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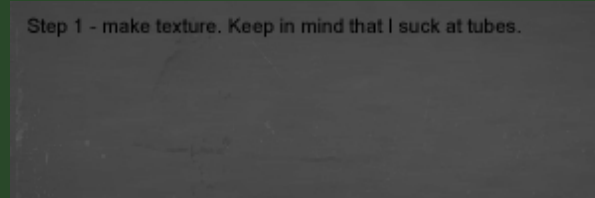
Skinning a metal tube

Requirements for this tutorial

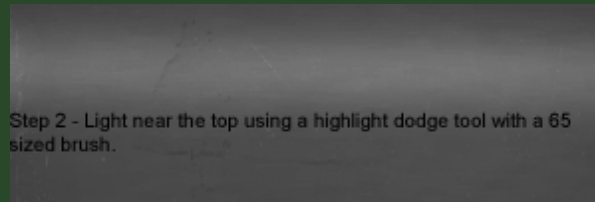
Photoshop

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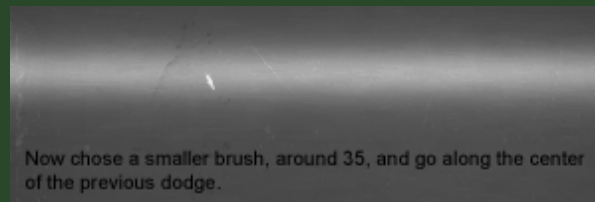
Step 1 - make texture. Keep in mind that I suck at tubes.



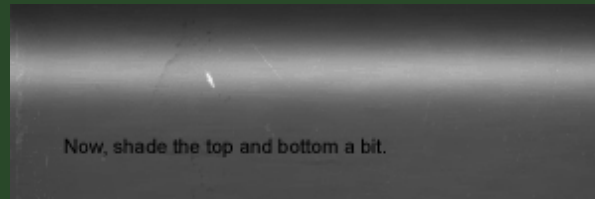
Step 2 - Light near the top using a highlight dodge tool with a 65 sized brush.



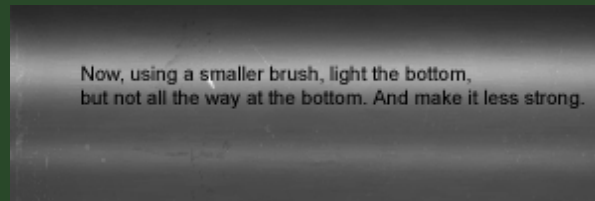
Now chose a smaller brush, around 35, and go along the center of the previous dodge.



Now, shade the top and bottom a bit.

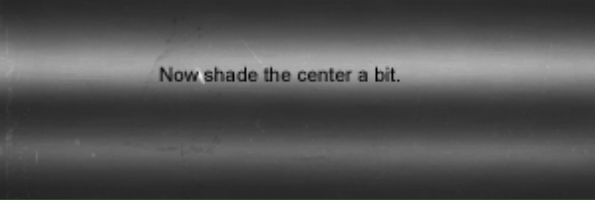


Now, using a smaller brush, light the bottom, but not all the way at the bottom. And make it less strong.

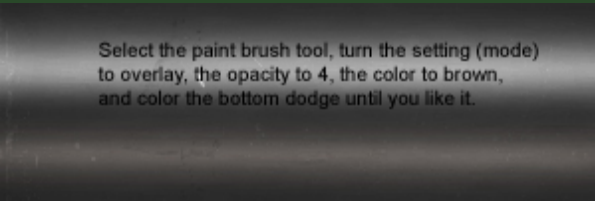


Now, shade the bottom.






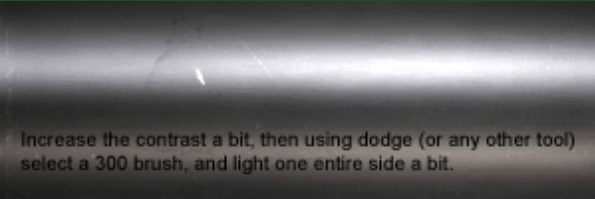
Now shade the center a bit.



Select the paint brush tool, turn the setting (mode) to overlay, the opacity to 4, the color to brown, and color the bottom dodge until you like it.



Do the same with the top, except use blue as a color.



Increase the contrast a bit, then using dodge (or any other tool) select a 300 brush, and light one entire side a bit.

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How to make switch stubs

Requirements for this tutorial

Photoshop

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Switches that are cut in (like on an m16).

Step 1: Make a texture.

Now, select an area using circular marquee tool. Holding shift will ensure a perfect circle. Fill the circle with black. (Oops, I mean african american).



Now, according to your light source, click over and down, and light the area that is opposing your light source.

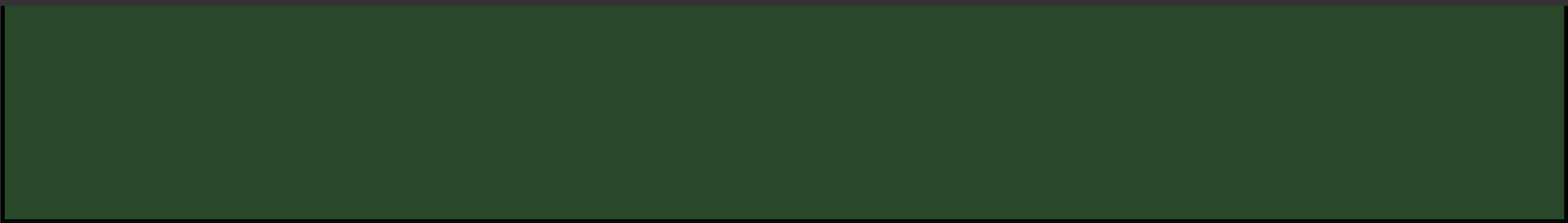


Select the inside of the circle, go to "Select" at the top of your screen, and contract the selection by 1 pixel. select/modify/contract/1px. Fill it with the same texture.



