

HOW TO USE THIS PAINT KIT STEP-BY-STEP INSTRUCTIONS

Straight before starting into painting, we want you to carefully read the color code instructions.

Layers or groups with a *blue* color is just for the reference. Always turn them off while exporting the artwork.

Red color indicates do not change them or turn them off. Always keep them on while exporting.

Yellow color is the optional. It depends on you rather you want to use it or not.

(NOTE: THIS COLOR IS ONLY IN THE PAINT_KIT_FUSELAGE).

Green color is the layer for your painting. Don't forget to export your beautiful artwork.



HOW TO USE THIS PAINT KIT STEP-BY-STEP INSTRUCTIONS

1. Open ***PAINT_KIT_FUSELAGE*** template.
2. You will see a layer or groups in the *blue* color, these are just for the reference turn them off or on according to your need while painting.
3. Go to the ***PAINT_HERE*** group and create your artwork and make sure to create new layers.
4. After successfully done with your artwork, save your fuselage template before proceeding to the next step.
5. Turn off the layers that you don't have to export as it's already mentioned in the color code instructions.
6. Now go to file --> save as --> and overwrite FUSELAGE_albedo.
7. It is the same process for the other respective templates.
Under the respective template, there is a "PAINT_HERE" folder where to place your art.



HOW TO USE THIS PAINT KIT STEP-BY-STEP **INSTRUCTIONS**

FINAL INSTRUCTIONS STEPS

1. Create png's from all the master psd files and place them in the texture.tailnumber folder.
2. Rename the ".tailnumber" from the texture.tailnumber folder to be used in the package.
3. Update the thumbnails in the texture.tailnumber.
4. Create the new entry in the aircraft.cfg to point to a new livery that you have created.