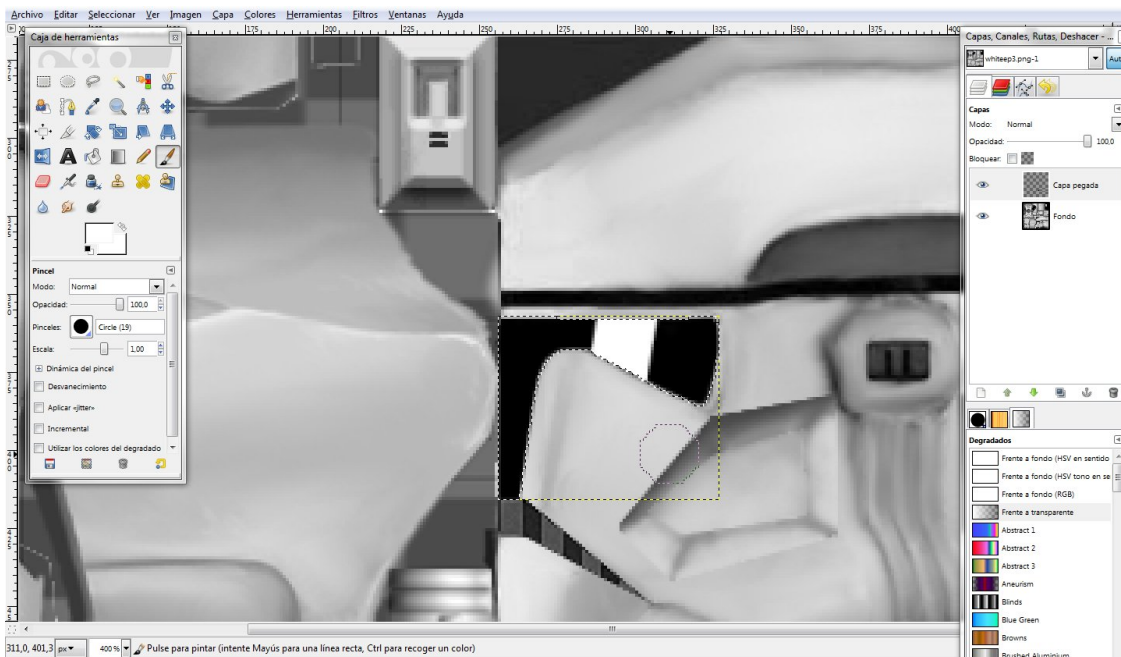
4. Multiple visor effects:

1. Select, copy and paste a visor:



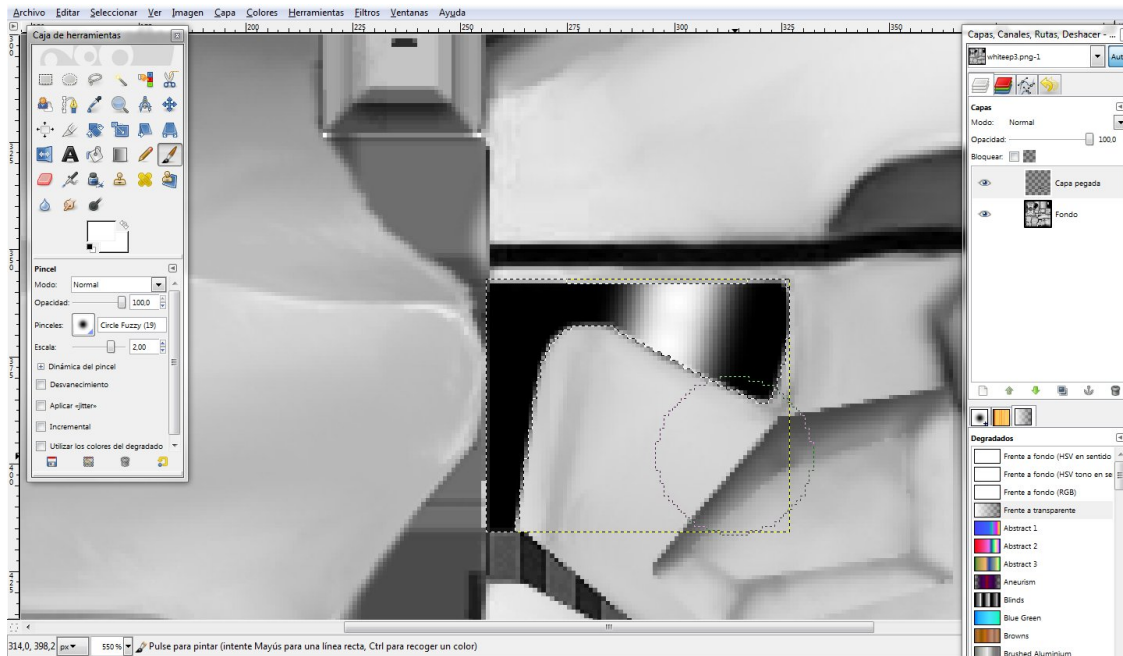
Way 1:

