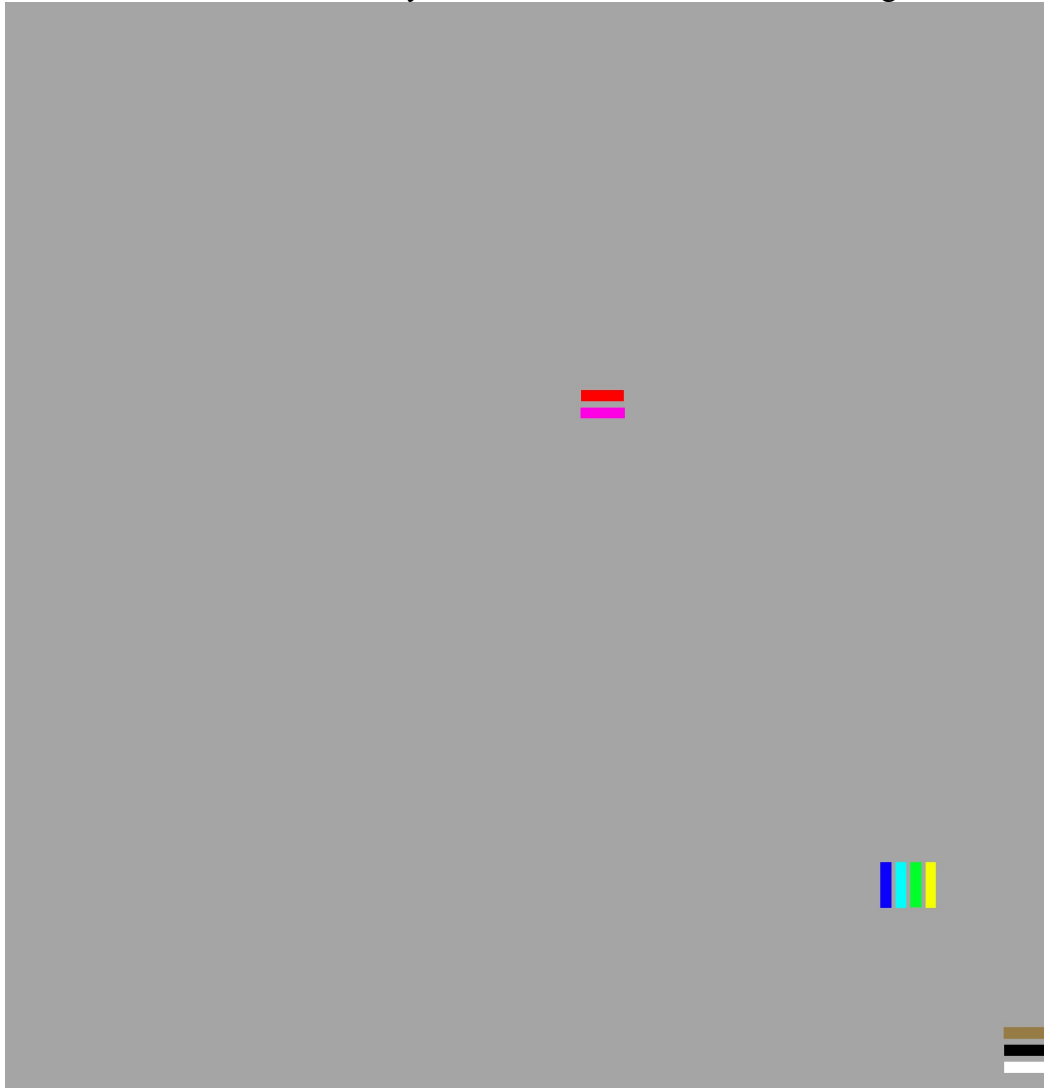


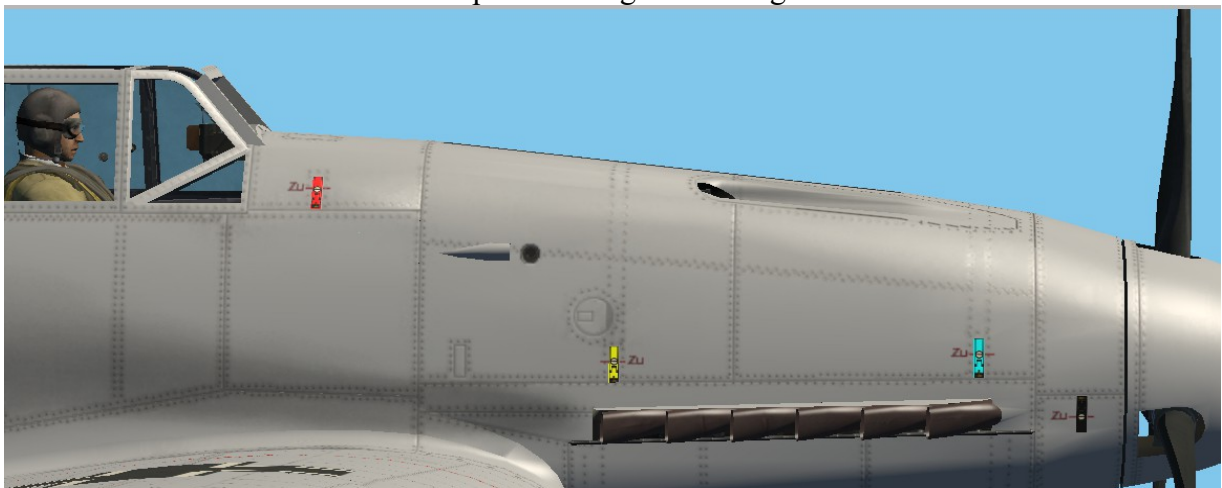
Bf109F Guide for skinning small parts

Here is a guide to help locate small parts on the skin. Firstly we'll look at cowling fasteners.

