

photo stopped

online ezine



mega list of featured chops!
wtb2008 coverage
the new design directions
artist feature
members rides
and more...

psu-september 2008



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photoshopedup

Alright everybody, welcome to the newest edition of the Photoshopedup.com Ezine! It is finally here, after the long delay due to the changes and happenings around PSU. Among the most important changes is the addition of the Promotion Panel! This is a team that consists of five PSU members; Cloud, Nicklas, SGx, Drizzle, and WLK_Designs. The job of this team is to find the best choppers out there and determine when to promote them to either Pro Tuners or Advanced. The PSU Staff chose these members because they have proven that they understand chopping and produce good chops themselves.

Some of you have heard the talk about a new moderator for PSU. It's true! In the near future, one awesome member of PSU will be promoted as the next Staff member for the website. We are always watching what goes on around PSU, and we feel that this member is definitely ready to take the step up to the next level. Another reason we are bringing on another Staffer is the recent departure of Superfresa from PSU. He may still pop up once in a while, but overall the time he used to dedicate to this website has been taken over by school and other personal things. Some of the admins haven't been able to be on as frequently, so we all decided that a new Staff member was necessary.

Well, without further adieu, let your reading of the first Ezine since **April** begin!

PSU Staff



Thanks goes out to all of the contributors of this edition: MK211, Fuse, Nheer-Design, HOLDEN_I Just Want One, WLK_Designs, Nicklas, SGx & Drizzle
PSU wouldn't happen without all you guys effort and support!



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BOSSTYLISTS



artist feature

Richness

There are many talented artist's here at PSU, but Richness one of the newest members of PSU and one of the talented trio of team USA in the PSU world team battle. This guy is definitely one of the most talented artists in the car rendering world. We ask this great artist a few questions and admire his work to date....
Read and enjoy the amazing work of Richness



How'd you get into cars?

"I was always into cars since I was a kid. Playing with Hotwheels, MicroMachines and RC's."

What inspires your work?

"I am inspired by music, cars, art, design and fashion. I am also inspired by other artists/designers passionate about what they do."

Other than chopping, what other hobbies do you have?

"Other than chopping, I am getting into photography. I am also enjoying spending time with my family and fixing up and driving my toys."





Do you own a car? If yes what is it? and any mods?

"I have a Scion xb/bB, TRD Toyota FJ Cruiser and a Yamaha R6. The xb has wheels, paint and air suspension."



What equipment do you use for your art?

"I'm on a Macbook Pro with Photoshop CS3 and a Wacom Tablet."



**Find out next month to see who's the next featured artist.
Could it be you?**

photoshoped

The Featured Chops

40 hi-octane hits

We literally go green with envy over roobi's incredible Ford Thunderbird. It Oozes appeal. Kittpeaks stylish lazertec impression also hits the mark with its clean execution and pimpin' chrome rims. But that's not all we have on show this month. Here we present the 40 hi-octane hits (and 2 misses)!



roobi
advanced cotm



kittpeak tuner cotm







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VIRTUALTUNING PL ANCP
MAXI
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Japan Styled Volkswagen Polo



Burti Loko



BMW Y 2 CONCEPT BY PHILIPPE

D12RJM



THE END OF ETERNITY



EDDY SECRET



Jaguar XF-R



So there you have it, 40 top hits that you guys created. And here are the misses that kinda went, well just very wrong in more places than one..!



these guys all win the wooden spoon award



ok we said we were only going to show 2 of these 'chops gone wrong'.. but well we just couldn't resist including this last one..!

Get posting in the forums today and you could see your work grace the ezine. We'll be featuring chops from all areas of the forums from now on. If you produce a really good (or a really crappy as in these cases!) chances are you'll see it in the next edition!



photoshopedup CONTEST 377

Each month there's a contest running on PSU. And each month more and more people enter. The skill-level doesn't matter, a wide range of choppers enter, from the New Choppers Area to the Advanced Area, that's what make these contests special.

A massive amount of entries were submitted for this contest, but we've picked out a handful of the best. The chops will follow on the next pages.

The base was a 2006 Mazda 6 MPS, as seen on the right, provided by the winner of the previous contest Steelwagon6.



Contest 37

-the winner

Mazda MP



MP

WIP





2nd - marlboro...



3rd - tomica.



4th - nordic man



5th - L33L00



6th - sgx



7th - nicklas



8th - ghost-d

Realistic Brushing

Version 2

THIS TUTORIAL WILL TEACH YOU HOW TO MAKE YOUR VERY OWN BODYKIT.

