

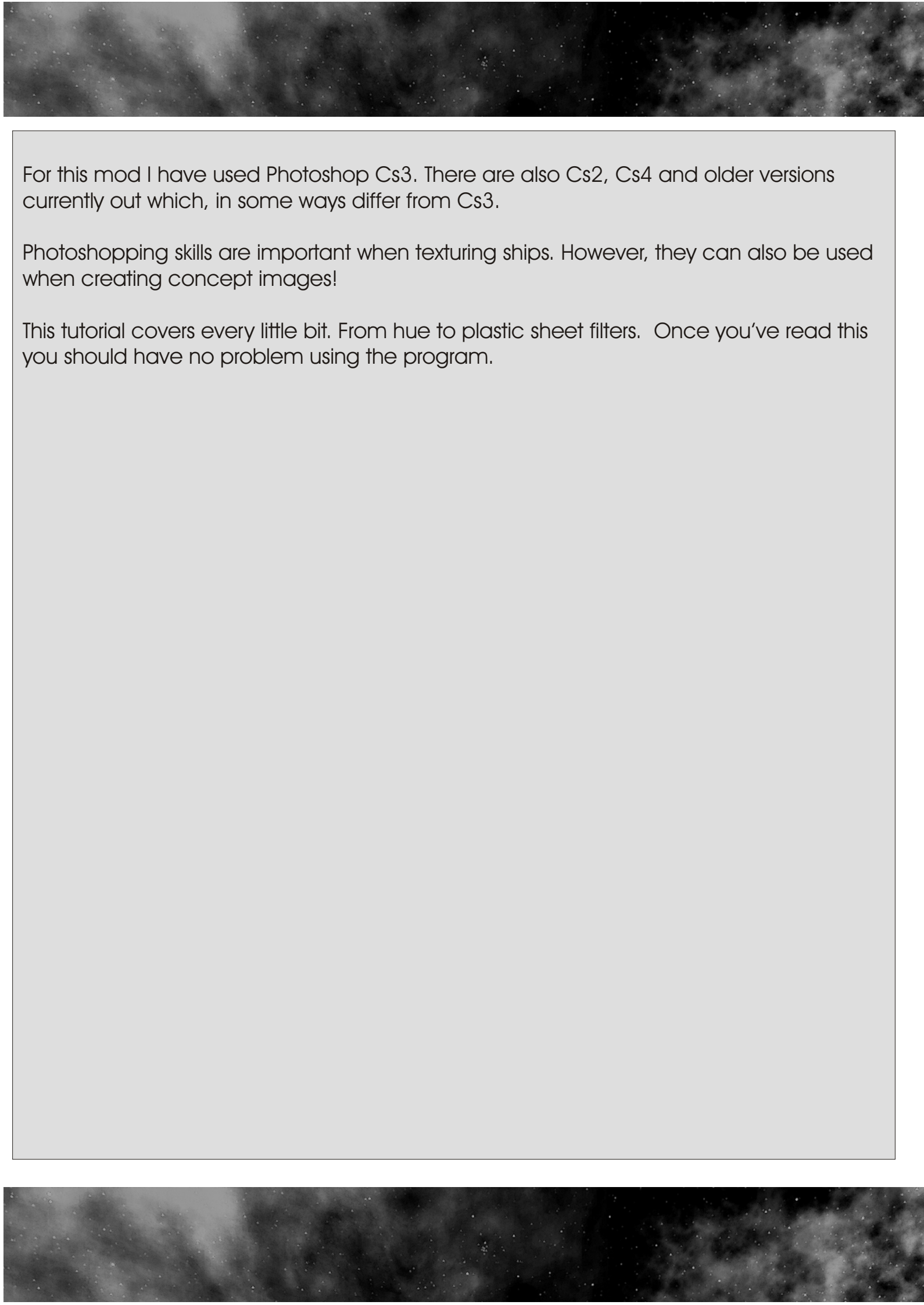
Welcome to Acid Fluxx Bass' Guide To Modding Star Trek Legacy!

The general intentions of this is to introduce new modders and to explain as simply as easily as possible the ways of modding!