Select the texture you just filled the hole with, and light the side closest to your light source. Then Shade the bottom a bit. I messed up lighting the top, you should make it more rounded.





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Lightening on wood

Requirements for this tutorial

Photoshop

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Note For this tutorial Fox-Mike is using Sharps wood texture.

Ok, this is a wood lighting tutorial. First select the wood shape, and burn the left side of it by holding shift and clicking up the side of the grip. Make sure the burn setting is on midtones. I used a brush size of 45 with an opacity of 87. Go over it 2 times, change the brush opacity to 40, and go over it again.



Ok, now use a smaller brush, probably around 27-35 to burn the opposing side. Once you've done this, select the dodge brush. The setting should be shadows, and the size should be 35. According to your lightsource; my lightsource is at the back. Opacity - 29



Now, select dodge again and change the brush size to 27. Turn the setting to highlights, and turn the opacity to about 50%. Once you've done this, follow the inside of your previous dodge.



Select dodge again, and select the shadows setting again. Turn the brush size to 300, and dodge the top of the handle. Make sure you don't get the burn along the left side with the shadows brush too much, if you do, just darken it again. Now, use highlights and repeat the step that was using the shadows setting.



Now, just touch up some areas with dodge and burn (or airbrush). Then select the sharpen tool, that's the triangular thing. If you can't find it, just hold left click on the water drop, and select the tool next to it. Turn the opacity to 40, and click once or twice.



Now light the left edge very subtly. I suggest using midtones at an opacity at about 20 and a brushsize of 27-35.

*This is
sharp's
wood texture.*



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Lightening on metal

Requirements for this tutorial	
Photoshop	Download

Oooo, lighting tutorial. Step 1 - Make a texture. Once you've done that, put lighting in the corner you want your lightsource to be coming from.

Now, select an area using the marquee tool. and brighten it ever so slightly.

Using paintbrush if you're modest genius.

now, shade the selection opposing your light source a bit, and paint one pixel along the top and side, seeing your lightsource probably won't be shining directly on it.

Inverse the lighting to make it look indented.

Shade near light source, light away from lightsource.

Then, using paint brush, dodge, airbrush, or pencil tool light the two edges nearest the lightsource.

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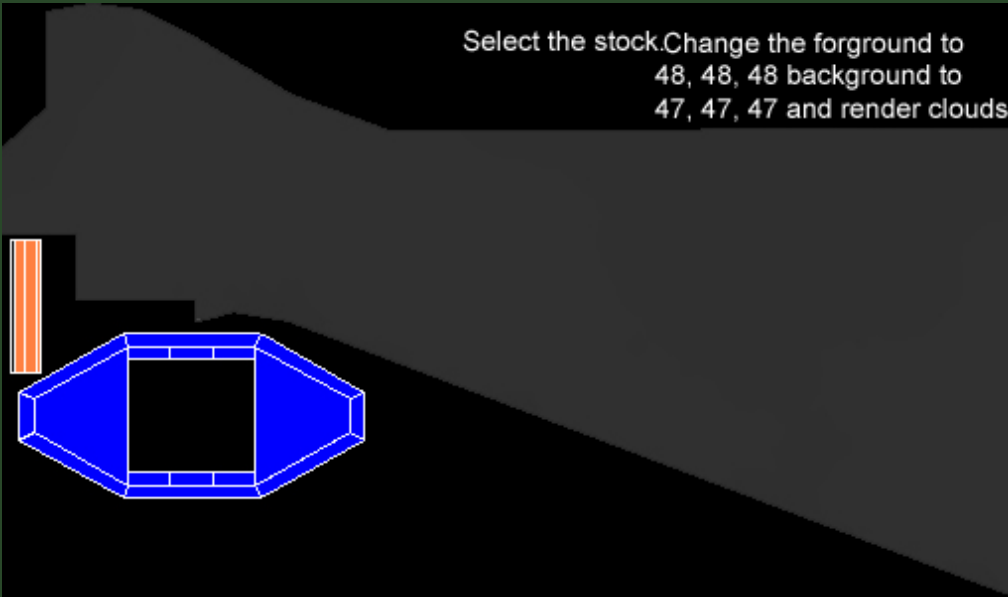
Skinning a Mp5 stock