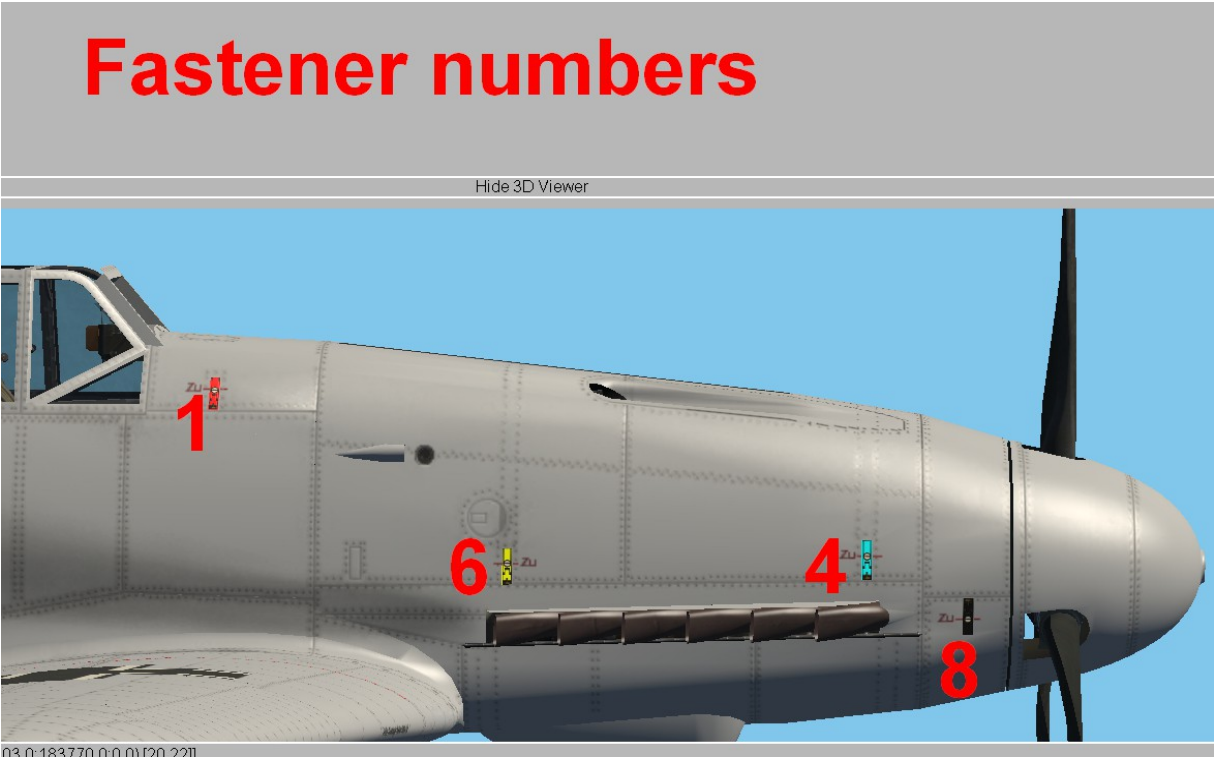
Place this skin in one of your Bf109F skin folders. View it in-game