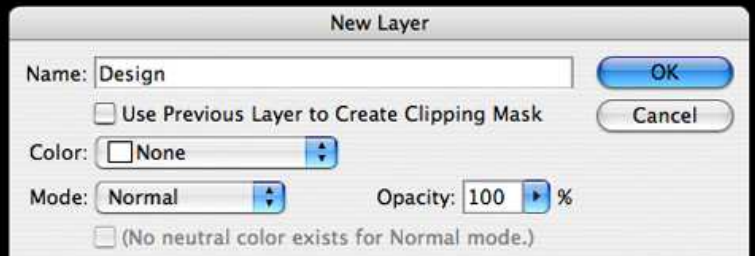
BY MARTIN PLIKSH

Our guest tutorial contributor for this edition is the incredibly talented pro-tuner Martin Pliksh. In this in-depth tutorial he shows us how to brush a uniquely designed front bar. He gives us an insight into his main brushing techniques and in doing so teaches you some very important skills. The things you will learn here in this tutorial are universal and you'll be able to use them to brush other things from sideskirts, rear bars, hood scoops etc. This is a well written tutorial so grab a drink, sit back and enjoy the read!

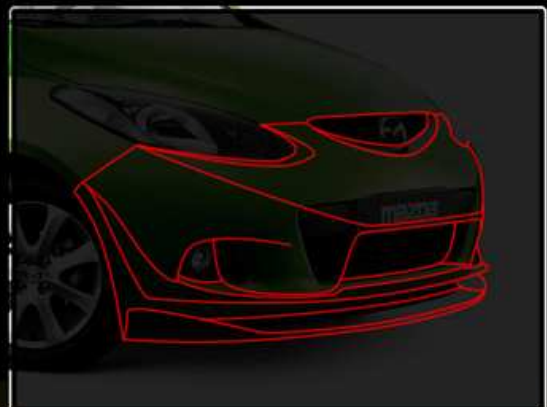
1. Well first thing you have to do of course is choose your base car. For this tutorial I have chosen a Mazda 2 (2008 Model)



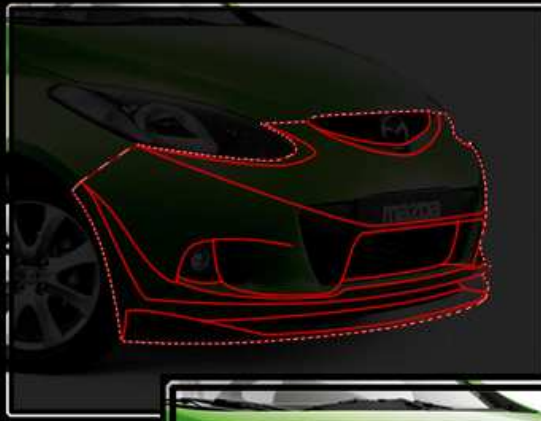
2. Now we need to make a design for the car. You can choose any part of the car, but for this tutorial I will do a front kit. First make a new layer and I named mine Design, as that's what it is.



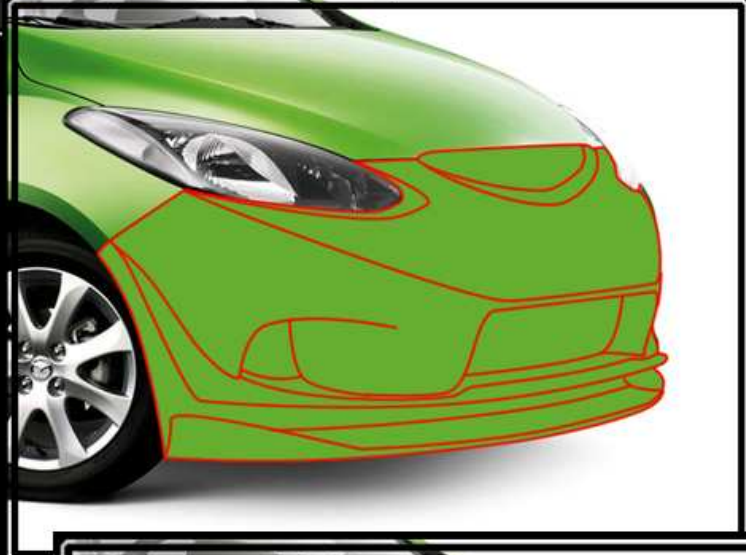
3. Using the Pen tool (press 'p' on the keyboard), design a kit. Use the stroke path option, to get the lines. I usually have the brush set to 4 pixels and a contrasting colour to the car. Here's the design I came up with.



4. Now, by using the pen tool, we need to select the whole area you are going to brush.



5. Then fill your selection on a new layer underneath the design. Use a colour that is dominant on the original car around the area of your kit. I've chosen this lime green. At the moment the kit will look odd. But don't worry, as we will begin to add gradients and so forth.



6. Now select all areas that are going to be black, eg: vents and carbon fibre. Then on a new layer fill them with black.



7. It's now time to set up the lighting. Select one section of the body, then on a new layer fill it with the shade that suits the way it's facing, by looking at which way the lighting source is coming from. If it's facing the light, it's going to be brighter than when it's not facing the direct light.