I had been interesting in modding a while before actually starting. I found the availability of modding tutorials very limited and the information given can be very vague. With this tutorial, I intend to make it easy of new modders come into modding.

I had started modding in March with the TNG Relic Refit of the NX Class. As my first released mod, it was a simple retexture, however, upon starting to mod, my releases attracted attention and almost instantly i was drafted into New Gen. Since I have decided to go it alone and contribute as 'acidfluxxbass'. I have, since, learnt new techniques such as odf-editing, retexturing and more recently modelling.

The third tutorial covers Photoshop. I have used Photoshop Cs3. I recommend getting the retexturing tutorial as well as this guide helps skills once you've read volume 2



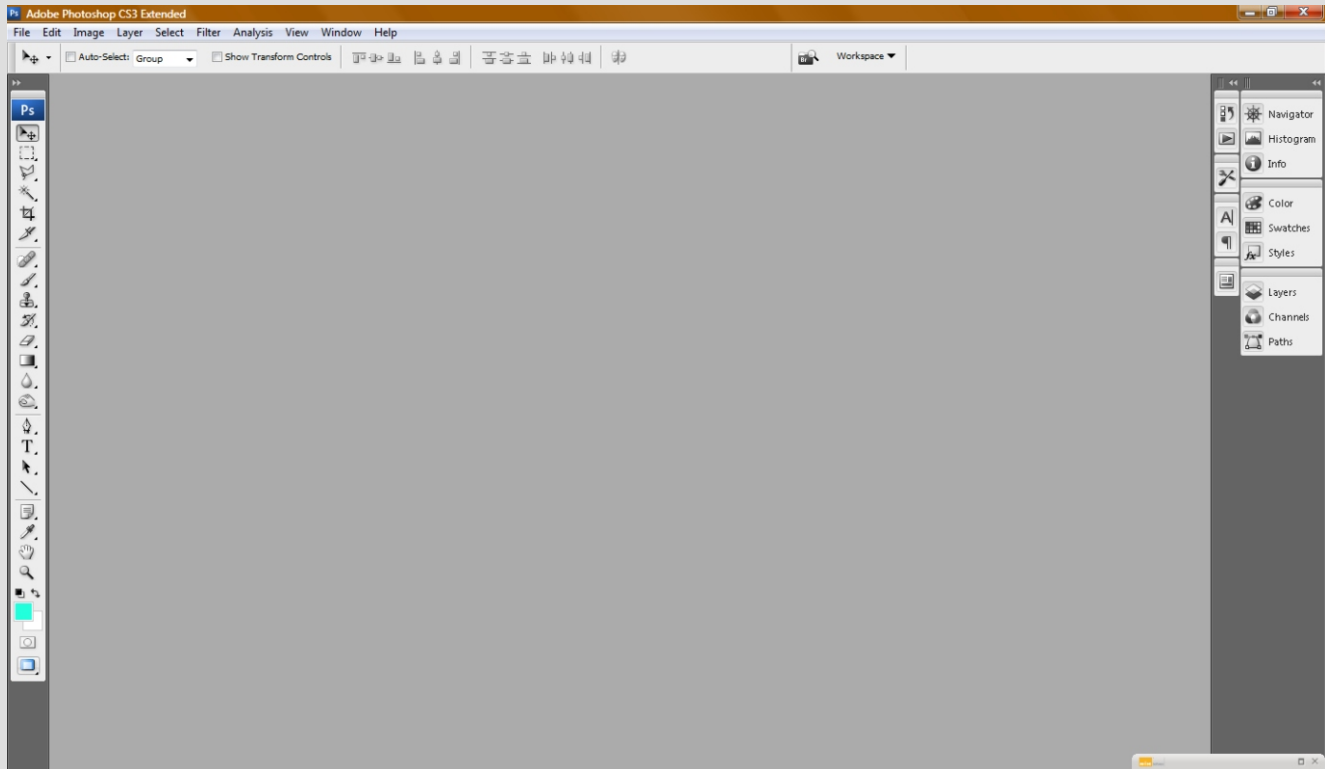
For this mod I have used Photoshop Cs3. There are also Cs2, Cs4 and older versions currently out which, in some ways differ from Cs3.