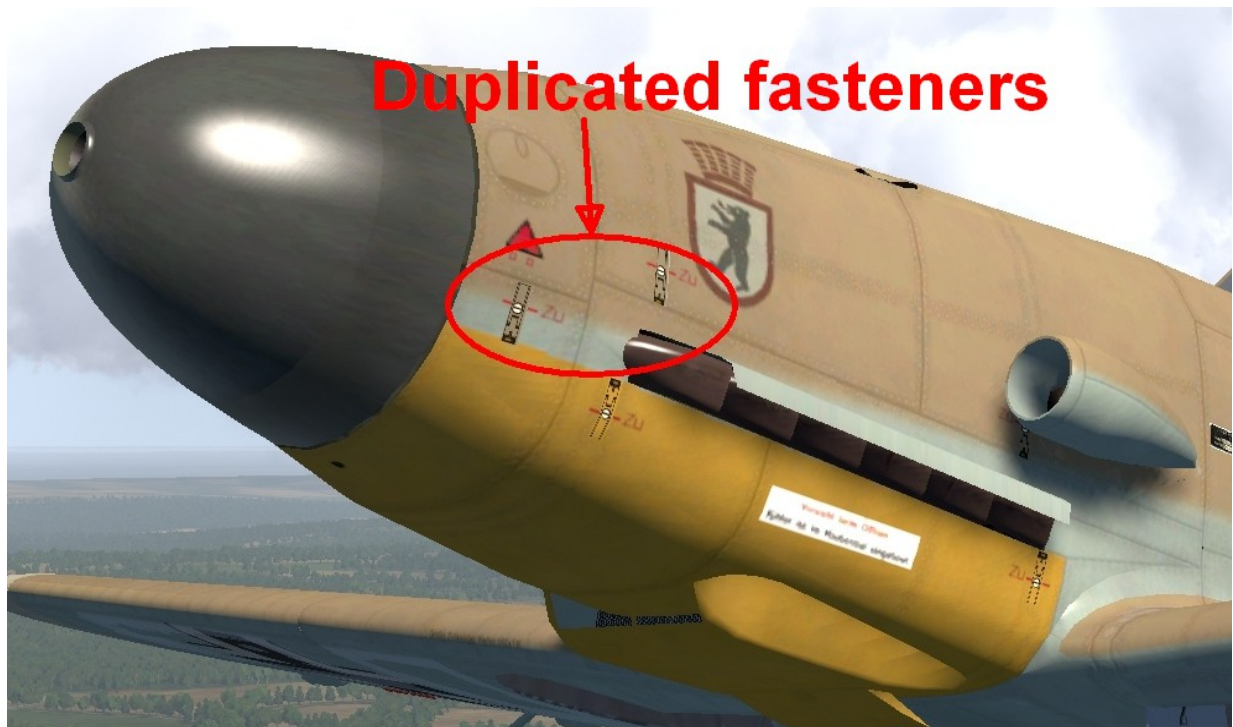
... It will look like this: The coloured parts are engine cowling fasteners.



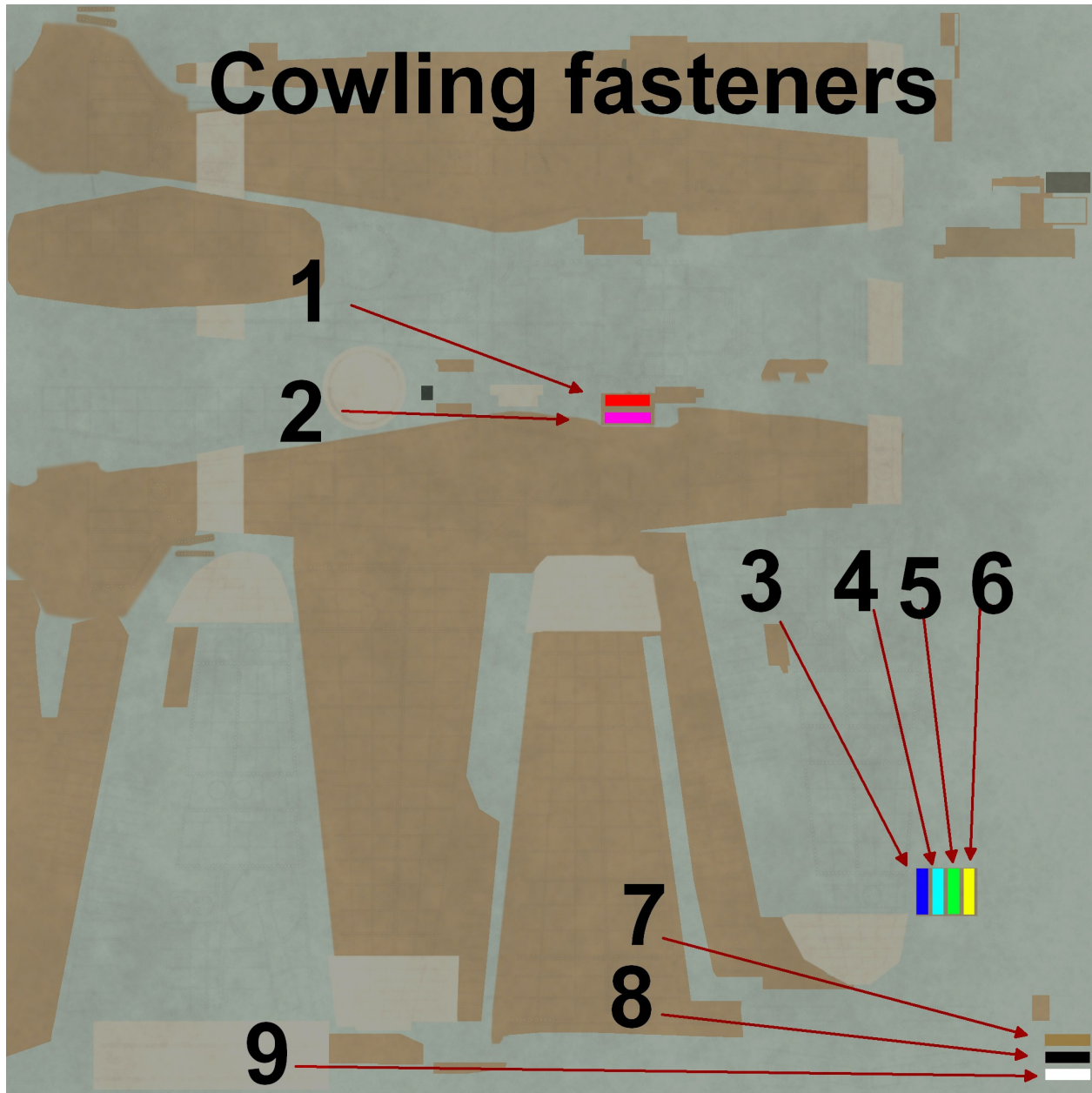
Here I've numbered the fasteners so you can easily identify where they are on the skin and on the plane.



