

Multi-layered skin templates.

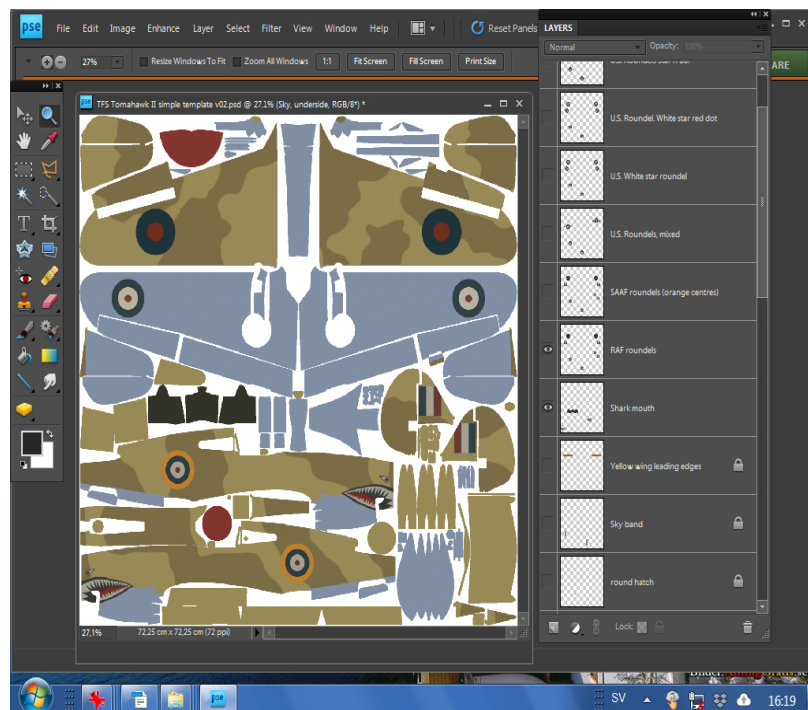
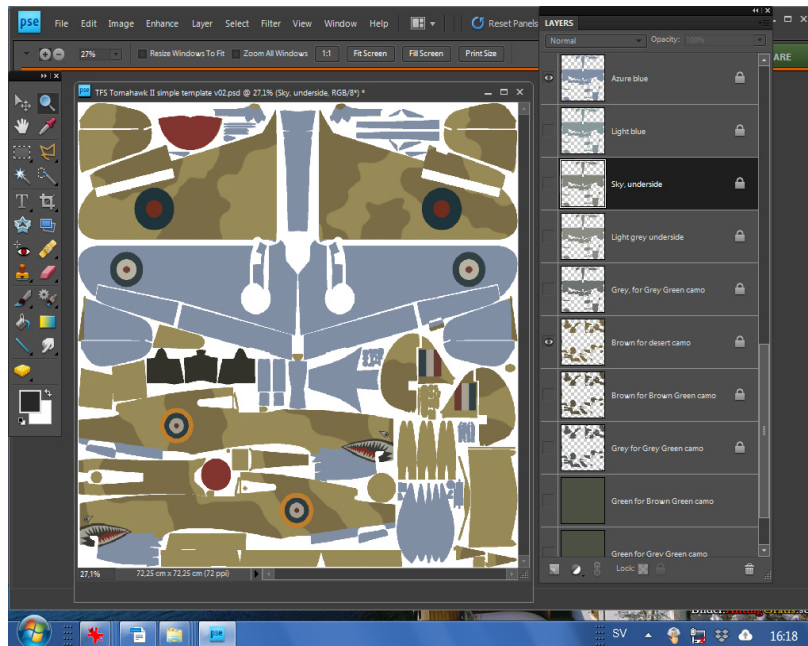
Instructions

Instructions can also be found here if this document is not loading correctly:

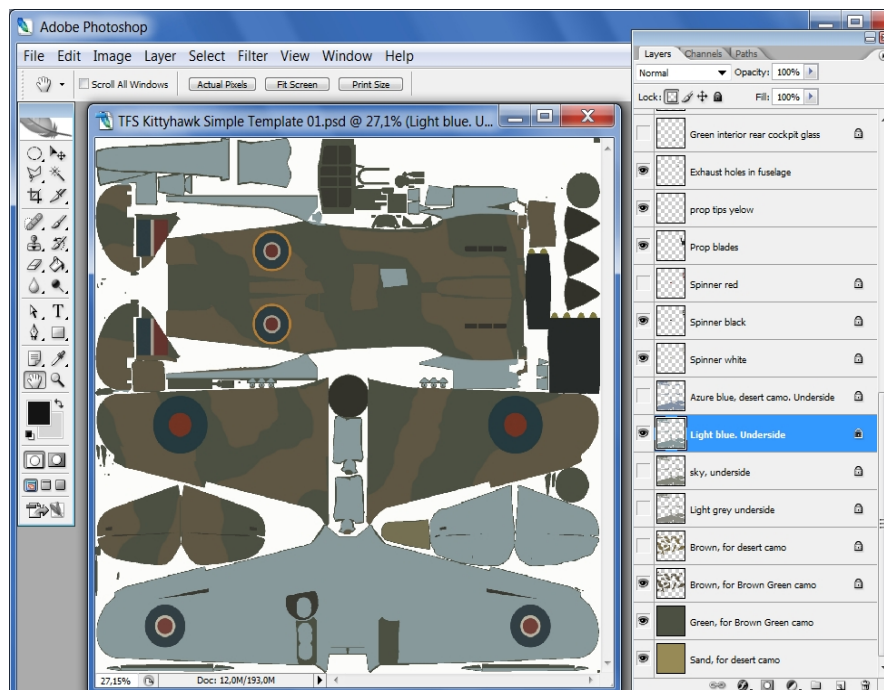
<https://theairtacticalassaultgroup.com/forum/showthread.php?t=34166&p=363740&viewfull=1#post363740>

These templates are quite detailed, but very simple to use. They include several camouflage colours (Desert and Channel), and several different national markings depending on the aircraft type.

Example of the templates. Here is how they look in Photoshop Elements:



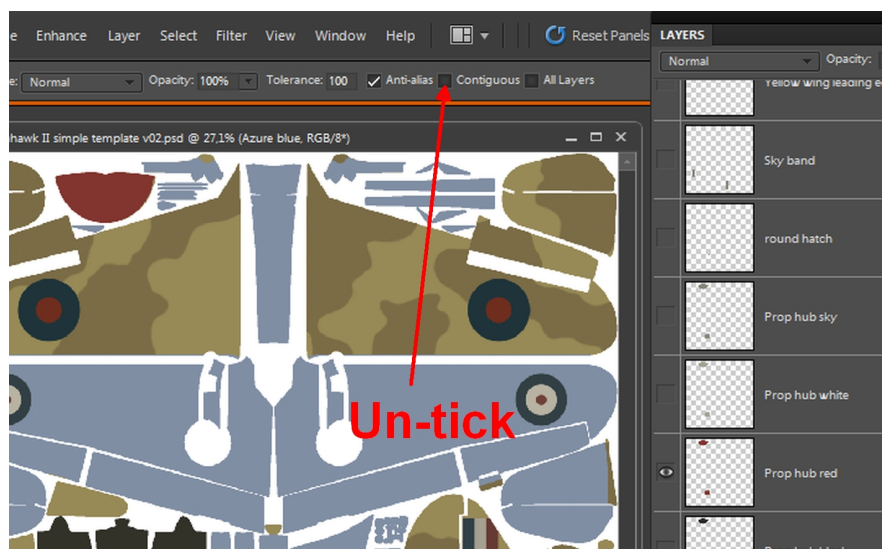
And here is how they look in Photoshop CS2 (an older version):



Very little skill is needed when using the templates. First open the template in your editing program. Then you need to view the layers - which can usually be found in the drop-down menu under 'Window' - then just turn on or off layers (by clicking so that the eye symbol shows - see the screen captures above).

Changing the colours

You can change the colours of the various camouflage pattern parts if you like. The camouflage layers are locked for transparency, so depending on your software all you would need to do is use the paint bucket to change the colour (transparency and edge should be preserved) ... so just flood the layer with colour. Un-tick the box at the top of the picture called 'contiguous' and you will only need to click once with the paint bucket! This option will show when you chose the paint bucket:



NOTE: Turn off the white (or black) background layer outline, it is just there as a rough guide. It will probably show in-game if not turned off.