

## 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 conversion.

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.



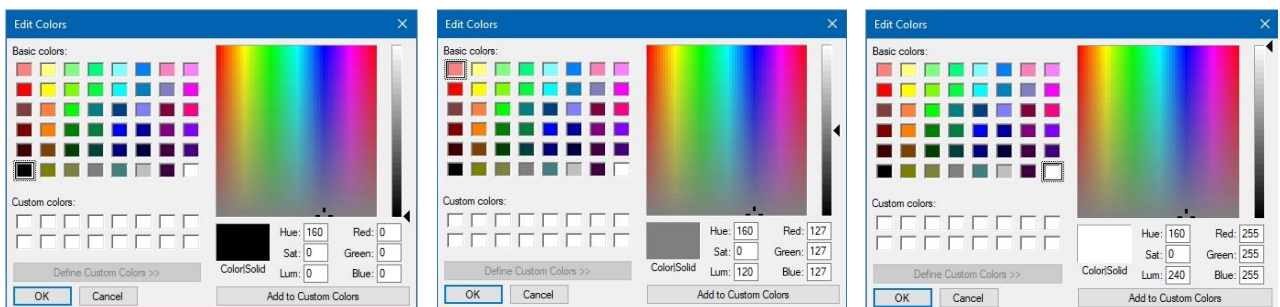
### Summary:

To create a glossy surface you only have to save 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.

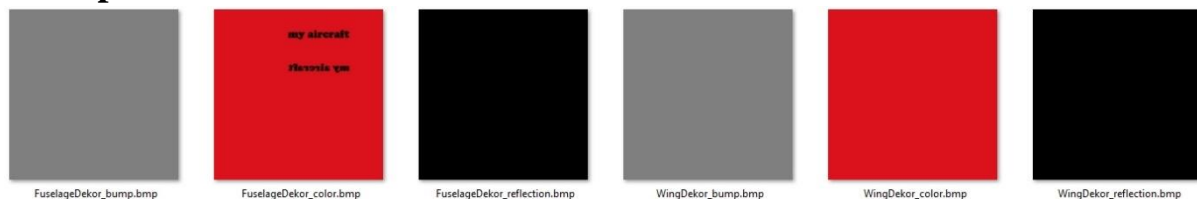
### Now some examples of how to change the model.

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).

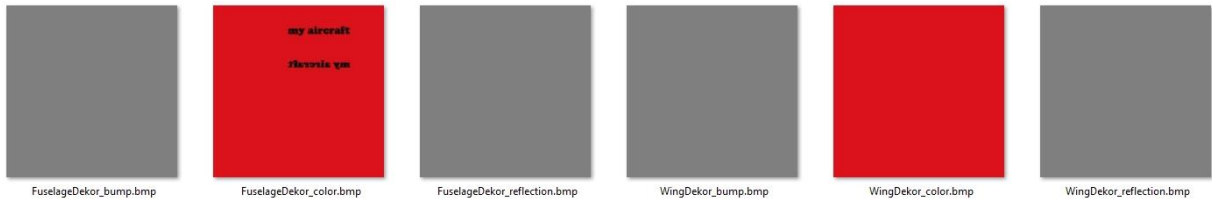
I used 0 0 0 127 127 127 and 255 255 255.