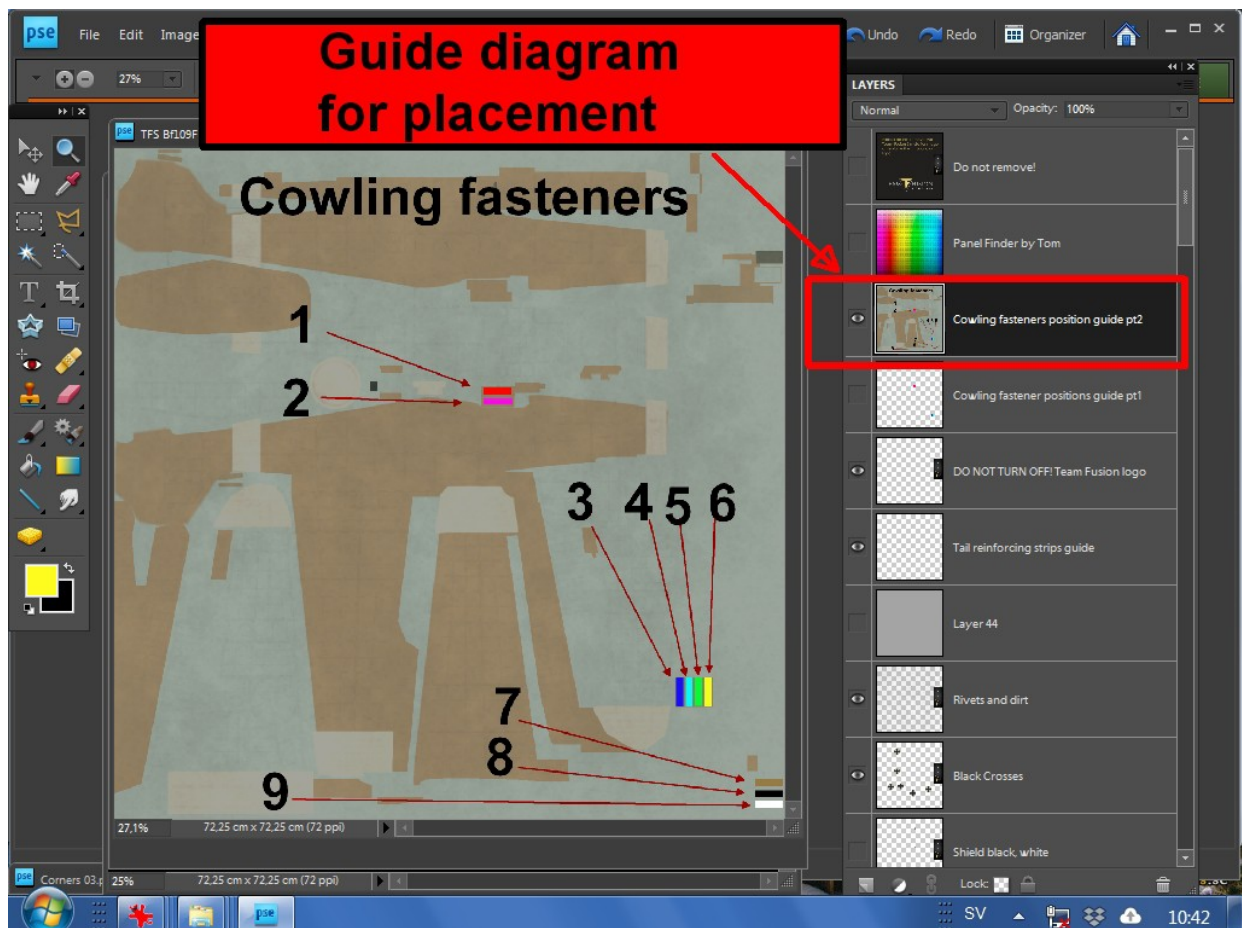
Note that two fasteners are duplicated so the skin part is shared on the plane. Two fasteners that use a shared skin part can only be painted in one colour.



... and here is their placement on the skin:

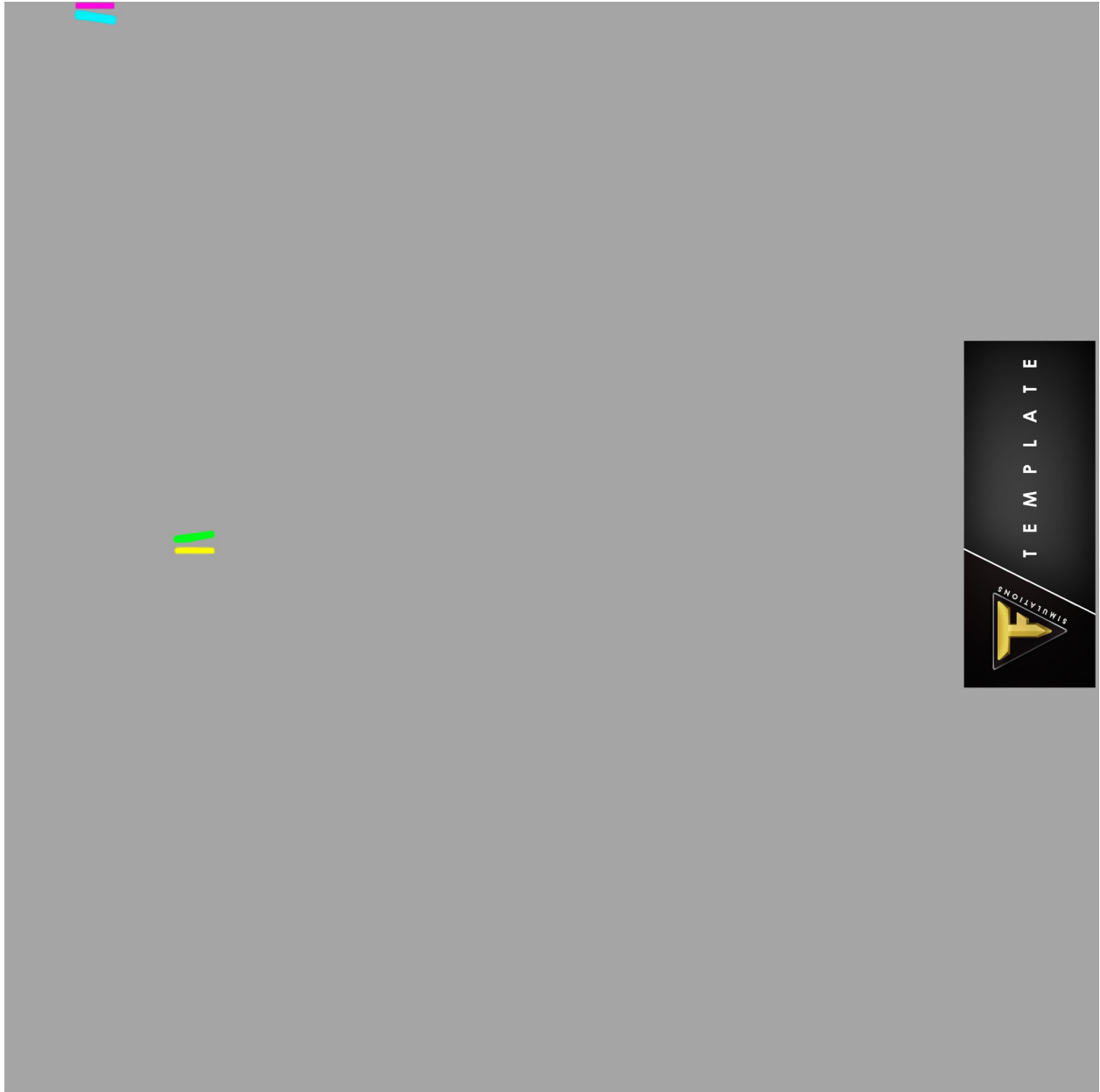


One of the layers of the template is a guide diagram. Turn this layer on to find the location of the fasteners.