Photoshopping skills are important when texturing ships. However, they can also be used when creating concept images!

This tutorial covers every little bit. From hue to plastic sheet filters. Once you've read this you should have no problem using the program.

BASICS

We shall start at the basics. You've just opened up Photoshop



Basically, you have your blank page with all the menu parts at the top like 'File', 'Edit' and so on. On the left you have a tool bar containing the tools you can use to make your eventual masterpiece. On the right, there's the dock user interface containing navigation, layers, history, colors and so on. These maybe in their separate windows.

Firstly Ill show you the ropes. The toolbars.

On the left the toolbar looks like this:



BASICS

History - your prior actions

Format Paragraph/Text



Zoom in/out, move about

Select colours or styles

Select layer

Select channel (useful in texturing)

Select Paths

File Edit Image Layer Select Filter Analysis View Window Help

Create, Open, Import,
Export, Save...
All your normal stuff.

Contains many
adjustments you
can make. Colour
and contrast and
so on can be
changed,

Edit has you basic
undo and redo which
are pretty useless. They
have the basic select
and deselect tools
you'd expect.

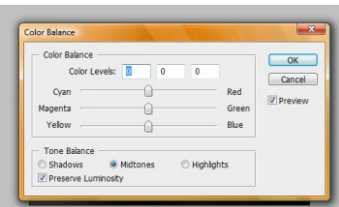
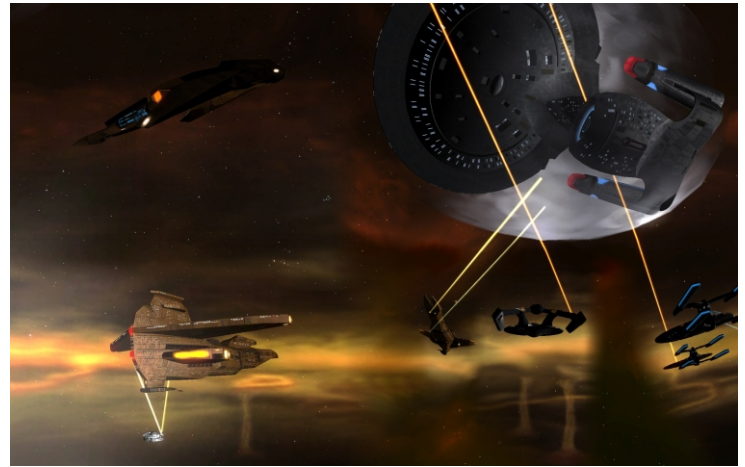
A truely awesome
menu. Contains
filters to alter the
look of your pic!

Change what you
see!

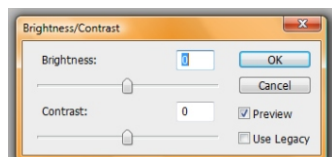
ADJUSTING AN IMAGE

To show you the wonders of editing an image, I'm going to select a standard image from Legacy and show you what each effect does,

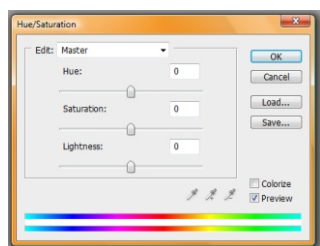
This image scored 8.1 on the PotD and is a fine example to use when Photoshopping!



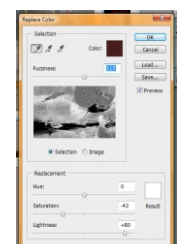
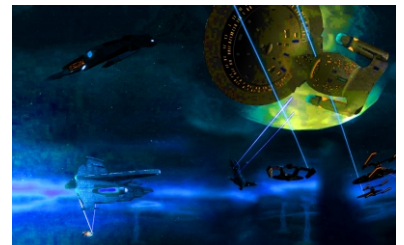
Colour balance: allows you to alter the colour of the image. It's an extremely useful technique when trying to set a certain mood with the image. The image on the right has full red.