1. Use the color selection tool, select the whole visor and with the brush tool paint a straight line:



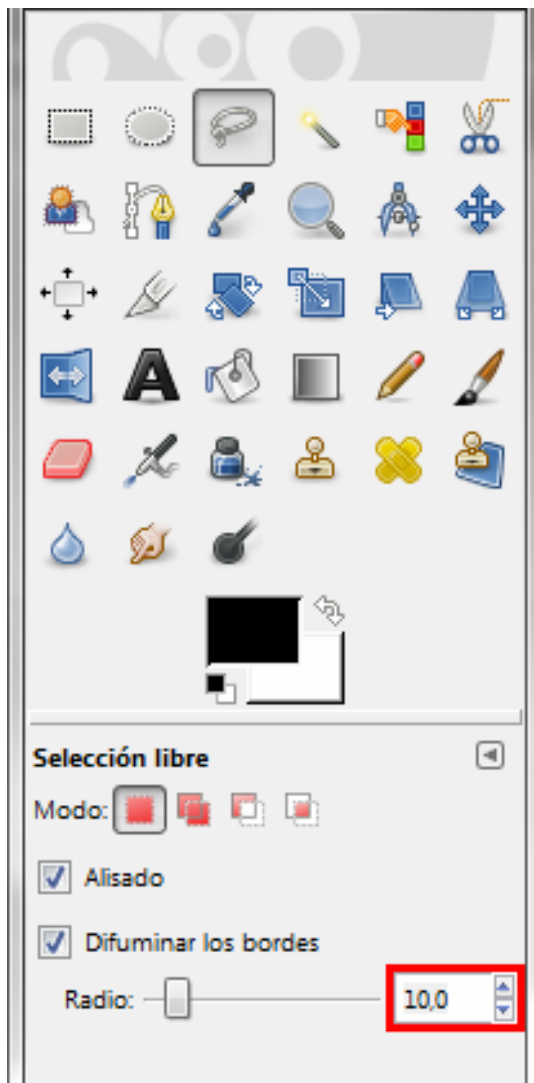
Way 2:

1. Use the fuzzy brush on the brushes box and paint a straight line:

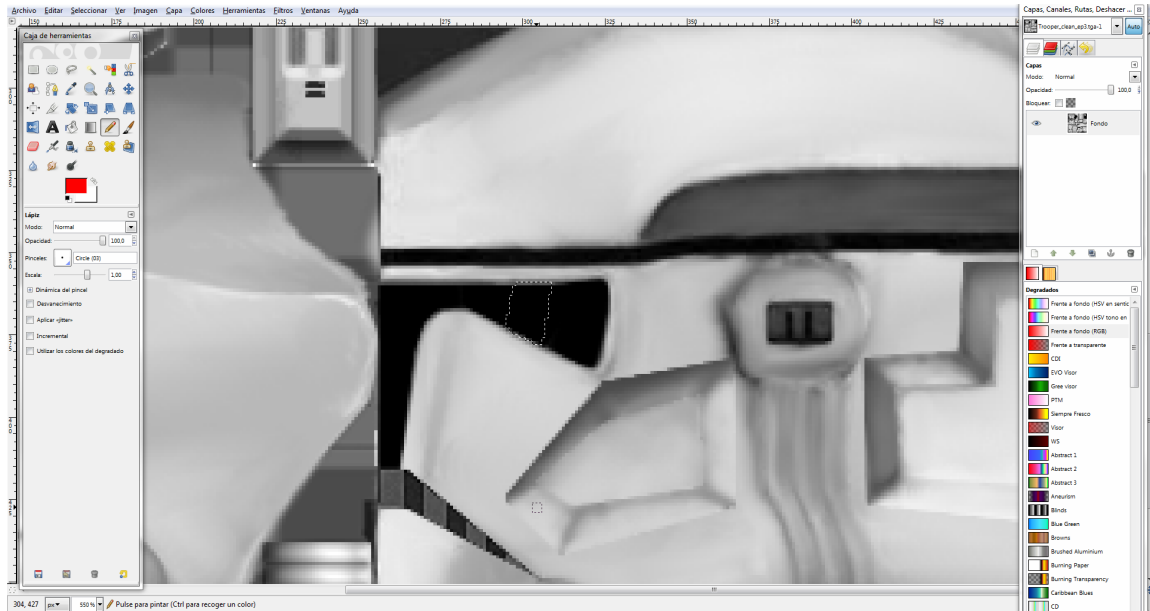


Way 3:

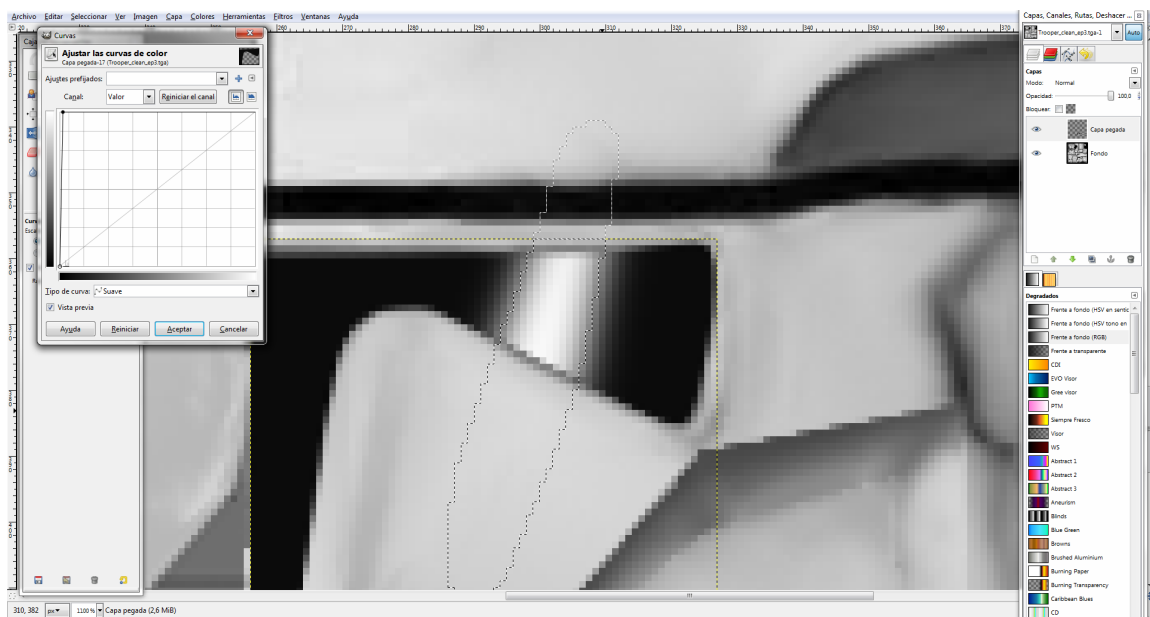
1. Go to the free selection tool and enable the blurry edges option:



2. Select a diagonal part of the visor:

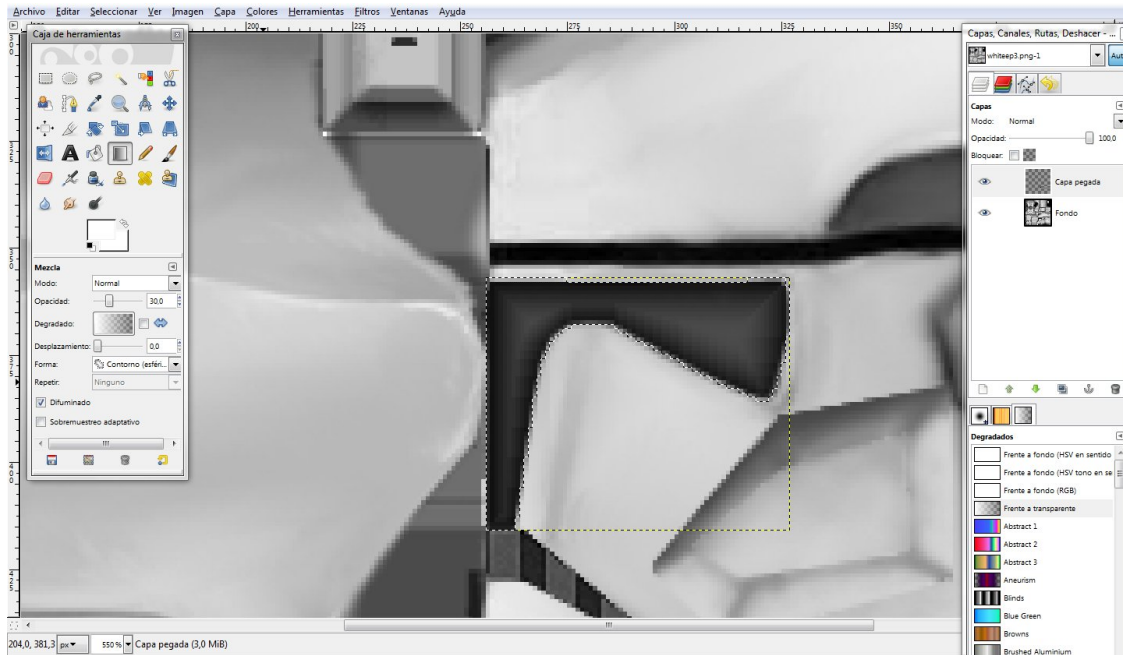


3. And with the curves tool rise the value to the maximum:

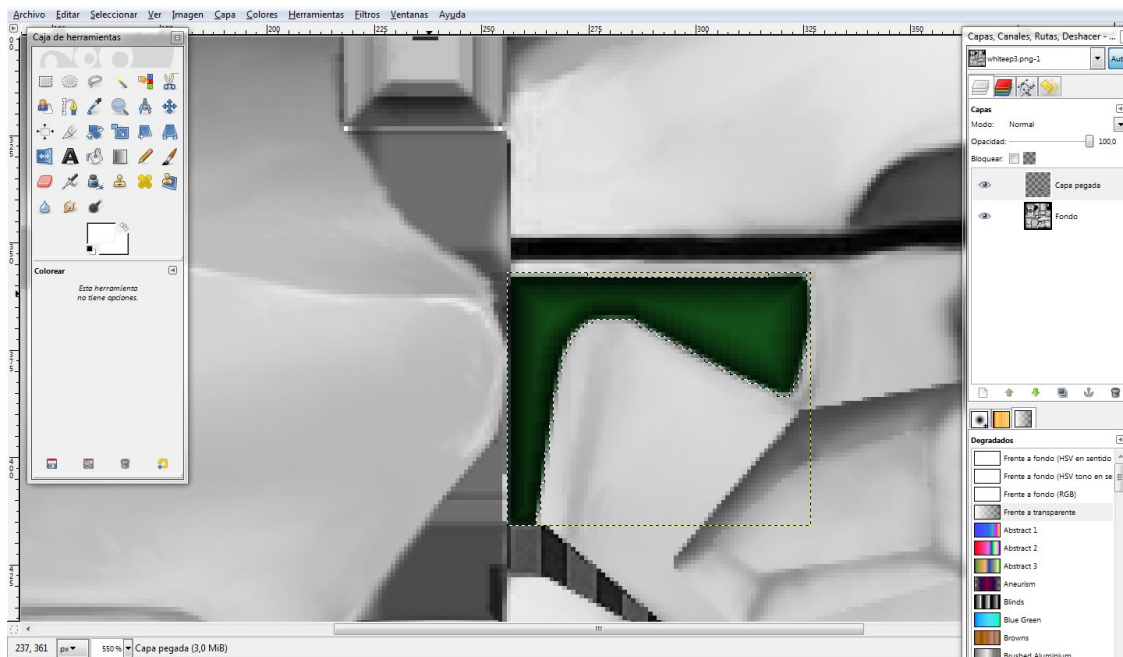


Way 4:

1. Use the color mix tool in opacity 30, front to transparency, with white as front, with inversion unchecked, as spherical contour:



2. Use the colorize tool to color that visor as you like:



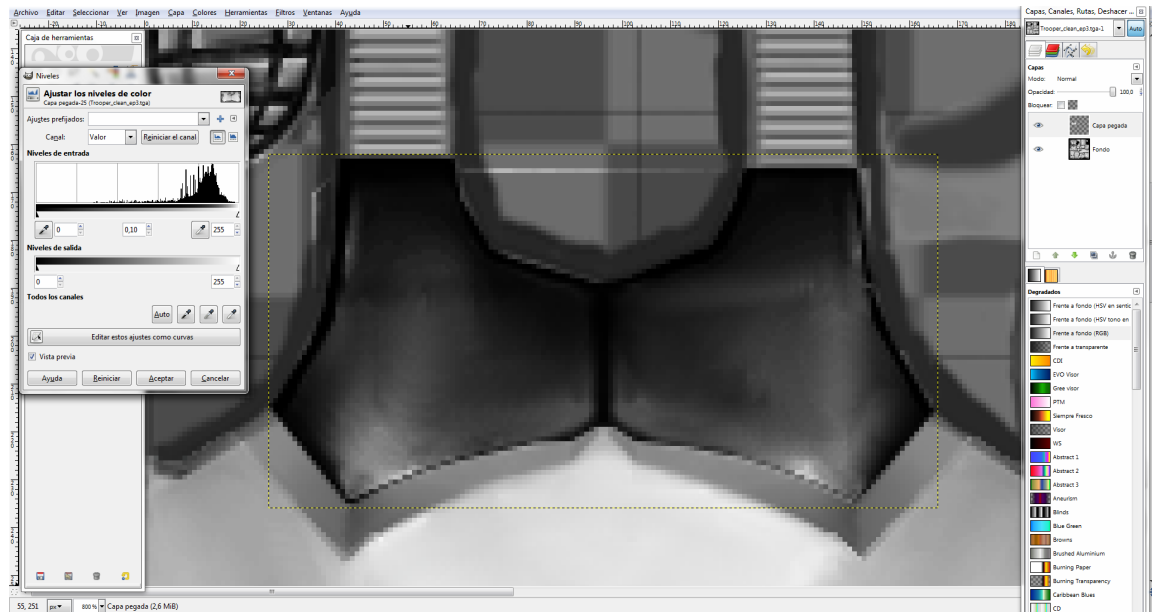
After some work, you can get skins like this:



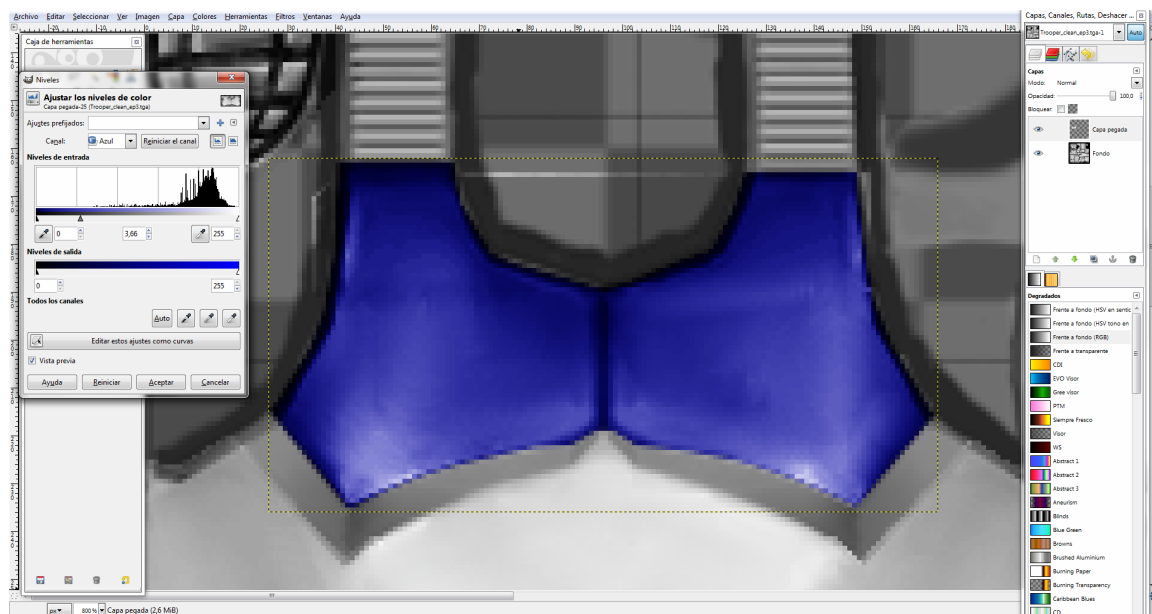
5. Colored metallic effects:

1. Select, copy and paste any part of the skin, and with the levels tool do the following:

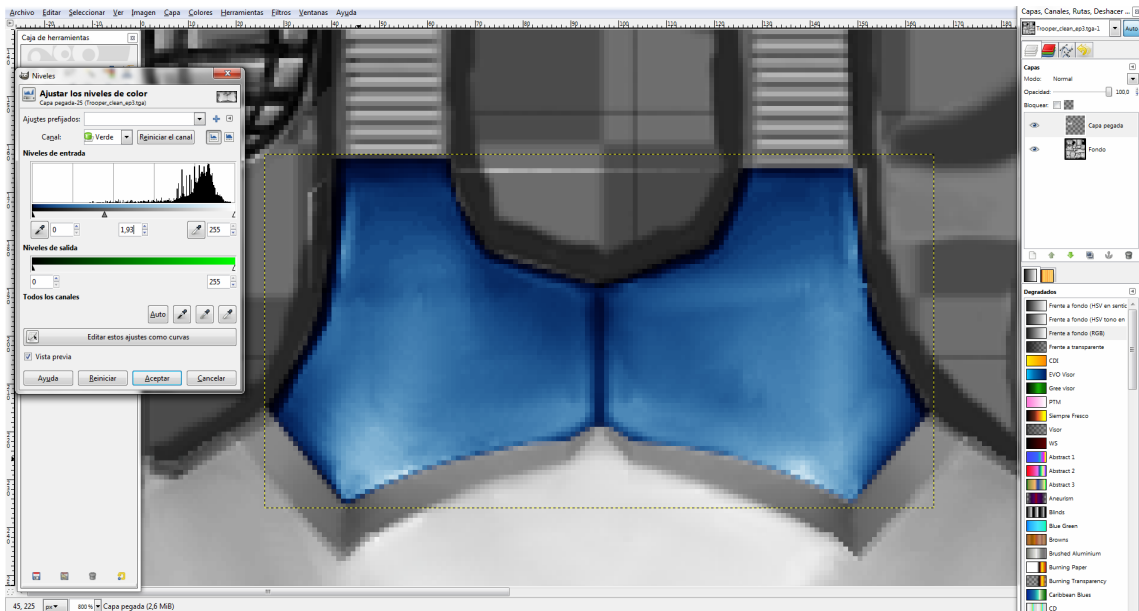
Lower the value to the minimum:



2. Change the channel to any other except the alpha channel, for example if you choose the blue channel, and want to make a blue metallic effect, rise the blue channel value:



3. To get a color combination rise the value of any other color channel:

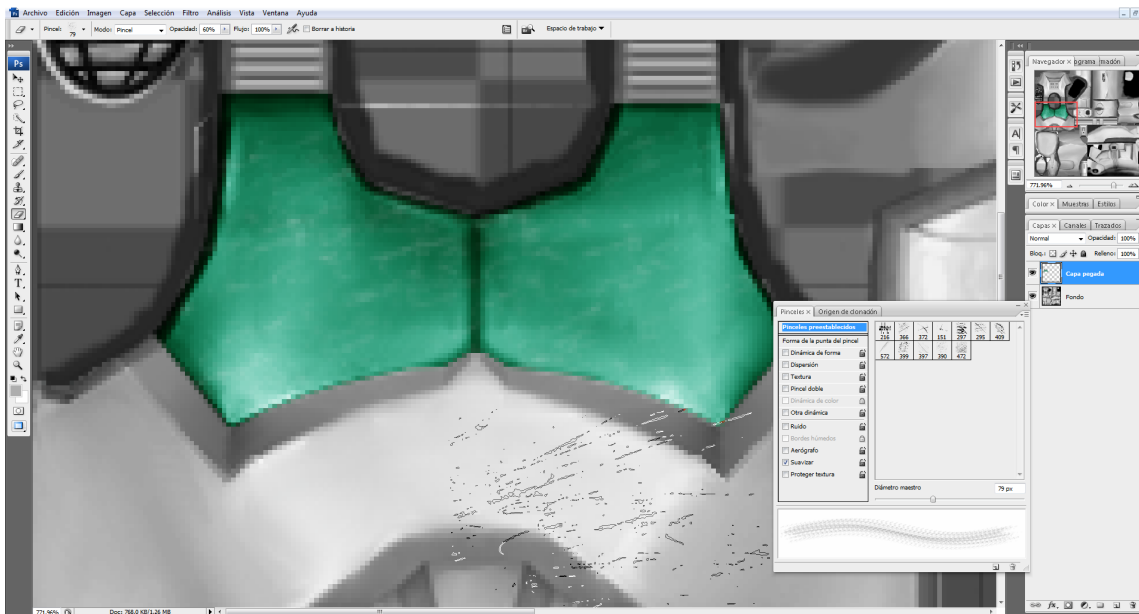


NOTE: the skin used is not solid, it has shading, this is essential for metallic effects on skins, and the color with the highest value will be on the darker areas, while the color with the lowest value will be on the lighter areas.

6. Professional dirtying:

This part is reserved for Photoshop owners, if you don't have it, skip this part:

1. Use a dirt brush in opacity 60% at a small size:

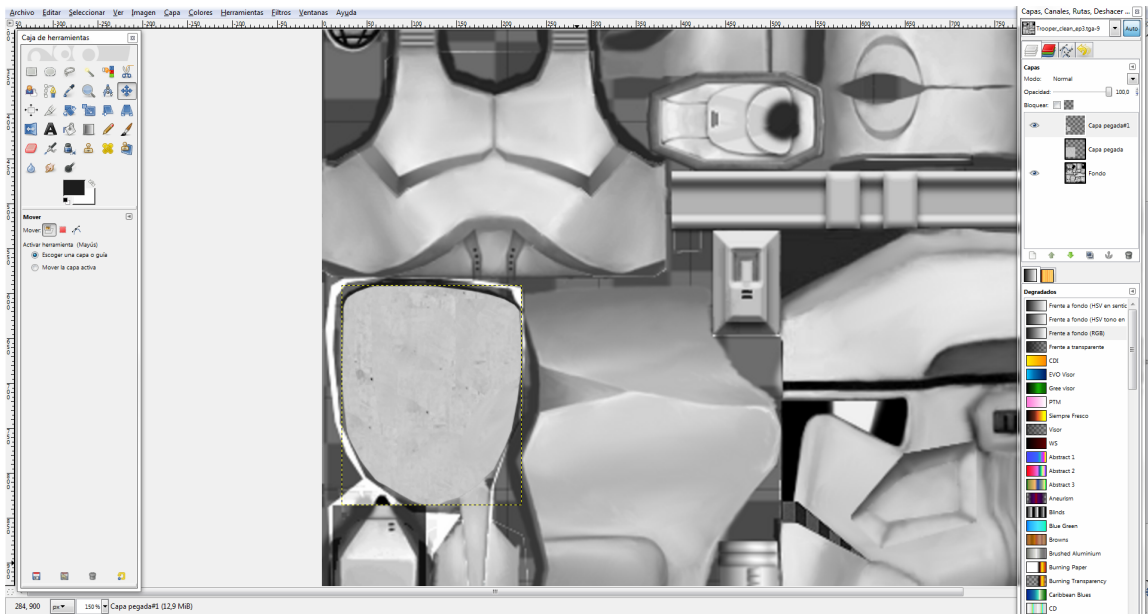


If you use too much opacity it will look too sharp, solid and fake, if you use very low opacity ... you will not see much of the damage, and if you use the brush on a huge size it will look odd too.

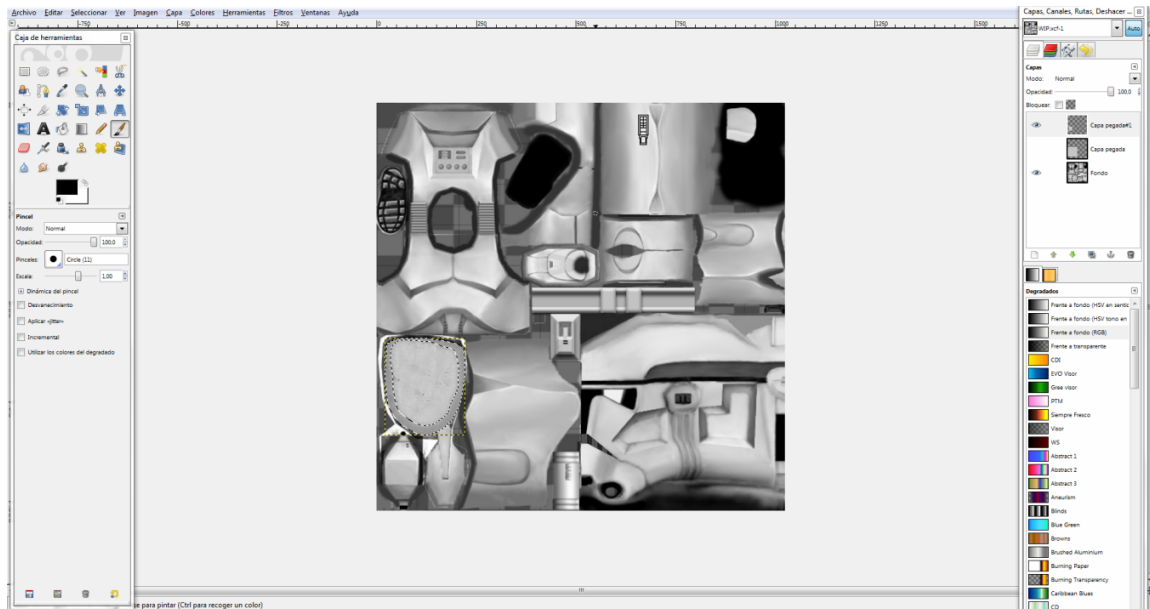
7. Remake skins in HD:

Remake skins will take you some time, so you will need all the world's patience if you want to do this.

