Painting of an RC 8 model Part 1

This tutorial shows how to create some special effects on your model.

- 1) Matt or glossy surfaces
- 2) Special effects (raised parts)
- 3) Transparent elements (Cockpit)

Requirements

This tutorial assumes that you can map a model with a texture image and convert to aerofly.

- The texture image of you model must be a **<filename>_color.bmp**. e.g. named as "WingDekor_color.bmp"

- Your texture file must be a 24-Bit-Bitmap (.bmp) (it has to be a square power of 2, like 64 x64, 128 x 128, 256 x 256, 512 x 512, 1024 x 1024, 2048 x 2048 or 4096 x 4096 bit).

After converting a models with such your own "**WingDekor_color.bmp**" you will see a model with a matt surface in aeroflyRC:



1) Creating a glossy surface

To control the effect you have to add a second ***.bmp** in the converter folder before running the convertation.

This second Bitmap must also be a 24-Bit-Bitmap named **<filename>_reflection.bmp** or in this example **"WingDekor_reflection.bmp**."

Only the RGB color values of this Bitmap controls the change from matt to glossy.

If you create a "WingDekor_reflection.bmp" with RGB (0/0/0) you will see the same matt surface like before.

Changing the RGB values to (127/127/127) you will get the maximum of glossy.



Increasing the WingDekor_reflection.bmp in RGB from (127/127/127) up to the maximum of (256/256/256) you will create an increasing effect like a mirrored surface.



Summary:

The create a glossy surface you only have to safe your individual "WingDekor_color.bmp" together with the "WingDekor_reflection.bmp." in the converter folder. The aerofly-converter will mix both *.bmp to the final *.ttx files for aerofly.

Now some examples of how to change the model.

The only difference in the first 3 examples is the color of the files **FuselageDekor_reflection.bmp** and **WingDekor_ reflection.bmp**. The color of the files is defined with RGB (red, green, blue). I used 0 0 0 127 127 127 and 255 255 255.



Example 1 RGB 0 0 0



Example 2 RGB 127 127 127



Example 3 RGB 255 255 255



Example 4 shows the changes of the FuselageDekor_bump.bmp and the WingDekor_bump.bmp.













FuselageDekor_bump.bmp

FuselageDekor_color.bmp

FuselageDekor_reflection.bmp

WingDekor_bump.bmp

WingDekor_color.bmp

WingDekor_reflection.bmp





Material 'glass' and other transparent colors

To make a material transparent we need another color-map named **<filename>_alpha.bmp**. As before I will use 3 examples, **RGB 0 0 0**, **127 127 127 and 255 255 255** for the **_alpha.bmp**.





Why is the canopy not red???

The material 'glass' is hardcoded in the RC 8 software and cannot be changed by a user.

But what can we do to get a **colored canopy**?

You **must not** use the **name** or the **material 'glass'**!

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Use any other name, for example '**cabin**' or what else ever.

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I will show you the results for using 'cabin' instead of 'glass':





Cabin_alpha = 000 000 000 is the highest possible transparency and is therefore invisible.

Cabin_alpha = 127 127 127 is neutral and makes a nice looking see-through colored cabin.

Cabin_alpha = 255 255 255 is completely opaque.

The same way you can get **transparent wings, fuselage, stabilizer** etc. I used the name '**foil**'. To get colors like these we need 5 'foil files':



foil_alpha.bmp	foil_bump.bmp	foil_color.bmp	foil_reflection.bmp
foil1_alpha.bmp	foil1_bump.bmp	foil1_color.bmp	foil1_reflection.bmp
foil2_alpha.bmp	foil2_bump.bmp	foil2_color.bmp	foil2_reflection.bmp
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