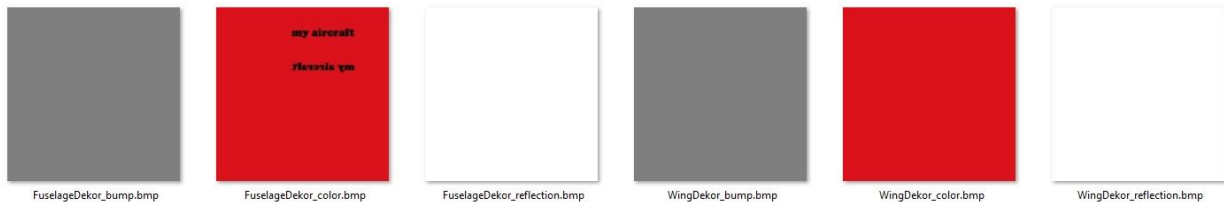
### Example 1 RGB 0 0 0



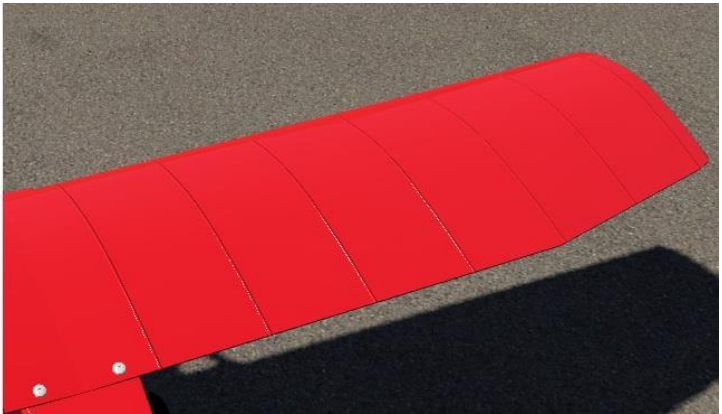
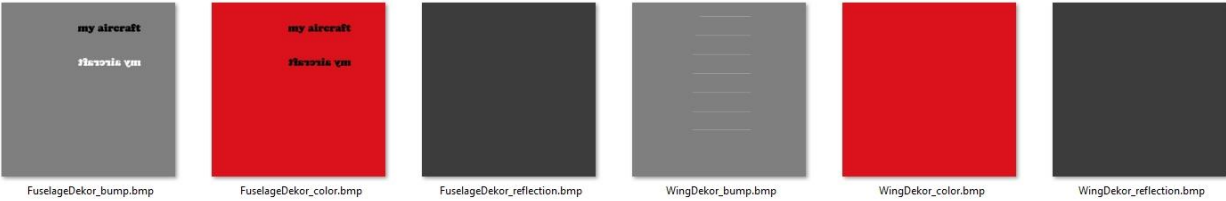
## Example 2 **RGB 127 127 