8. Now do the same with all the other panels. Make sure you do each new shade/panel on a new layer; it will help later.



9.

You will notice now, that it's not very realistic, that's because it's just flat colours. So now we need to add gradient, shadows and highlights, to bring out the form of your kit. Assuming that you did each panel on a new layer, choose a layer that you want to start off with. Select the area of the panel by holding the 'apple' button on Mac's, and the CTRL button on Windows.



10.

Now in your selected area you can begin brushing your highlights and shadows. Take special attention to the way the highlights and shadows fall on panels on the original car which are facing in the same general direction. In my case I look at how the light is falling on the bonnet. This part of tutorial is not simple, it come down to practice and experience. Your brushing will probably not be perfect first time (although it may), but just like sketching keep practising and you'll get better.



11.

As you may see the brushing doesn't have to be perfect to start off with, you can go back later and fix things up. Now do the same thing with the other panels, it may take a while, but remember to keep looking at how the light falls on the original.

12.

Whilst brushing I have made small changes to the design, when sections didn't make sense. When you're brushing, this is the best time to fix them up. Now that we have done the body, we can move onto the carbon fibre parts. You can do CF in many different ways, but this is how I like to do it. Make the part you want to make Carbon Fibre a medium grey. Then brush it in the same way as you did the bodywork, make sure it has bright highlights, depending on the light source.



13.

For the carbon pattern I like to use the pattern from Donbenni's tooning tutorial (<http://donbenni.deviantart.com/>). Whilst it isn't 100% realistic, I like the look it gives, and with enough warping it becomes realistic. So just do the same as on his tutorial, but use the warp tool a couple of times to give it a carbon feel.



14. I also made the carbon darker, by using 'image > adjustments > levels'. I know it's not very realistic, but you do whatever you want, now brush a light reflection of the body above the carbon, to make it more reflective.



15. Now it's time to fill the vents. First we will do the small vents, with mesh. You can use whatever mesh pattern you want, I choose to use the original mesh. First fill the vents on a new layer with your mesh. Then add shadows by selecting the shadow area and using the rubber on a low opacity. then lower the whole opacity of the mesh until it looks realistic.



16. Then do the same with a central feature of your choice.



17. Now we need to make reflections of the grills. To do this simply copy the mesh and put it on a low opacity over the area right next to the vents. Then erase the mesh so it fades away.



18. And there you go, you have brushed a front bumper. Now you can add a new ground shadow and do whatever you want.



:: Here are some hints for Brushing ::

- When beginning, start with studio shots of cars, as the reflections are much easier.
- Side kits are generally a lot easier to make than front or back bumpers, as the perspective is easier to figure out.
- Black cars show barely any shades or highlights, they just show reflections.
- White cars are easiest to brush, but they are the hardest to change the colour of.
- Light comes from the light source. but it also reflects of other objects.

Now that you have brushed one part, you can brush the other parts of the car, use some donors, and follow some other simple tutorials, you can make whatever you want.

You will no longer be just restricted to what you can find, you will be able to create whatever kit you want!



members rides

- each month we'll feature some hot rides owned by the lucky members!

power fiat

GABRIEL10'S FIAT MAREA



THIS FIAT IS A BEAST. WITH ITS 2.0 20V ENGINE IT DELIVERS 600 BHP ON THE WHEELS AND 620 ON THE ENGINE. WHEN GABRIEL10 BROUGHT IT TO THE DRAG STRIP, IT SWALLOWED A 1/4 MILE OF ASPHALT IN JUST 9.0 SECONDS! BUT ONE DAY, WHILE GABRIEL10 WAS MAKING HIS WAY HOME, HE HEARD A STRANGE NOISE FROM THE ENGINE. THE CRANKSHAFT HAD GOTTEN LOOSE, AND EVERY TIME IT SPANNED, IT MADE SPARKS WHICH LIT THE OIL, CAUSING AN ENGINE BLOW UP.



sexy skyline

MK211'S NISSAN SKYLINE

EVEN THOUGH MK211 NEVER HAVE TAKEN HIS SKYLINE TO THE 1/4 MILE TRACK, I CAN ASSURE YOU ITS FAST. UNDER THE BONNET LAYS A 2.5T ENGINE THAT PRODUCES NONE LESS THAN 330 BHP. ON THE OUTSIDE OF THIS NISSAN CAN YOU FIND A GENUINE TOMMY KAIRA KIT AND EXHAUST AND NISMO SKIRTS. WHEN ALL THOSE THINGS COME TOGETHER, THIS RIDE IS A MEAN LOOKING MACHINE!



Wallpaper

Photoshopedup.com

Bored of looking at the same old wallpaper. with this great chop by Active Design give it some ATTITUDE!