Requirements for this tutorial

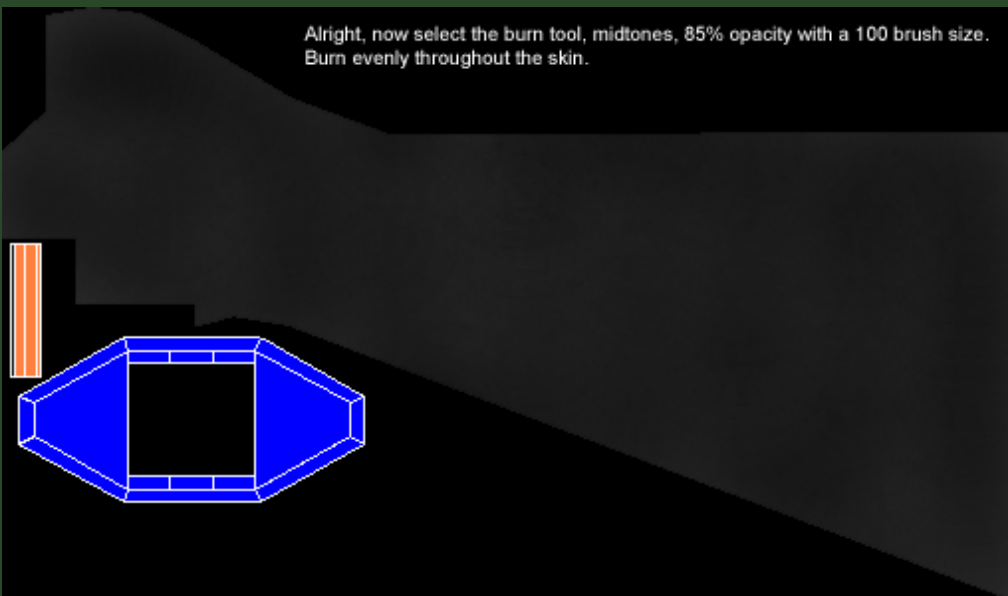
Photoshop

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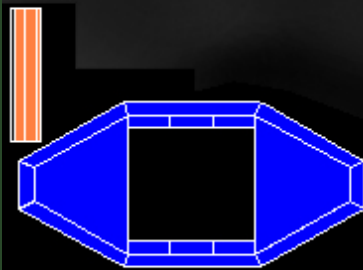
Select the stock. Change the foreground to 48, 48, 48 background to 47, 47, 47 and render clouds



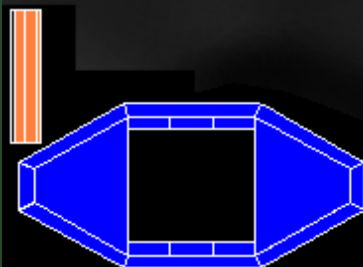
Alright, now select the burn tool, midtones, 85% opacity with a 100 brush size. Burn evenly throughout the skin.



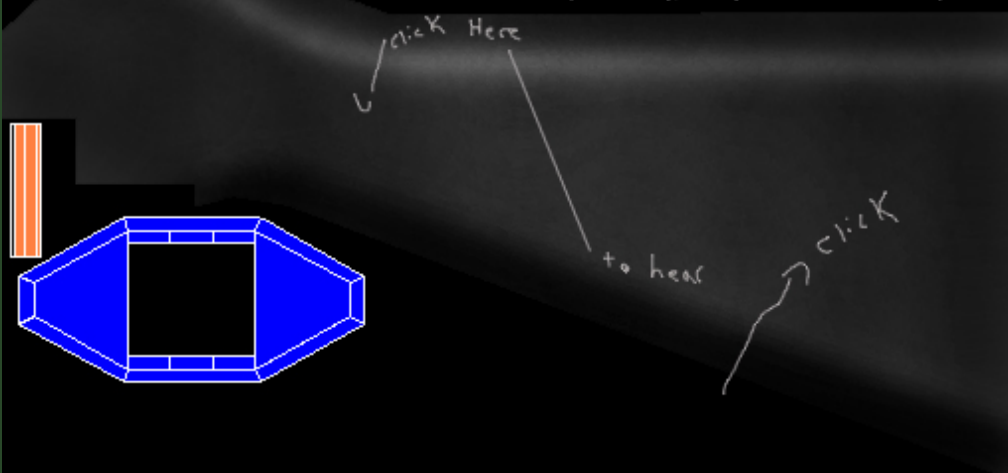
Now we shade the bottom curve. Use the same opacity and setting as the previous step, with a brush size that about equals the size of the curve. Now it's starting to look happy, isn't it? :)