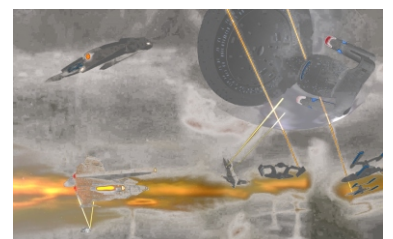
Brightness and contrast: Pretty simple. Brighten or darken and change contrast on the pic. On the right the pic has increased contrast and decreased brightness.

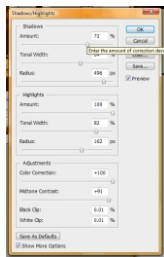


Hue/Saturation: Hue changes the colour of your pic. Unlike the colour balance, it changes the original colour instead of overlaying a colour. Saturation changes the intensity of the colour.

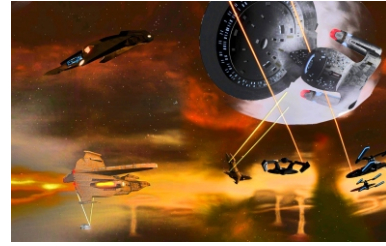


Replace Colour: Select a certain colour and change it with another!





Shadows/Highlights: Used to alter shadows and highlights. I like this because it can complete change the lighting and feel an image gives,



FILTERS ON NEXT PAGE

FILTERS

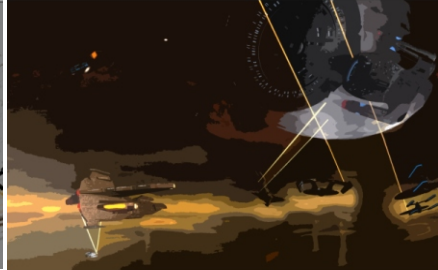
The Filter Library. Home to countless filters from Adobe Photoshop to implement on your pic!

There are even plugins but to keep it smart and simple Ill focus on stock ones. Below are the artistic ones.

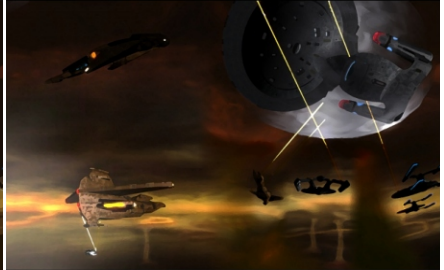
These are just some of the filters. There are grainfilters, chrome effects, sketch effects and so on. Once you have done a filter, you can go to edit and fade "[filter]" to reduce the effect. Whilst choosing the filter, you can also edit its settings for different looks.



