

A note before getting started:

This tutorial assumes you have already created your own custom skins or are familiar with skinning for MOHAA . If you are not, it's suggested you download and review a basic skinning tutorial like PKM's Basic Skinning Tut or any of the many others floating around .

A great image editing program like **Photo\$lut** or **Gimp** is not needed. Any good image editing program will do as long as the program has *shadowing* and *texture application* features . **MS Digital Suite** was used for this tutorial (there may even be a free 60 day demo version still out there) .

So let's begin . The goal of this tutorial is to get you started on how to "alter" the look of the actual player skin model by simply changing the look of a texture . You will be using the **Allied Pilot** player skin as an example .



Place zzzzPKM_THE-JACKET-SKIN-EXAMPLE.pk3 into your Mohaa/Main .

Open Pak0.pk3 and browse to: **Models/Player** .

Copy/paste **Allied_Pilot.tik** to your work area . Open Allied_Pilot.tik and edit the shader line for **pilot_top** to read **the_jacket** (SEE BELOW):

```
path models/human/allied_pilot
```

```
    skelmodel allied_pilot.skd
```

```
    surface pants shader pilot_pants
```

```
    surface coat shader the_jacket
```

```
    surface cullpants shader cull_pilot_pants
```

save as axis_the-jacket.tik . (save as "axis" so you can compare your custom skin test with the included custom skin while viewing the multiplayer menu) .

Now return to Pak0.pk3 and copy/paste **allied_pilot.shader** from the **scripts** directory to your work area . Open **allied_pilot.shader** and edit the shader entry **pilot_top** to match your custom .tik shader entry (SEE BELOW):

```
the_jacket
```

```
{
```

```
    qer_editorimage textures/jacket_pilot/the_jacket.tga
```

```
    {
```

```
        map textures/jacket_pilot/the_jacket.tga
```

```
        rgbGen lightingSpherical
```

```
    }
```

```
}
```

save as the-jacket.shader .

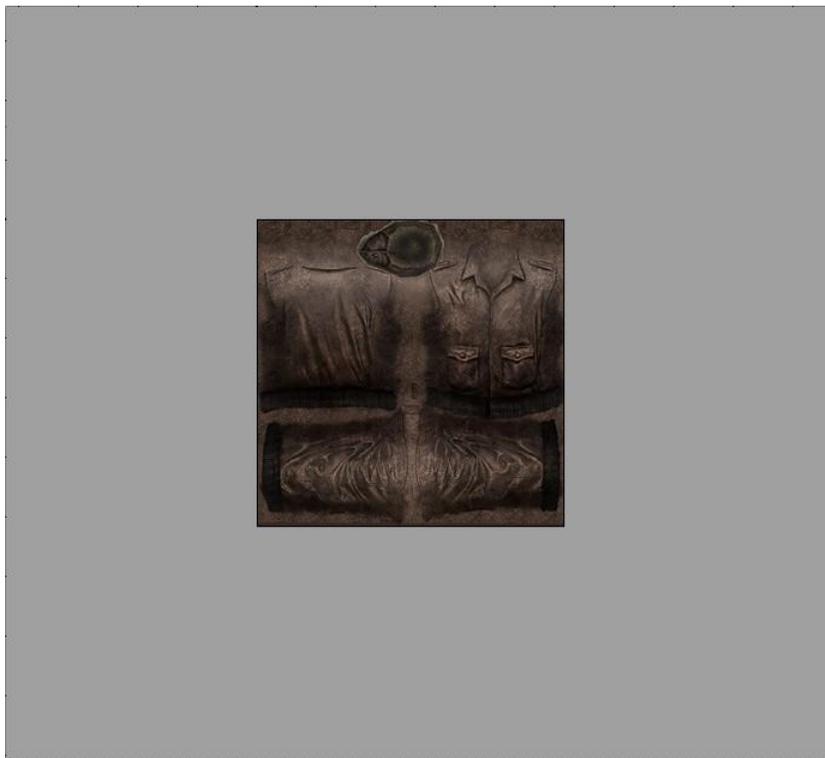
Open Pak2.pk3 and browse to: **textures/models/human/usmaps/pilot**
Copy/paste pilot_top.tga to your work area .

Create a custom .pk3 file (models/player, scripts, textures/jacket_pilot) and save as zzzANYNAME.pk3 (I don't suggest saving it as the same name this included .pk3 has) . Place each new file into it's correct directory and save .

Now to modify the pilot_top texture .

A sidenote: *The allied_pilot upper torso does not really have the lapels/collar as part of it's model . What you are seeing is a texture that has been given a shape, a 'texture' and shadowing so when viewed in game, there is the illusion it has depth and texture . We are basically going to alter the shape and shadowing to change the look of the jacket from a basic leather jacket to a bomber style jacket .*

Open the pilot_top.tga in your image editing program .



Notice how small and thin the lapels/collar is ? You want bigger lapels/collar . You will also altar the 3 parts of the texture that make up the allied_pilot's shirt and neckline to look like a t-shirt neckline and a neck with more exposed skin .



Begin editing:

1. Change the color/hue of the jacket to black and darken it even more (but do not lose the detail of the jacket in doing so) .



2. Draw a new lapel and back collar . A bomber jacket will have bigger and wider lapels than a basic leather jacket . Don't think that both sides of the lapels have to be equal in their angles, just similar . If both sides are equal then it will just look like a brand new jacket by making the sides a little different, the jacket will have a more worn shape . Remember where the top sides of your new lapels are , you will need to match them up with your back collar (see how close the lapel upper sides are to the original 'shoulder boards' and then attempt to get the back collar bottom sides close to the respective 'shoulder boards' on the back portion of the jacket .