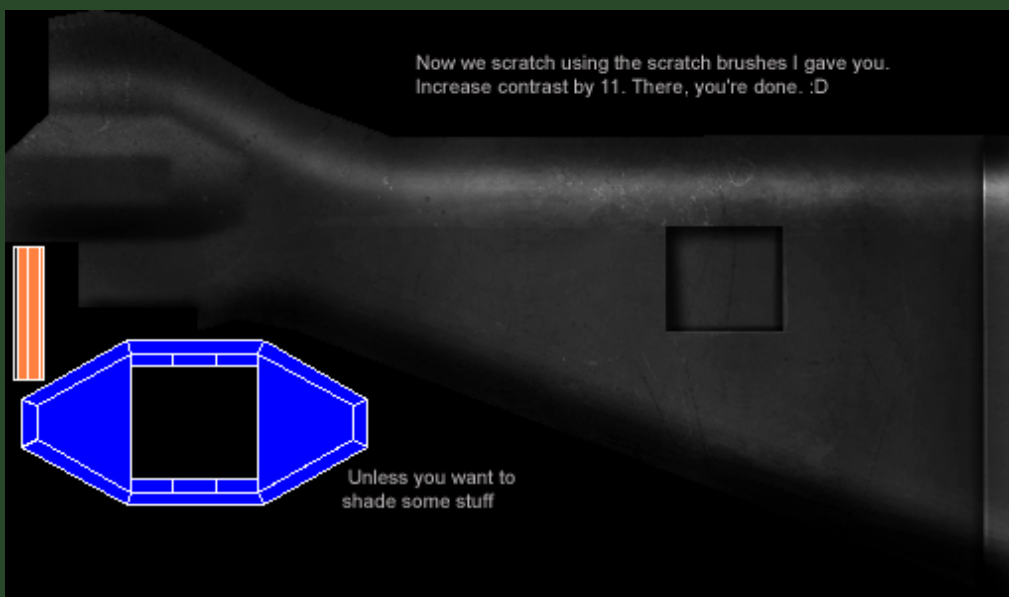
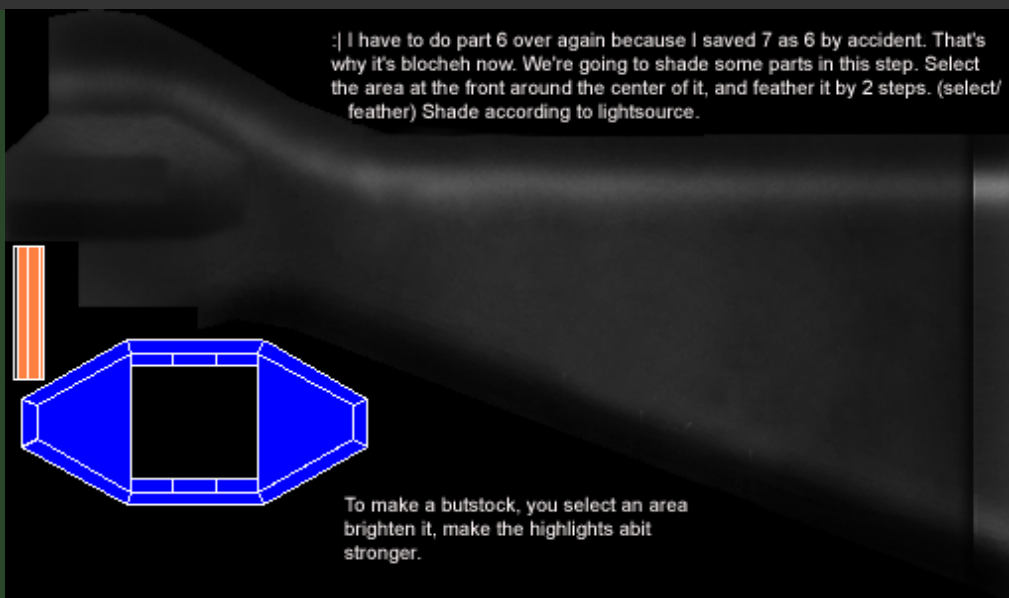


Alright. Now we will light the top curve. First, select dodge, midtones, brush size 35 and follow the top contour. The opacity should be 50. Now, select highlights, a brush size of 21 or 27, about the same opacity and follow the inside of your previous dodge. and burn behind that a little bit.



Now, select a brush of 35 and go along the bottom burn a little bit. It should show very little. Now select a 300 brush size on highlights. 85% opacity. Drag it diagonally down the center, and click once before it and once behind it. This part is tricky, I really didn't know how to explain it





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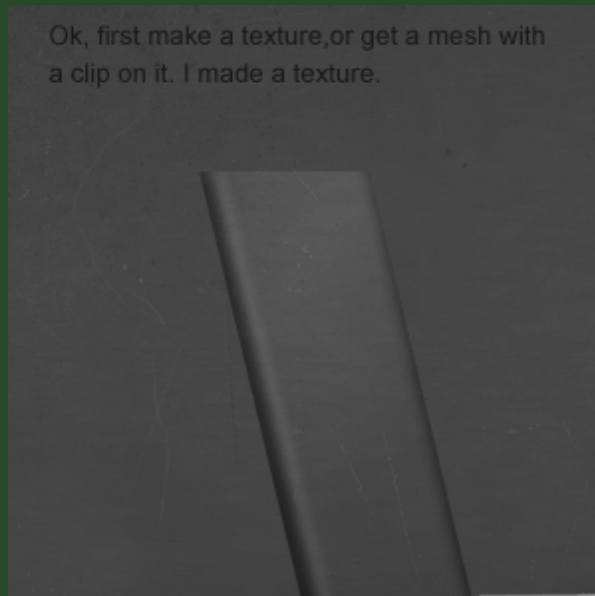
Skinning a spring

Requirements for this tutorial

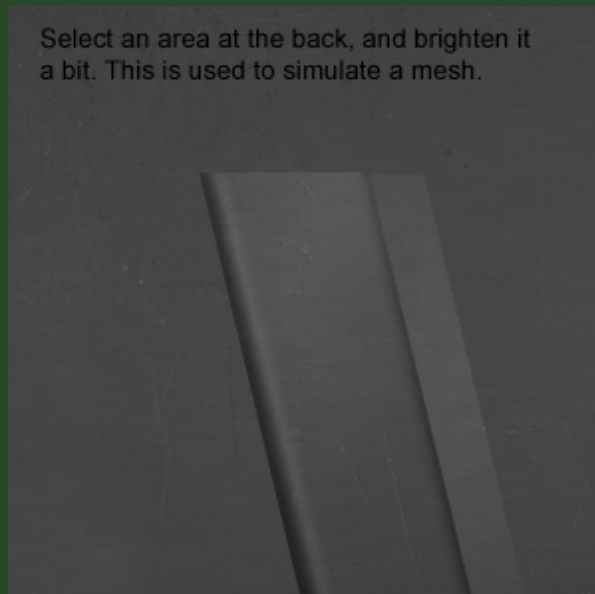
Photoshop

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Ok, first make a texture, or get a mesh with a clip on it. I made a texture.