COLOURED PENCIL



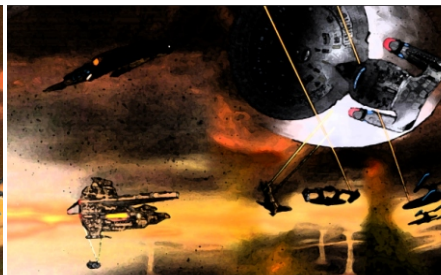
CUTOUT



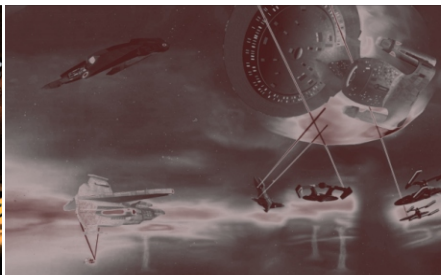
DRY BRUSH



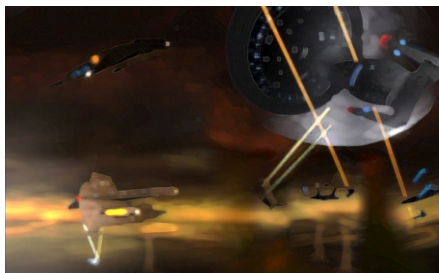
FILM GRAIN



FRESCO



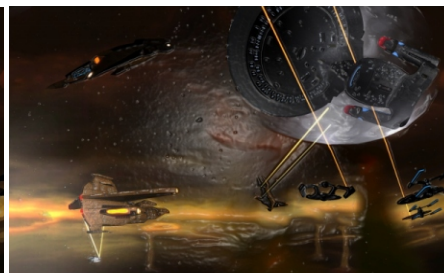
NEON GLOW



PAINT DAUBS



PALETTE KNIFE



PLASTIC WRAP



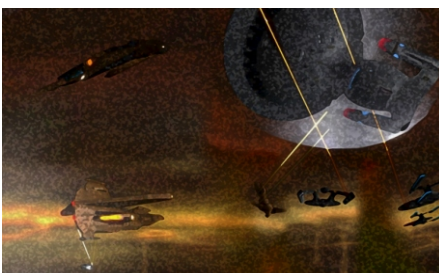
ROUGH PASTELS



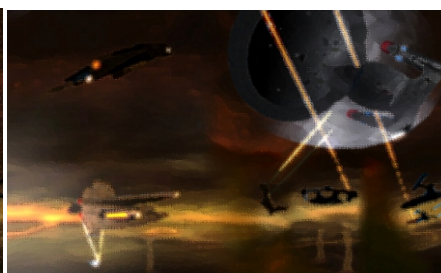
POSTER EDGES



SMUDGE STICK



SPONGE



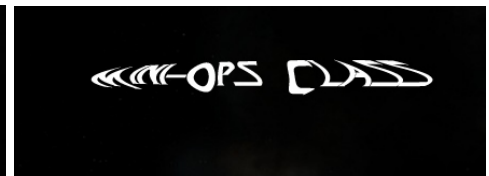
UNDERPAINTING



WATERCOLOUR

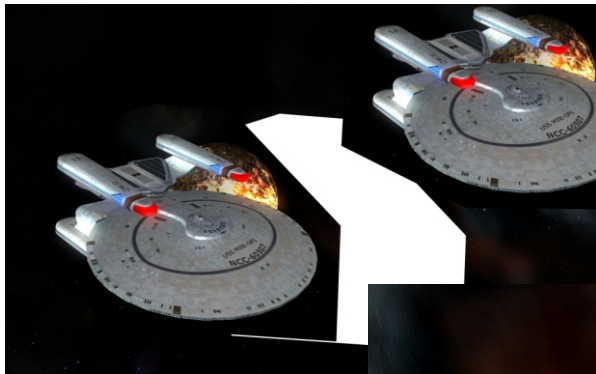
TEXT

The text tool is nice and easy in Photoshop. All that needs to be done is simple! Get the text tool started, click on the pic and type! Once you have your wording, press Ctrl+T to transform the text. You can also use the warp text tool to arch or bend the wording. Useful for registries on ships when modding.



Clearly warping text has many presets and is good for some images.

MASKING



Masking is a great way to edit pics or textures! You can add objects to pics to make them look better or more action-packed, you can add objects and mask and delete bits you don't need.

Polygonal mask tool is very effective for detailed masking.

Freehand is for extreme detail but you need a steady hand!!

The nova pic on the left was done with a masked nova from a legacy pic!

TO CONCLUDE.



Photoshopping is, to say the least, very difficult to grasp. I learnt how to use it and many other graphic design programs by just experimenting and learning by testing new things.

Concept pictures are not so much done through skill, but through experimenting new ideas! I have experimented with damage effects, Noci with different filters, Amagosa by merging ships with different scenes from different episodes and by using various filters, Sovereign001 has tried his hand at using the zoom blur!

Texturing can also be tricky. In fact, your weapon of choice with retexturing is the mask tool. Select and delete parts and move it all around. It's the basic photoshopping skills that give you the extra bit of quality in your work.

I'm desperately hoping this guide explains everything reasonably well. It is just a simple guide to new users and there's so much to explain, it's difficult to compress it into a simple guide.

Any questions,

Acid_fluxx_bass@hotmail.co.uk

Don't hesitate in asking for a bit of help as a friendly quick reply are guaranteed!

Many thanks for downloading and for the support and feedback from previous volumes!

Acid Fluxx Bass