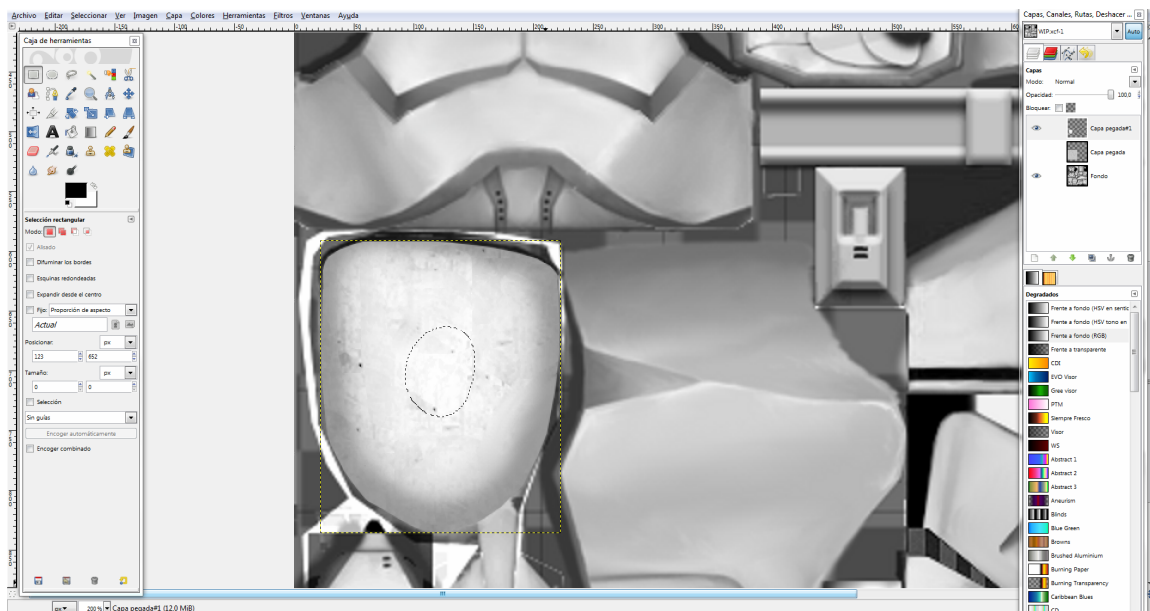
1. Open a stock skin and resize it to the 200% (if a skin was 512x512 it will be 1024x1024). Get a texture that is not 100% smooth (if you download my HD Clones pack full version you can find one). Select the area you are going to remake, copy a part of the texture and paste it:



2. Use the free selection tool and enable the blurry edges option. You have to set its radius to fit with the area you are shading/shining, in this case the radius is 25. Now with the curves tool lower the value of the selected area:

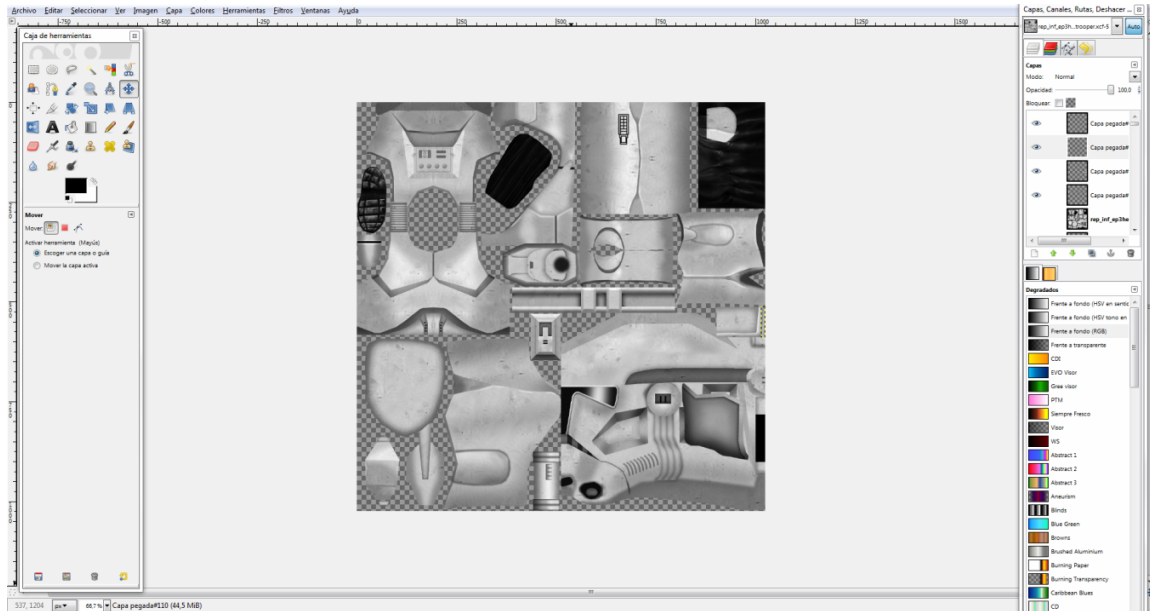


3. Then do the same but instead of lowering the value, rise it:



This will take you some time, as I said before, and you can see that the clones use the same body template, so sometimes you will only need to change the helmet.

If you take your time, you can remake a whole skin, and get something like this:



See how many layers it has, that's why it's not easy, you have to take your time to separate the individual sides of any part, for example the inner armor in the torso. By separating the different parts you evade to have to cut the selection by using control+click, without modifying the rest of the remade skin.