127**



## Example 3 **RGB 255 255 255**



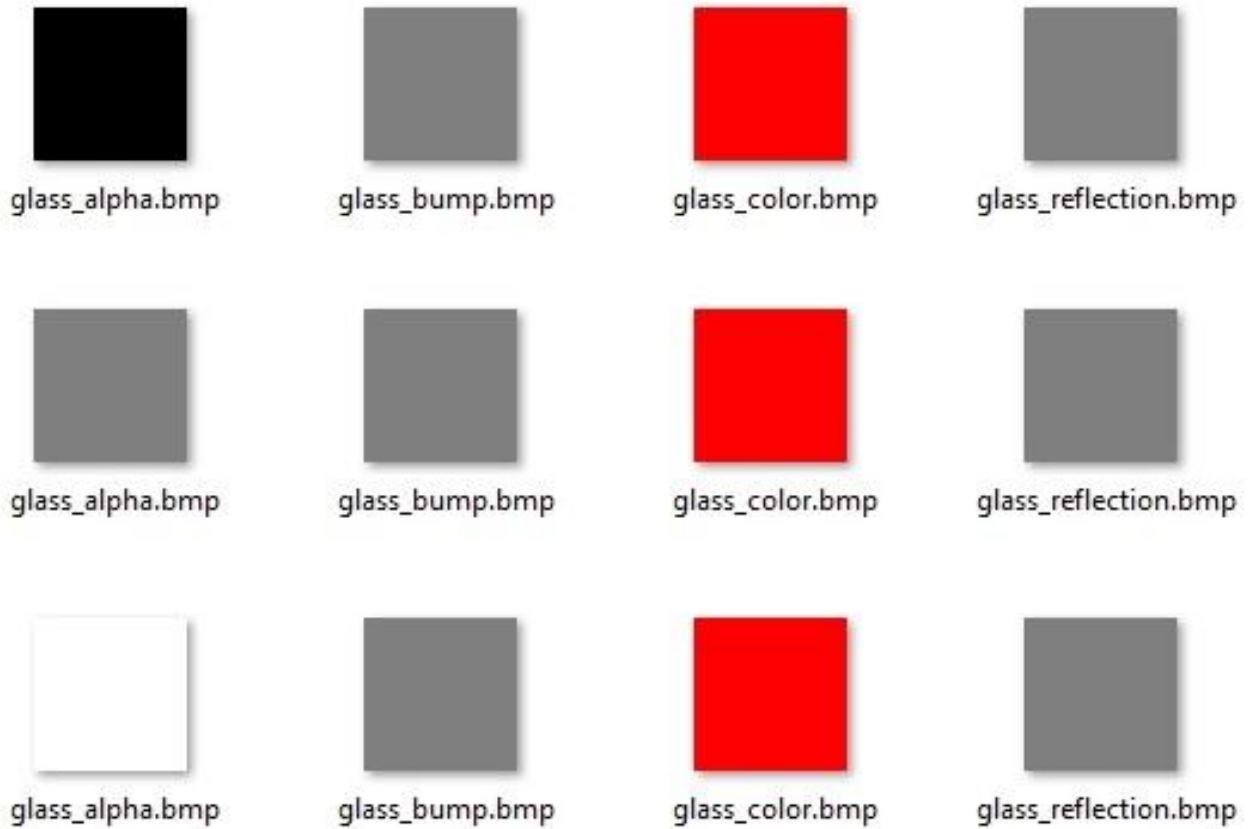
**Example 4 shows the changes of the FuselageDekor\_bump.bmp and the WingDekor\_bump.bmp.**