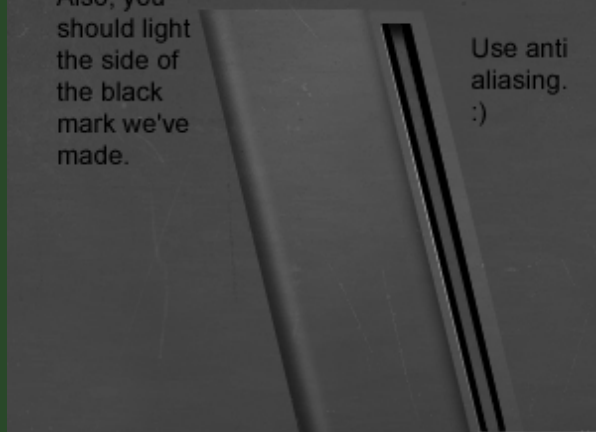
Select an area at the back, and brighten it a bit. This is used to simulate a mesh.



Select an area on the back of the clip, and make it black. Use marquee tool to do this. And make the area similar to mine, but it's always good to be original.



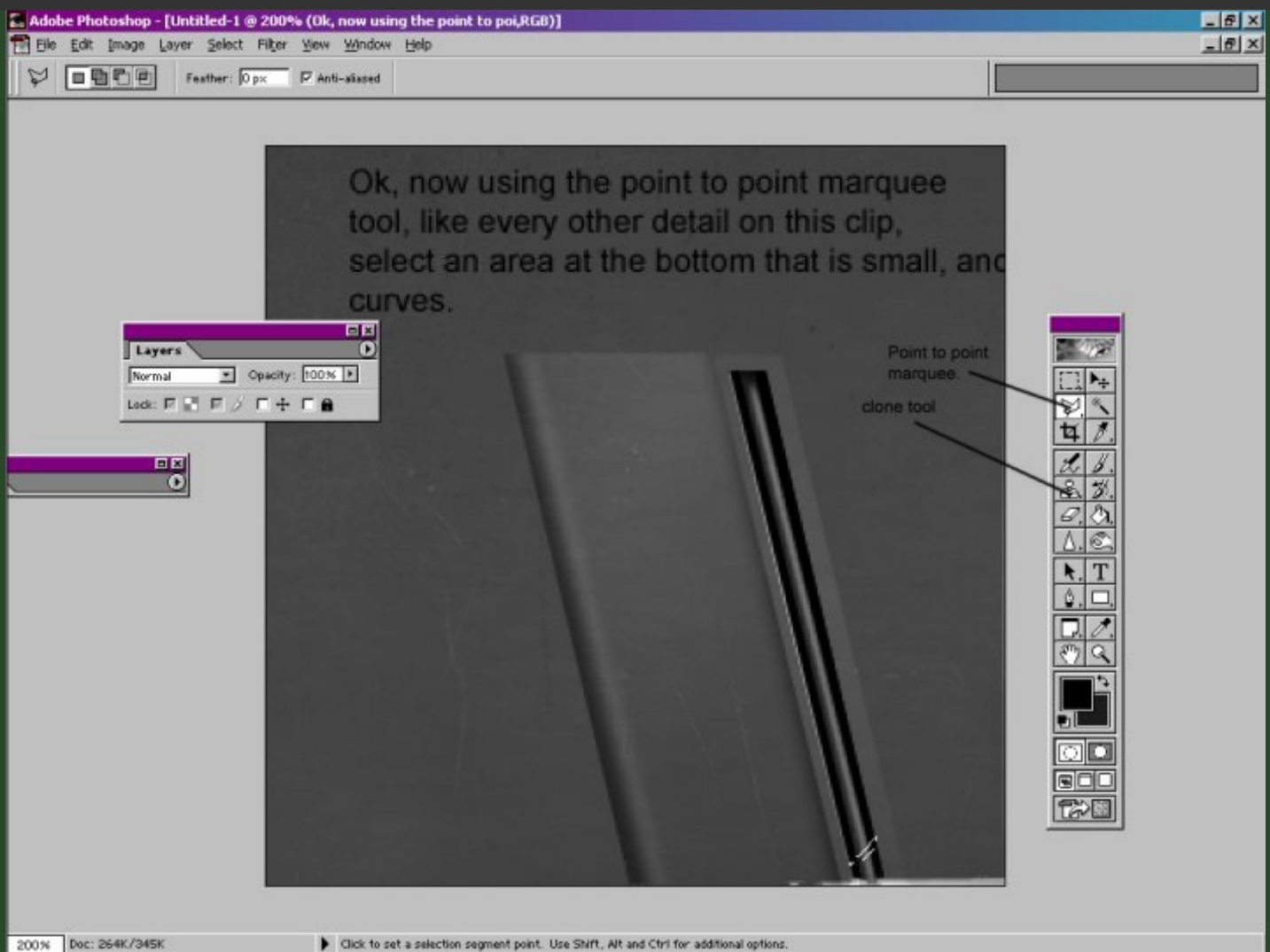
Now comes the tricky part. Select an even smaller area inside the black area, and fill it with a texture using clone tool. Shade the top, if your lightsource is coming from the top. Also, you should light the side of the black mark we've made.