3. Texturize and add shadowing to your new lapels and back collar . For a lamp's wool look, try a texture that creates bumps . Shadowing for the lapels and back collard should be heavy dark but faded slightly with soft edges and dropped directly down and below the lapels and back collar shapes (LOOK at the original lapels and back collar's shadowing) . Almost all MOHAA skin textures have the shadowing set as if the light was coming from above . When you are satisfied with your texturization and shadowing, try 'dimming' the hue of the new lapels and collar as you do not want a bright white shape on your skin .



4. Now the exposed t-shirt portion . Notice there is a part of the original pilot's jacket seen between the lapels . Create a new shape that will cover the exposed portion of the original pilot's jacket and has a basic neckline top (use the "neckline" of the inner jacket as a guide) .



5. Place your 't-shirt' shape behind your lapels and trim away any excess that may show on the outsides of the lapel until you have a shape that looks like it is now inside the jacket . For this test, fill the shape with black or darken until black .



6. Find an image you would like to use as the t-shirt's decal/logo . This can be any image (in this example it won't matter because the lapels are closed for the most part and the viewer would only see the top portion of the t-shirt's decal/logo) like a band's logo, a movie poster, a woman, a tattoo...whatever . This example is using the HD logo .



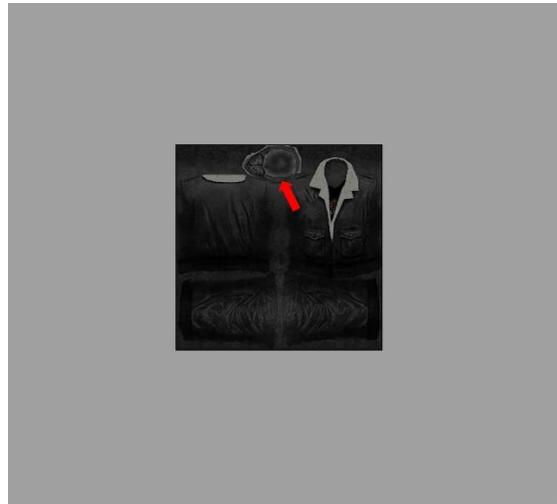
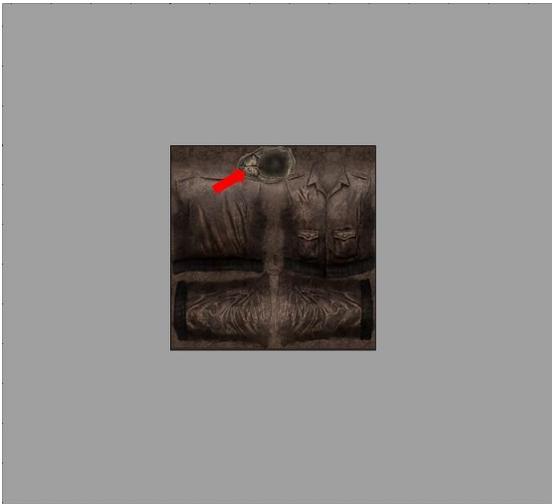
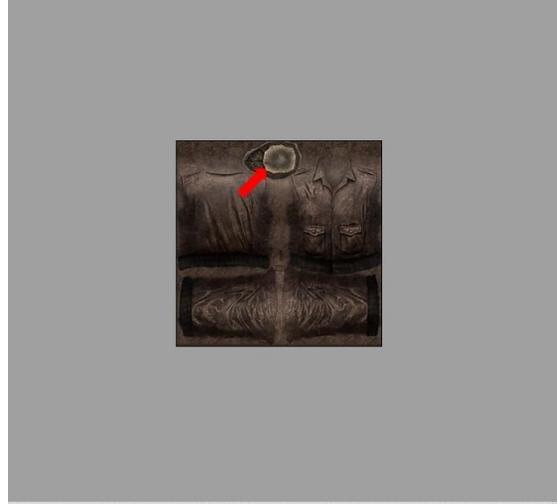
7. Place your 't-shirt's decal/logo' behind the lapels but on top of the t-shirt shape . Trim any excess that is exposed beyond the sides of the lapels .



8. However you feel is easiest or best suits your style, make the logo now look old, weathered and not as bright . Transparency, dimming the hue, adding texturization are some ways to do this (if you have a transparency option that allows for a gradient transparency, use the one that fades the image from the middle out as this will automatically give the 't-shirt's decal/logo' some depth .



9. Onto the “neck” view that area of the original texture . With the pilot_top texture, it’s pretty easy to see where the neckline front, back and rim is (the middle is used to give the neck ‘depth’) .



10. Create a t-shirt neckline around the inside of the original neckline, it will need to be somewhat thin . Fill this with either black or a dark color, this is going to be your t-shirt's neckline .



11. Create a shape for the remaining inside area (make a big oval shape, place under the t-shirt 'neckline' and trim is one way) . If your imaging program has the feature where you can fill a shape with another image, use the original allied_pilot's face texture (us_j.jpg found in Pak2.pk3 textures/models/human/faces) and fill the area that will become the exposed skin portion (if you're filling with the face texture you will need to enlarge the image to get as much of the skin color inside your shape) . In the future, use your custom face texture in this process so your skin's exposed neck and face will more or less match .



12. Save as the_jacket.jpg and place inside your custom .pk3's texture folder (textures/jacket_pilot) .

13. Test



With this method, you can change the jacket to any style (later on you can do the same to change or remove the pockets, fully 'open' the jacket<-don't forget if you do, you'll need to add 'part' of the jacket and shirt to your pants texture unless you want that 'tucked in look', create different lapels and collars) . Eventually as you get used to this process, you'll even be able to do the same process to change pants and any other texture because remember, the models have only a basic shape, definition is added through the textures/images .

Good luck,

PKM

aka Philadelphia Killing Machine