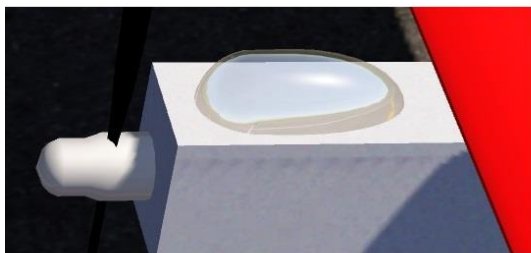
## Material 'glass' and other transparent colors

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`.



The result is **always** this:

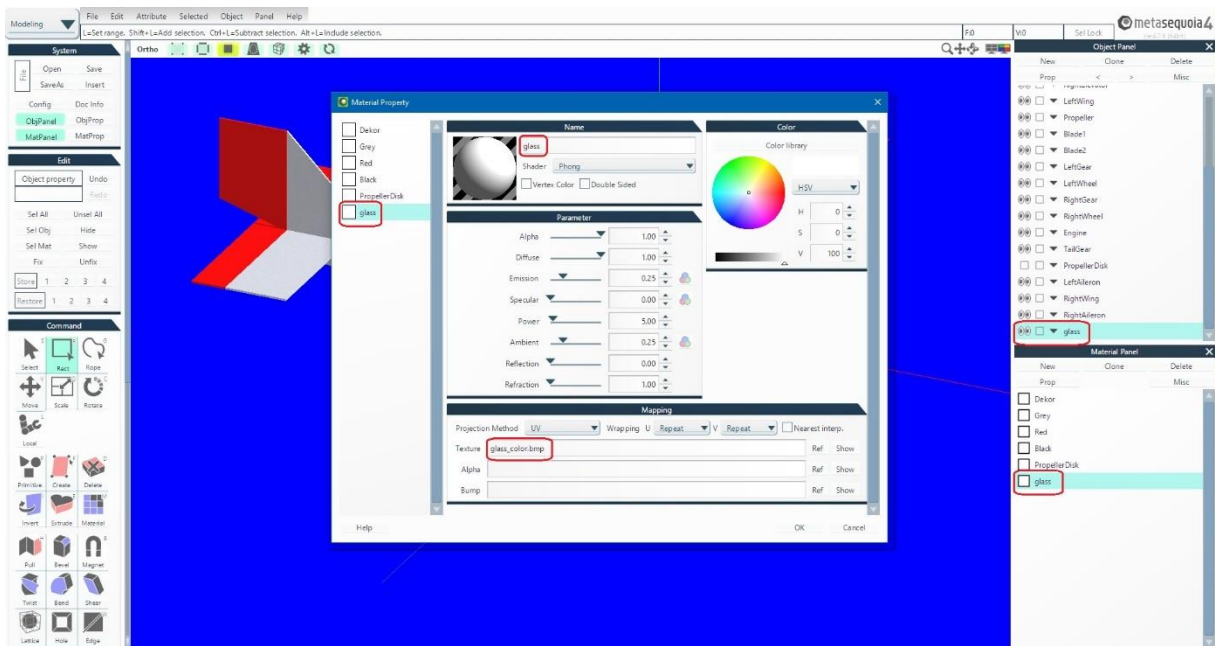


### Why is the canopy not red???

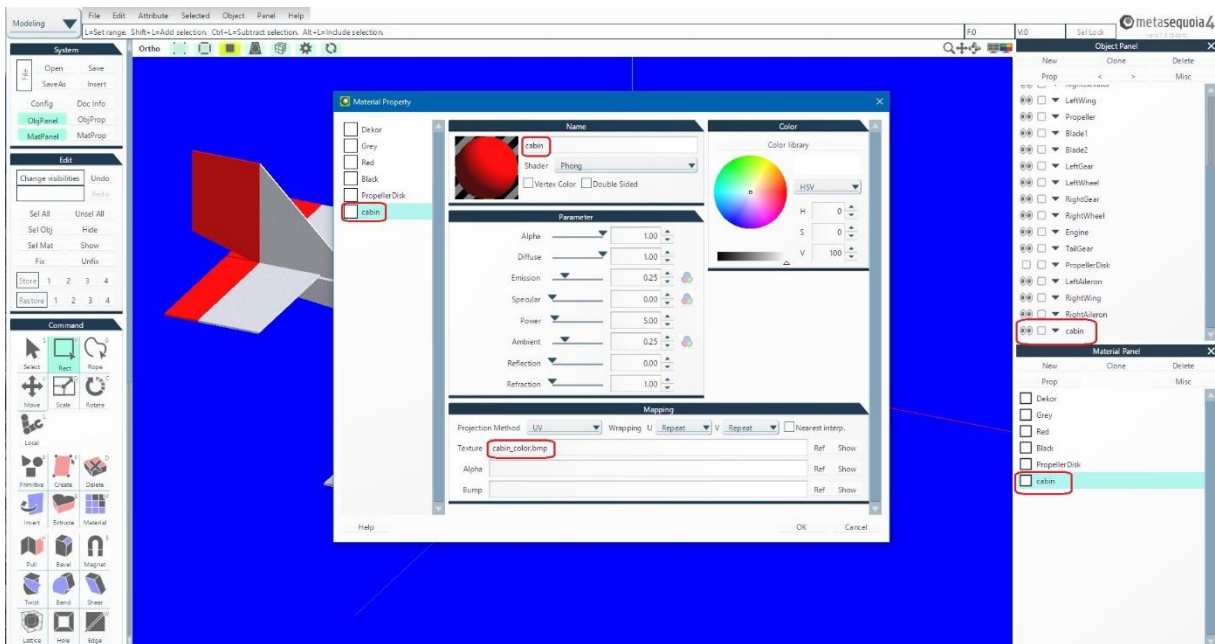
The material 'glass' is hardcoded in the RC 8 software and cannot be changed by a user.

