



RISE OF FLIGHT

The First Great Air War

"RISE OF FLIGHT" CUSTOM SKIN CREATION USER MANUAL

TABLE OF CONTENTS

- 1. Texture template structure and composition.....3
- 2. Alpha-channel usage.....4

1.Texture template structure and composition

Texture template (so-called void-file) – is a specially prepared file in *.psd format, designed to create custom textures and/or modifications of the basic color model airplanes. Void-files are created in Adobe® Photoshop® CS3. Support of void-files in earlier versions of Adobe® Photoshop® is not guaranteed. All templates contain the following layers:

1. Alpha-channel contains universal Gloss-Reflection information, and ignores the individual characteristics of different camouflage variants of one model. Alpha-channel is used for the surface characteristics (reflection and specular levels). Alpha-channel editing can lead to undesirable results and distort the characteristics of the airplane surfaces.
2. "Mapping" - the layer with mapping clusters arrangement (so-called unwrapped mesh)., This layer should be switched off from the drawing before saving the texture in *.dds format.
3. «For Advanced Users Only!» - locked for editing layer with groups and sub-layers. Layer editing can lead to undesirable results and distort the texture appearance. This layer contains following groups and sub-layers (subgroups and sub-layers quantity and naming may differ slightly in different void-files):
 - a. "Levels" - correction shading layer for the proper texture appearance in the game graphic engine
 - b. "Shadows" – layer with pre-calculated shadows
 - c. "Weathering" - layer (layers) with surface weathering effects
 - d. "Details" - layer (layers) with pre-painted parts and objects (airscrew, tires, fittings, low-poly cockpit, wires, etc.)
 - e. "Panel lines" - layer (layers) with pre-painted panel lines, hatches, fixing tape borders, etc.
4. "Draw Here" - blank layer for user paints and default paint modifications
5. "Default Paint" - layer with default (most typical) paint scheme with insignia applied.

To create a custom texture on the basis of a standard camouflage quickly, use layer «Draw Here» to apply all the necessary signs and symbols which specific to the selected prototype. Save prepared texture in the *.dds format (DXT5 with alpha channel enabled and Mip-Mapping switched on). Nvidia® plug-in for Adobe® Photoshop® usage to save textures in the *.dds format highly recommended. This plug-in, installation and usage instruction could be downloaded here: http://www.slizone.ru/object/photoshop_dds_plugins.html. To create new camouflage scheme which fundamentally different from the default paint, "Default Paint" layer can be used as a reference. Before exporting texture in the *.dds format, switch this layer off. To make a custom texture available for selection in the skins list, the texture should be placed in the aircraft skins folder:

<project_folder> / Data / Graphics / Skins / <plane_name>

<plane_name_folder>:

/AlbatrosD3	–	Albatros D.III skins folder
/AlbatrosD5	–	Albatros D.Va skins folder
/Breguet 14	–	Breguet 14.B2 skins folder
/DFWC5	–	DFW C.V skins folder
/FokkerD7	–	Fokker D.VII skins folder
/FokkerD8	–	Fokker D.VIII skins folder
/FokkerDr1	–	Fokker Dr.I skins folder
/Nieuport17	–	Nieuport 17.C1 skins folder
/Nieuport28	–	Nieuport 28.C1 skins folder
/PfalzD12	–	Pfalz D.XII skins folder
/PfalzD3a	–	Pfalz D.IIIa skins folder
/SE5a	–	S.E.5a skins folder
/SopCamel	–	Sopwith Camel skins folder
/SopDolphin	–	Sopwith Dolphin skins folder
/Spad13	–	SPAD 13.C1 skins folder

In this case, a custom texture will be available for use only in "ModsON" game mode.

In "Mods Off" mode, game is protected against customization of any packed data. In "Mods On" mode, users are able to customize most of the game data files and use unofficial modifications. Users playing in "Mods On" mode won't be counted in the global statistics.

2. Alpha-channel usage

As the Gloss and Reflection material characteristics use the same texture as a source and share the same alpha channel (the alpha channel is used simultaneously both for the reflection and the gloss), the following thresholds in the RGB alpha channel was applied for effects switching:

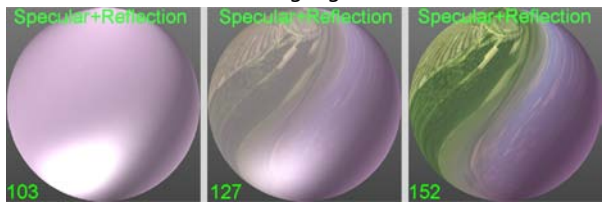
- 0-26 - Drawing holes in the surface. Regardless of the alpha channel value (in this range), a hole is drawn:
- 27-51 - diffuse texture colored surface, which has no reflection, no highlights. In this alpha-channel value range texture is slightly lightened:



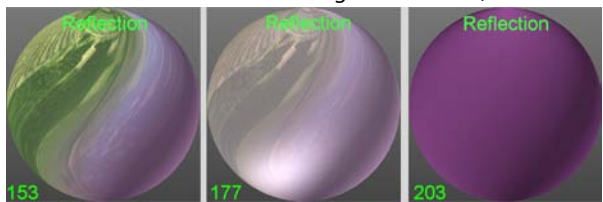
- 52-102 - values that manage highlight amount (from minimum to maximum). Surface has only highlight and does not have any reflection:



- 103 – 152 - the values that manage the transition from gloss to reflex surface properties (gloss is fading from maximal to minimal values and the reflex is simultaneously increasing from minimal to maximal value - chrome surface). The surface has a highlight and reflection at the same time:



- 153 – 203 – the values that manage reflex level (from maximal to minimal). Surface has reflection attribute only:



- 204 - 228 - diffuse texture colored surface, which has no reflection, no highlights. In this alpha-channel value range texture is slightly obscured:



- 229 - 253 - drawing holes in the surface. Regardless of the alpha channel value (in this range), a hole is drawn
- 254 – 255 – system reserved values, not used in texture design

