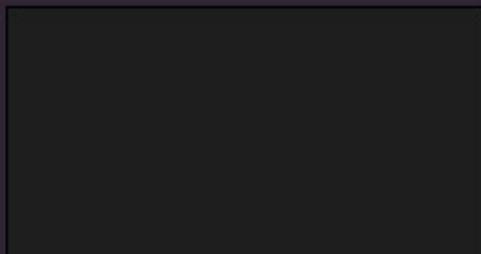


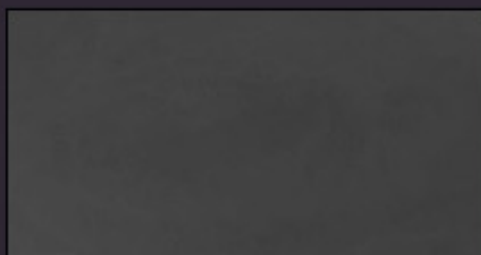
SKINNING TUTORIALS

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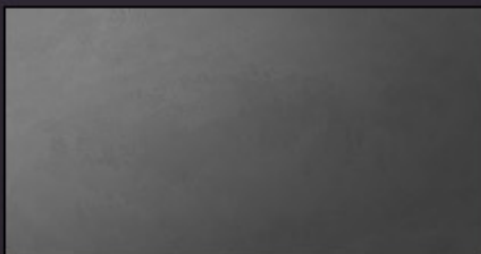
- Wannabe's Basic Metal Tut -



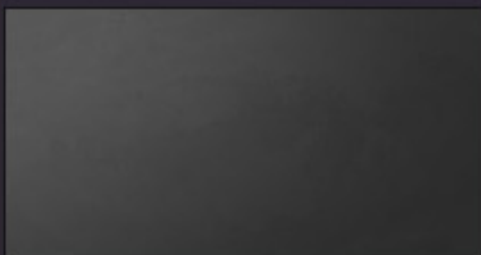
First fill with grey (R:30;G:30;B30).
Hehe, not much for the first step but
..... bleh ;D



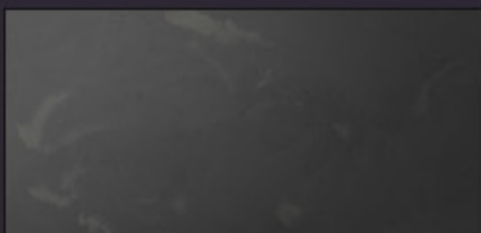
Now you use your dodge-tool :D
Use the big soft 300 brush on
highlights (23% opacity) .
Use it over the whole grey thing.
Then you use the burn tool
(midtones;20% opacity;same brush)
Now you burn the whole thing. Repeat
the dodge, burn, dodge.... procedure
until you get something like the thing on
the left. And YES. I "stole" this part of
Slinky's tut, which helped me a lot.
("-") After this step you can tweak
brightness/contrast until you like it.



Now add a light-source. In this case I
have chosen the upper left.
For this you make a new layer called
"lighting" (Overlay: 100%).
Now use the airbrush and use white
to make the light.



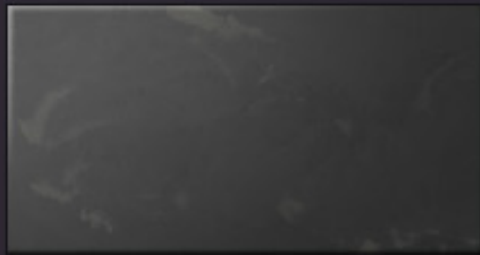
As you can see I adjusted Brightness
and Contrast of the layer with
the base color to my likings =)
In the next step we'll add some dirt.



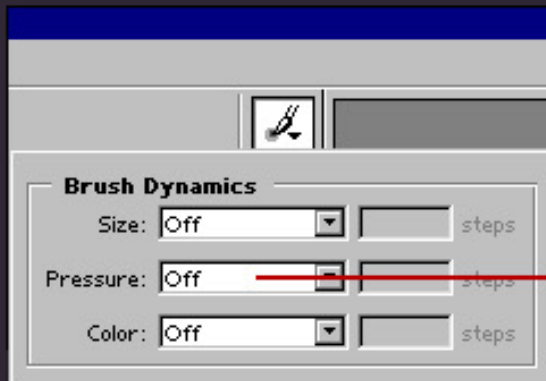
Create a new layer called dirt. You can
leave Blendingmode on normal (100%
Opacity). Now choose a color you
want the dirt to look like. Use your
airbrush and create some "dirt".
To give it a better look, use your
smudge tool and smudge it around

to give it a better look, use your smudge tool and smudge it around until you think it looks good. Then use eraser on low opacity to make the dirt less noticable. Try this step out until you get something like the one on the left. ;)

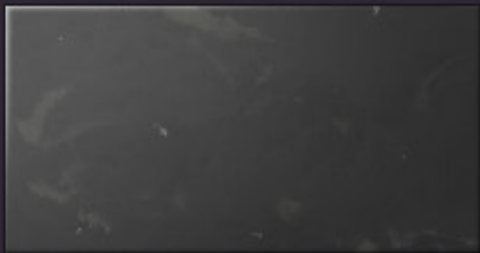
I learned this step from X's tut. =D



Now you gotta do some high- and lowlights. Create a new layer called highlow (blending: Overlay; Opacity: 100 %). Use your Airbrush tool with a small brush and highlight the thing. And don't forget the lightsource. ;D Don't let the highlights go all through. Let them fade out. Otherwise it looks uhm..... strange? dunno :D



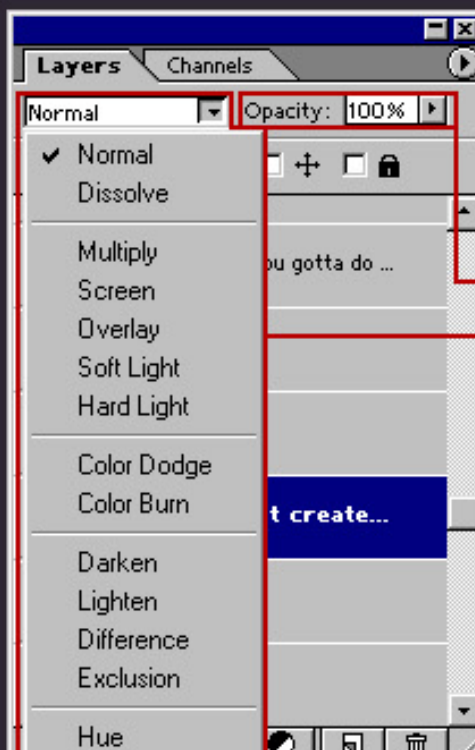
Change this to "fade" to get the effect of the faded highlights. Experiment with the steps until your satisfied with the result.



At last create a layer called scratches to add some ... hehe... scratches and stronger highlights.

Layer options:
blending: color dogde; Opacity: 60 % .

Use you airbrush and create those scratches and stronger highlights. Don't overdo the scratches. For the stronger highlights you can use the fade option again. ;)



Here's a screeny just to make sure you understand those Opacity and blending-mode stuff ;)

You can find those in the layers-window.

Opacity. I am soooo smart ;)

Blending-modes

Hue
Saturation



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