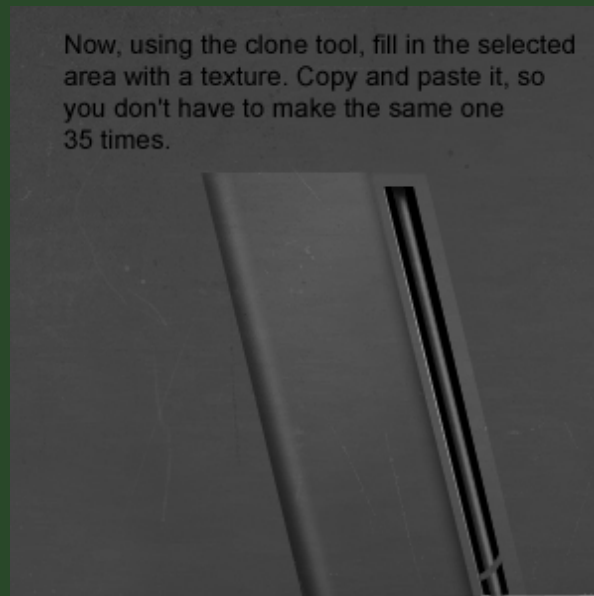
Use anti aliasing.
:)

Now you should light that part according to your lightsource. That part being the pole at the back of the clip. Make it cylindrical using my tube tutorial.





Now, using the clone tool, fill in the selected area with a texture. Copy and paste it, so you don't have to make the same one 35 times.



Now, light that one piece according to the lightsource. (like always.) To get the spring look, shade the top, bottom, and both sides. Then light the center both vertically and horizontally.



Now the easy part. Just select the spring again, since it's on a separate layer, all you have to do is click with the magic wand tool, and then select/inverse. The magic wand tool is located to the right of the point to point marquee tool. Then hold alt, and move it up. Repeat that 35 times.



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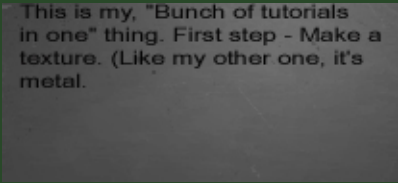
Skinning curves and screws

Requirements for this tutorial

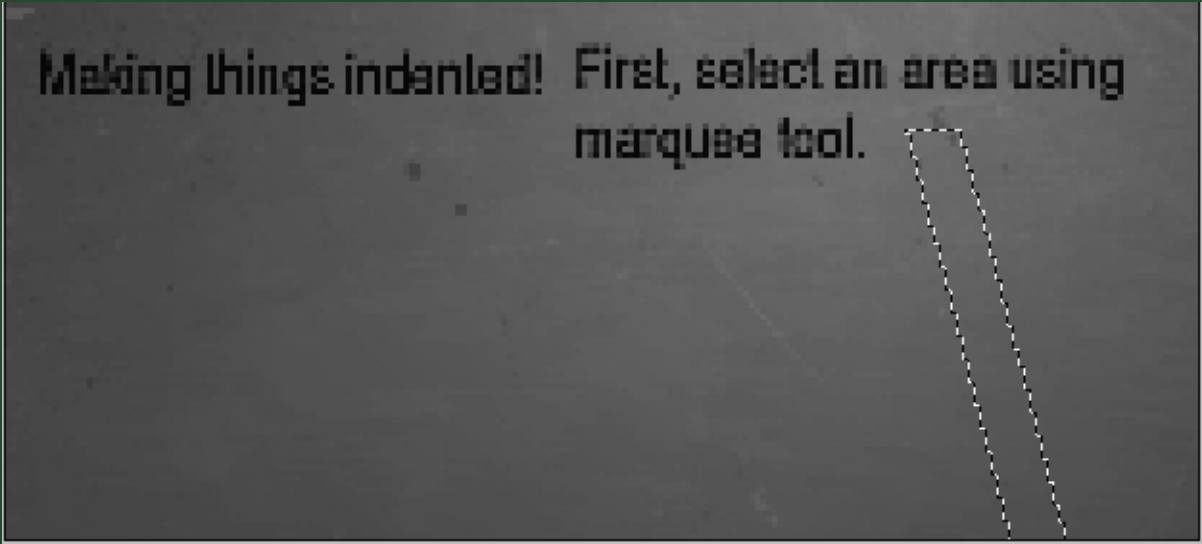
Photoshop

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This is my, "Bunch of tutorials in one" thing. First step - Make a texture. (Like my other one, it's metal.

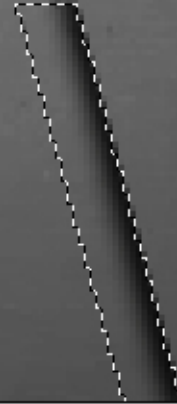


Making things indented! First, select an area using marquee tool.