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

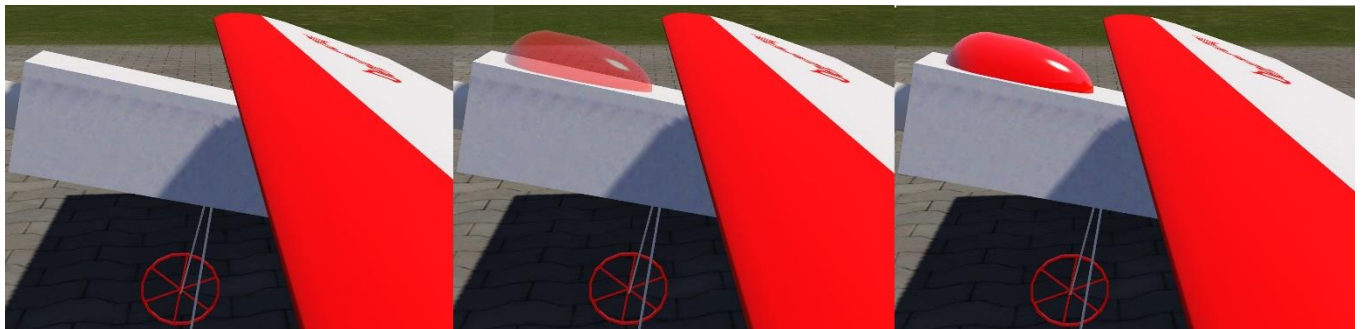
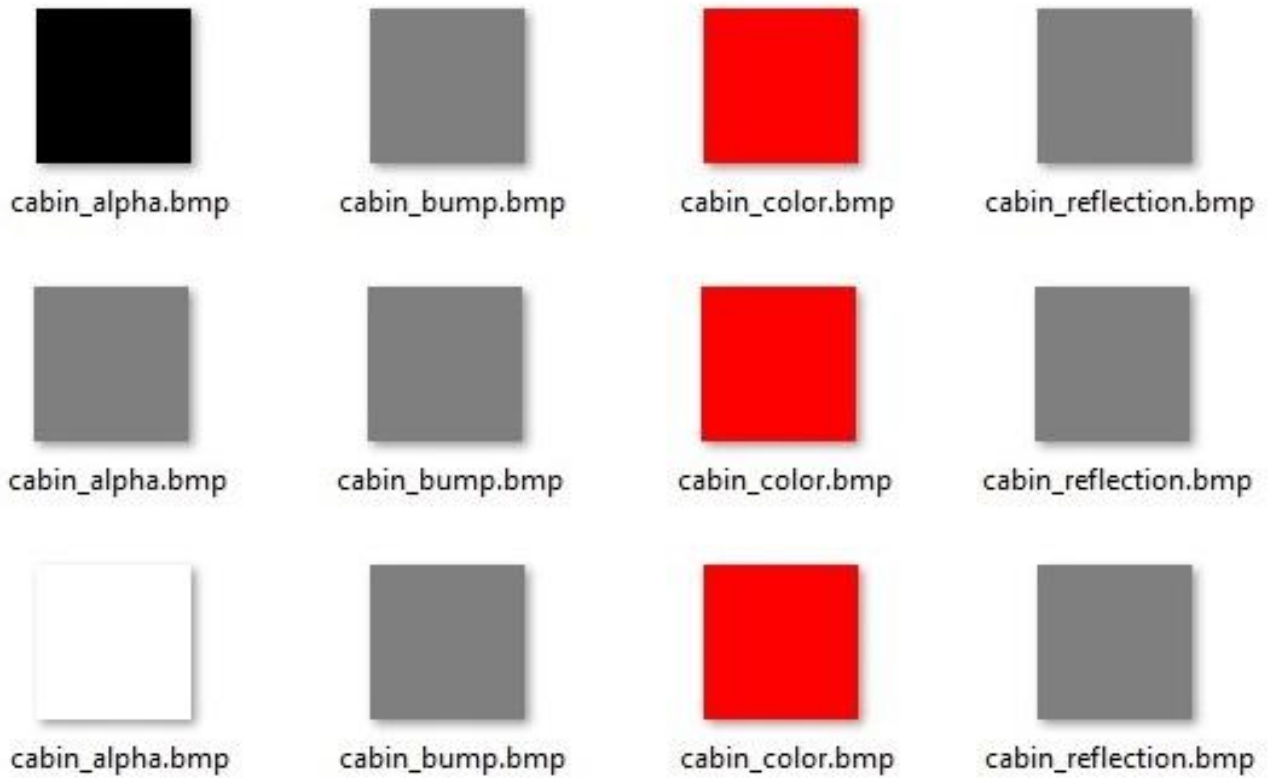
You **must not** use the **name** or the **material** 'glass'!



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



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':