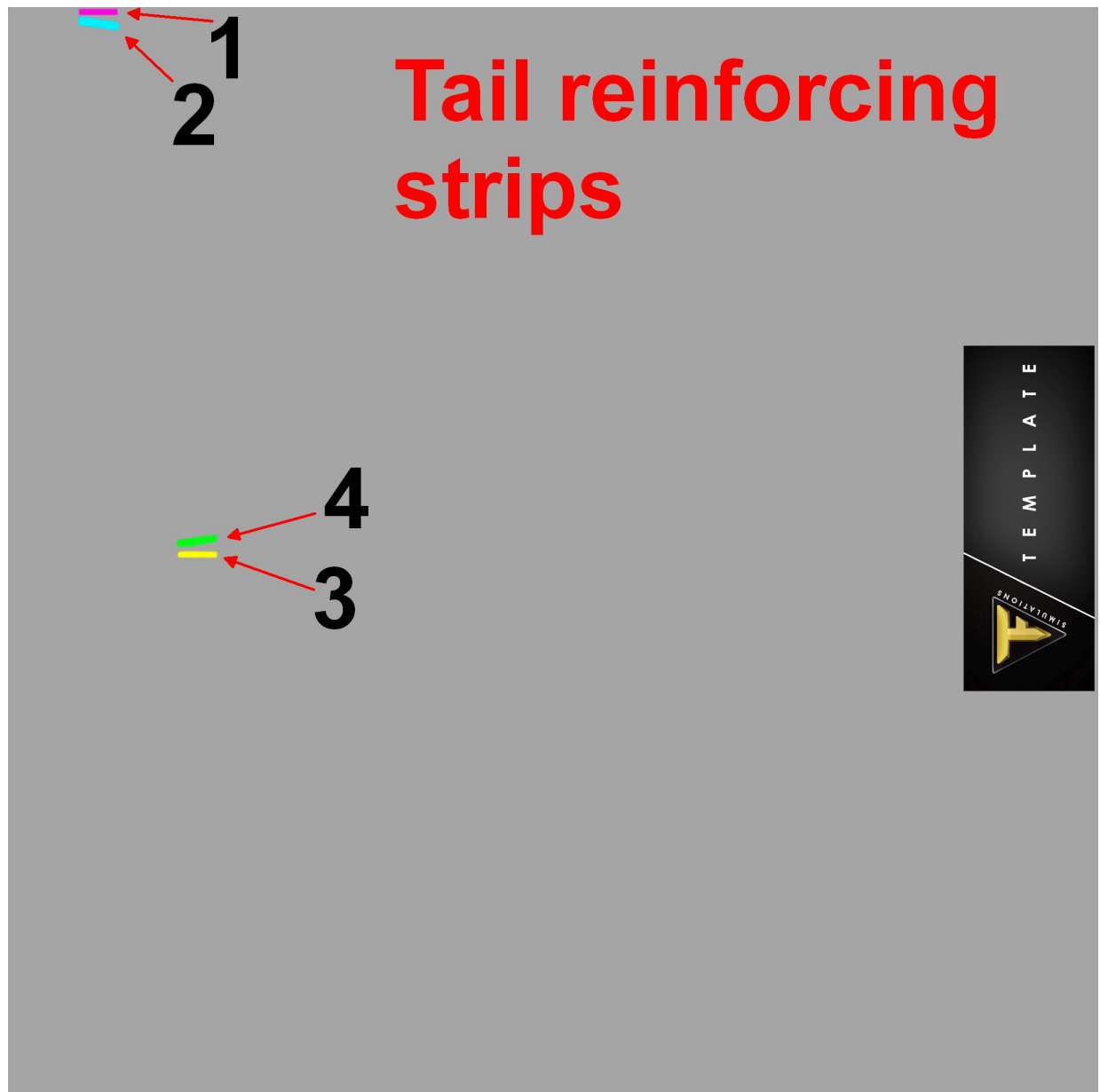


Tail reinforcement strips.

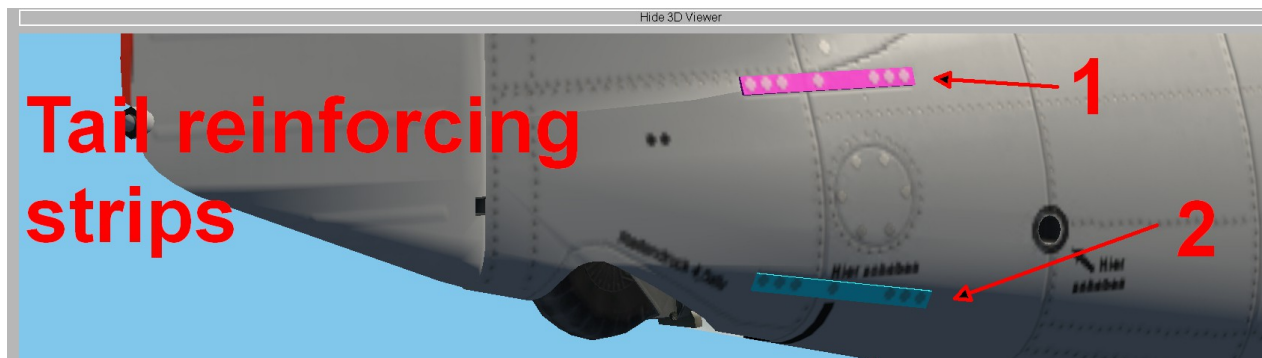
There are some reinforcement strips by the tail of the plane that can be difficult to locate on the skin. Use this skin to locate these parts:



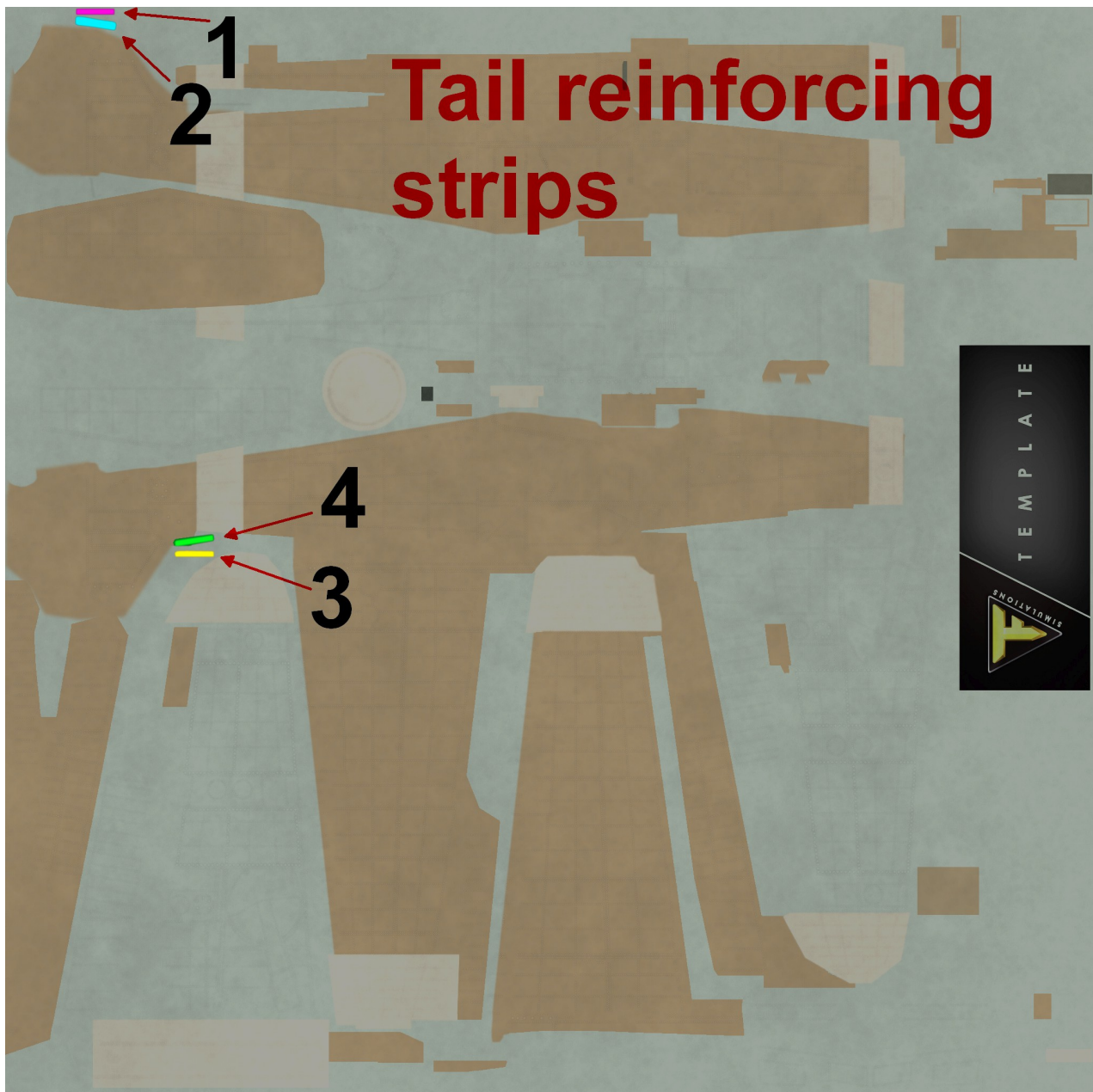
... Here they are numbered.



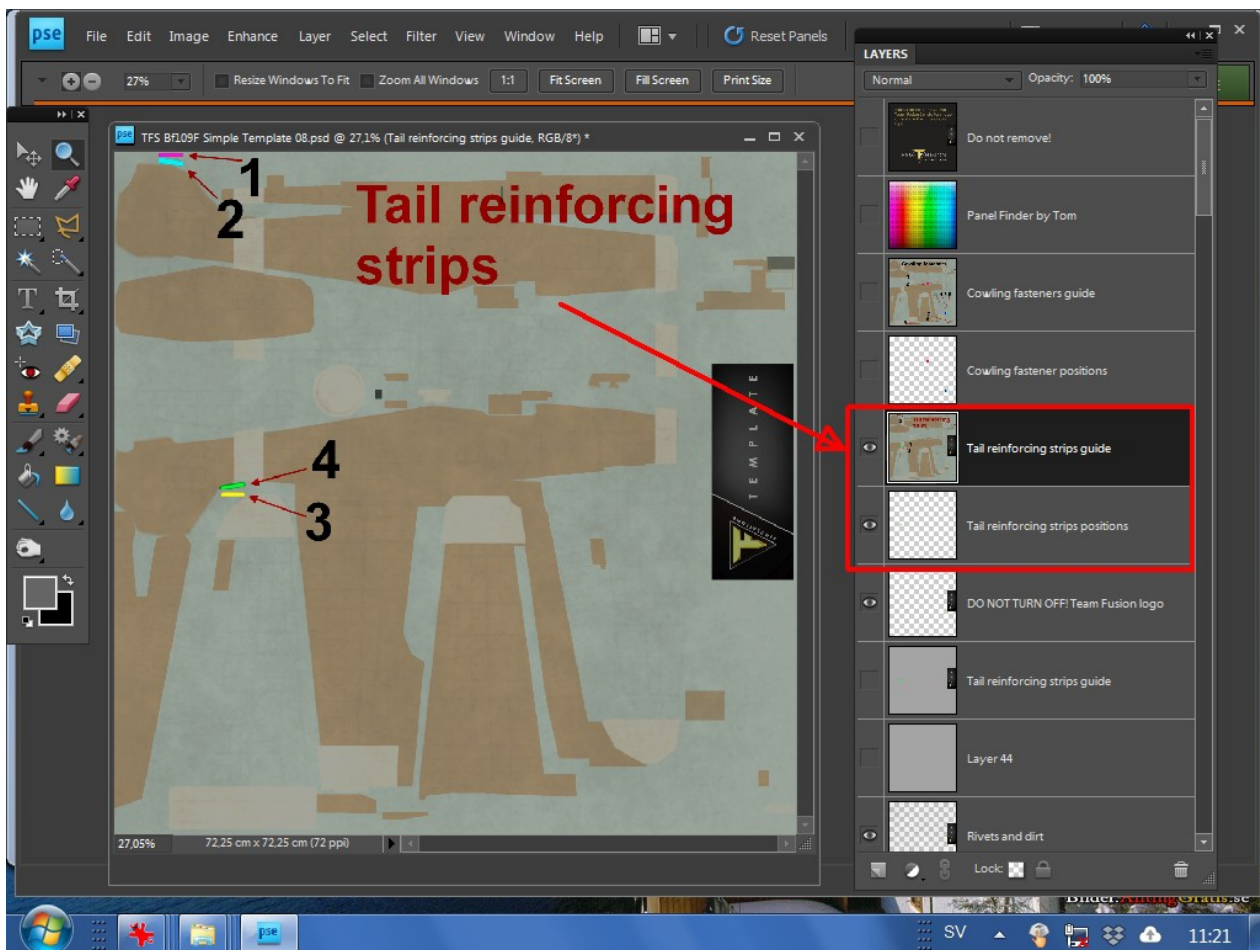
This is their location on the plane:



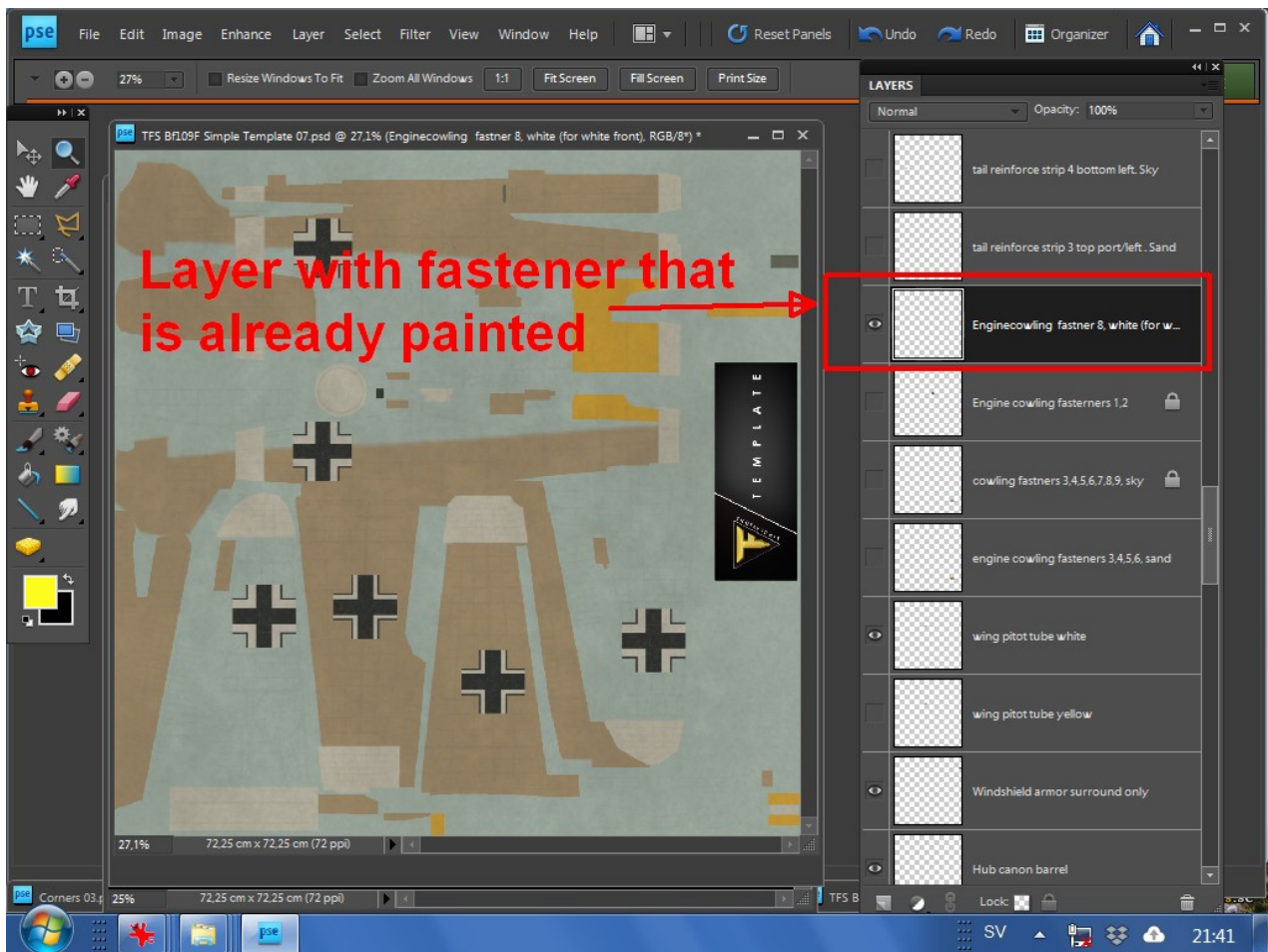
..... And here is their location on the skin:



.... and here is the guide diagram which is already in the template:



All of the parts shown will need painting differently depending on which type of camouflage pattern you are making. Some layers of the template already contain a number of grouped small parts that are ready-painted. These will only work on specific camouflages, and you will have to alter them or add your own painted layers if you don't find that they will work on your skin.



Cheers,

Team Fusion Simulations /major_setback