Then, according to your lightsource, shade the edge closest to your lightsource. It should take up 1/5th of the marquee selection.

Then, according to your lightsource, shade the edge closest to your lightsource. It should take up 1/5th of the marquee selection.



Then, shade 1 pixel along the opposite side.

Then, shade 1 pixel along the opposite side.

Don't print screen with a brush covering it. :p

Now, dodge one pixel next to it.

Now, dodge one pixel next to it.

Now, select the area, hold alt and move it to the left. release alt, then hold alt again, and move it to the left.

Use this tool to move it to the left.

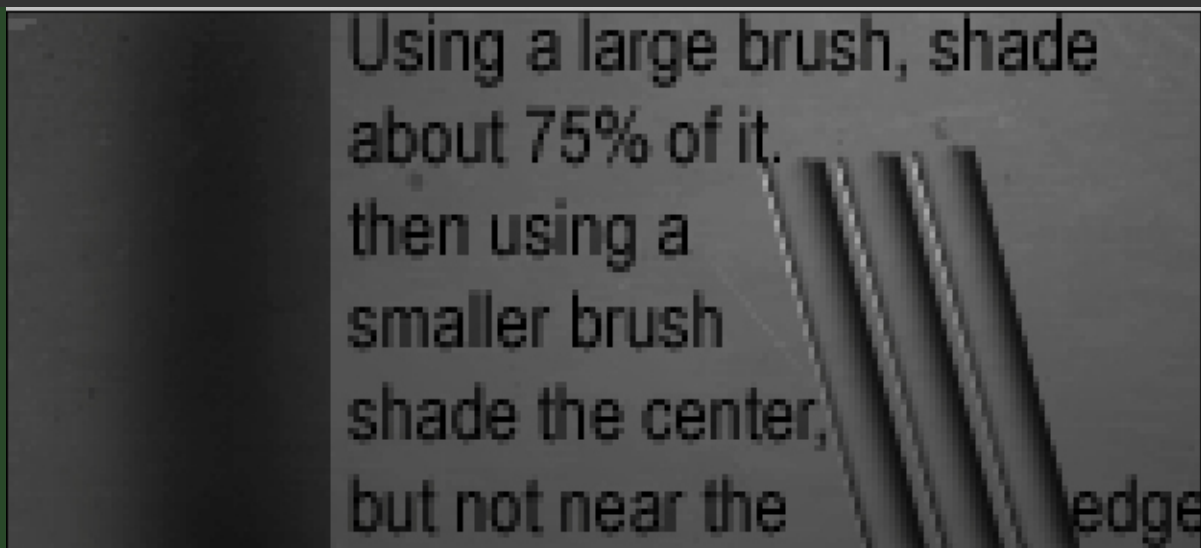
Now, select the area, hold alt
and move it to the left.
release alt, then hold alt
again, and move it to the left.
left.



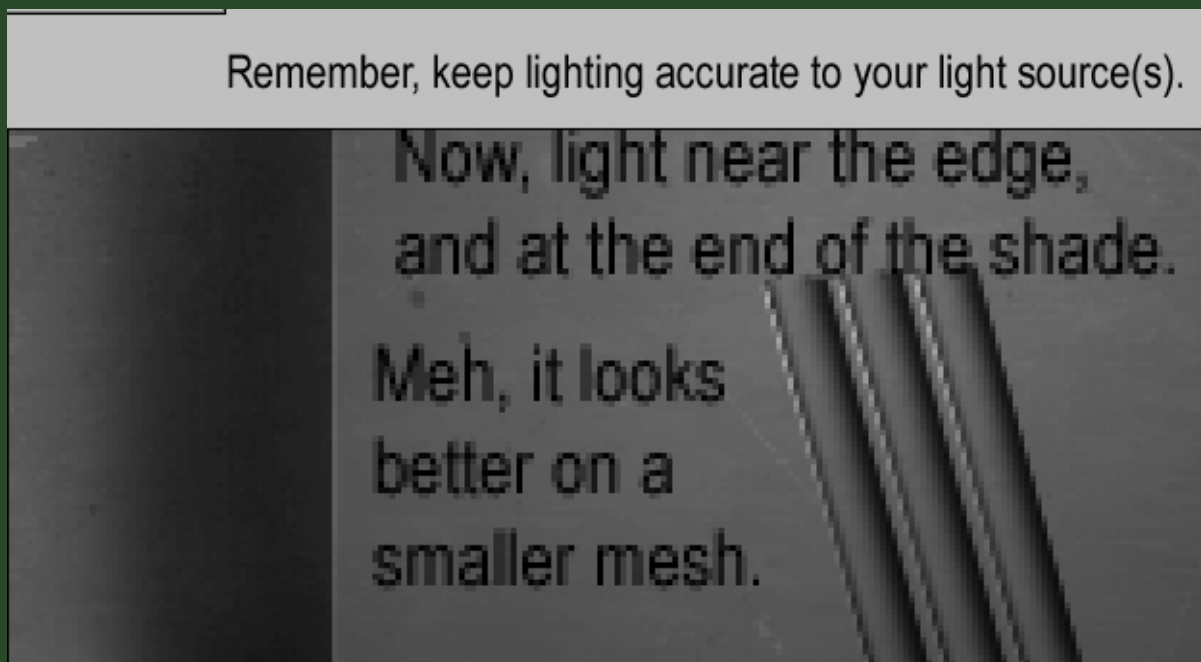
Now, were going to do the edge of a beretta 92fs or 93r. Select an area along the left hand side.

Now, were going to do the edge of a
beretta 92fs or 93r.
Select an area along
the left hand side.

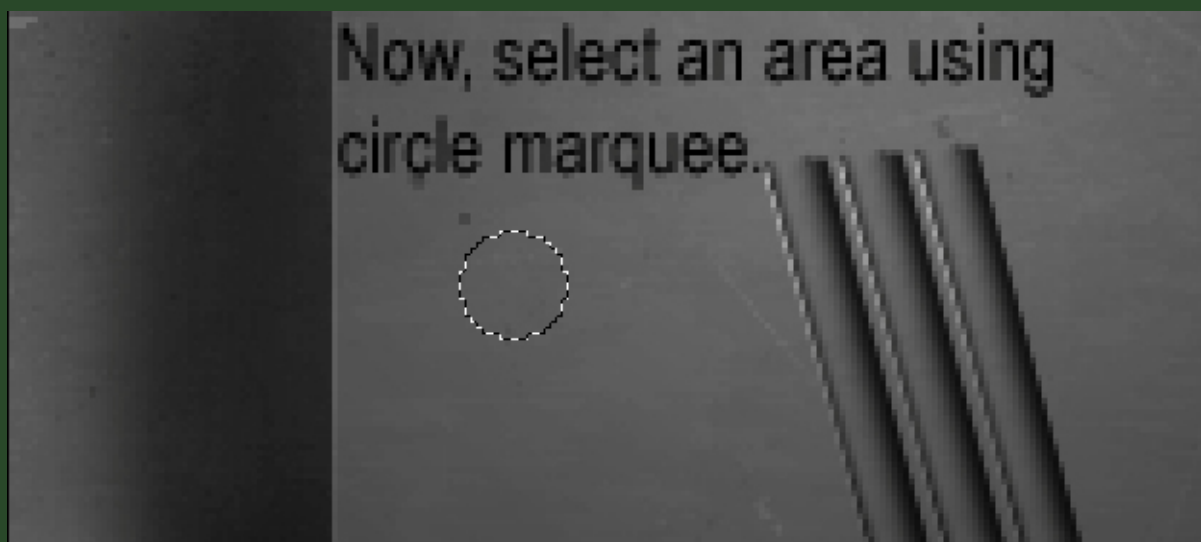
Using a large brush, shade about 75% of it. then using a smaller brush shade the center, but not near the edge



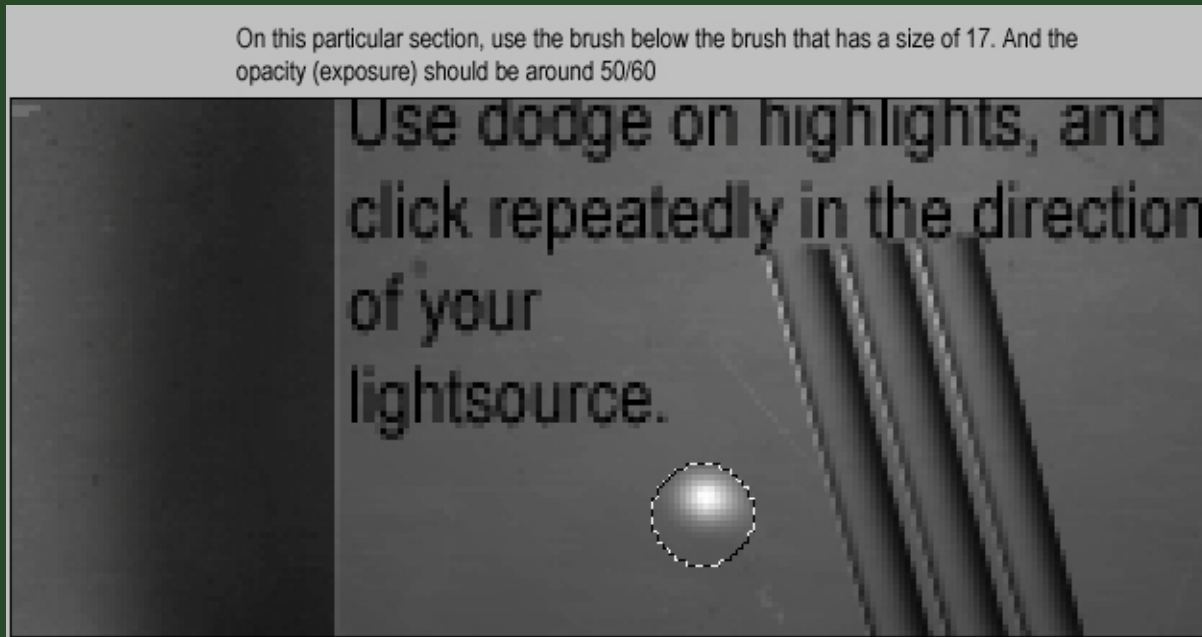
Now, light near the edge, and at the end of the shade. Meh, it looks better on a smaller mesh.



Now, select an area using circle marquee.



Use dodge on highlights, and click repeatedly in the direction of your lightsource.



Now, using a small brush, light near the bottom. Don't make it as bright.



Now, shade around the corners.



Use marquee tool to select an area and make it look indented using my previous tutorial.