Get it here - www.photoshopedup.com/upload/12173active_wallp.jpg



Hi! Now for something totally different, a totally new feature to our ezine, an essay! (Don't get too used to it, it takes lots of time, commitment and research to write essays!) So, let's get on with it.

This essay is about the current directions in car design, on the example of a few particular concepts that have received a lot of coverage and feedback lately, both positive and negative. I'll reveal those concepts later on.

Undoubtedly, the keywords for the car of the future are innovation, economy, practicality, safety, environment-friendly, efficiency, price, etc. By those criteria, the ideal car of the future would go something like this: A small car, not bigger than the current Mini Cooper, yet it has to fit 5 people, including tall adults in the backseat, and a dog, some groceries, and camping supplies to the boot. Something like the Chrysler Voyager is. Now you are thinking: "Outrageous, they (car manufacturers/designers) can be innovative, but you can't bypass the laws of physics!" Well, obviously.

Let me bring you more examples.

The engine would have to be light and small, possibly a 3-cylinder 1 litre lump. It would have to kick out at least 100hp for dynamics, that the car would actually manage accelerating and decelerating in the town. AND the fuel consumption can't be more than 3L/100km(don't know what it would be in mpg, but it would definitely be a very small number). And the fuel it drinks, would have to be salt/waste water, cause that's what we have got a lot of. And all those dynamics without the luxury of a turbo/supercharger, because that would just make it more expensive & ridiculously fast/dangerous/boy-racer-ish (common misconception).

Sounds radical, and exaggerated? Might be.

Some of the car companies have really started to think more into the future, not only assessing how the sales of their models would be in 3 years, but more like, what the car industry would be like in 2020. I am going to talk about 2 specific car companies and 2 very different approaches in particular.



The first example would be BMW with their latest concept, GINA Light Visionary Model.

"Putting its visions of tomorrow's car into practice, BMW Group Design has developed a two-seater roadster with the unique dynamic proportions that are typical of its brand. The GINA Light Visionary Model takes the sculptural design that has already been established by a number of production cars to a new, unparalleled conclusion. The car's front and sides, including the doors, create one single uninterrupted, seamless whole that converges to form an optical as well as a structural unit."

To make it shorter, the GINA has a metal structure, and the frame itself is split up into only 4 elements. And the whole car is wrapped with some new kind of fabric, that is "extremely expansion-resistant", and claimed to be highly durable. Now this kind of new radical approach will definitely raise a lot of different opinions. I've already seen quite a many on PSU, stating that they either absolutely love it (me included) or they hate it.

Well, this is merely a design study. There is no plan of producing anything like that in the near future. It is more like something aimed to expand not only the technical capabilities, but also expanding the minds of the general public of what could be done. So it is like a random concept sketch that has been realized, just like that, into a real car that actually could work (It doesn't have enormous amounts of glass on it, über-wide wheels that has no spokes and are deep as hell and so on. :P)

BMW also has a new approach towards manufacturing, that they try to illustrate with the GINA (manufacturing, the boring part of the car industry :D) The GINA philosophy sees that new materials and manufacturing process are expected to consume less resources and energy than previous solutions. Accordingly, the infrastructure used for manufacturing cars that are built in compliance with the GINA principle, has also changed. The manufacturing process requires fewer model-specific tools, and more highly-qualified specialists. [...], the GINA Light Visionary Model has provided inspiration for more intense research into ideas conceived as a result of maximum creative freedom.

Now that's really what sums it up, what makes GINA so great and extraordinary. The looks may not be acceptable for the mainstream public, but in that case, that is not important. What I personally admire about it, is the brave, creatively free thinking that things can change, and most definitely will.





My second example, with a whole different approach, is the Mazda Furai.

The first thing you notice about the Furai is how it looks. It looks nothing like an ordinary car, I'd personally classify it as a work of art. It looks absolutely functional, with all the lines that look hand carved into the engine cover and the sides of the car. Erm, I'll stop drooling at the Furai now, never mind that I'm quite fond of it. [understatement, woot.]

Franz von Holzhausen, Mazda N. American Operations Director of Design and the person who lead the team that created the Furai, explains the concept behind the concept, " We were looking for a way to bridge the gap between Mazda Motorsports and the production vehicles in our lineup. Furai achieves this by purposely blurring boundaries that have traditionally distinguished the street from the track. Track cars are, by their competitive nature, ill-suited for practical highway use, as well as generally far from road-legal. Some supercars visit the track on occasion, but they are primarily road cars not properly equipped for racing. The aim of Furai is to bridge this gap."

That said, Mazda neither intends to race Furai, nor is it a supercar the company plans to build and sell in the near future . Rather, Furai is a design study that lives between those extremes. Without the restrictions imposed by serial production models, and with the freedom of an autoshow environment, Mazda is using the opportunity to evolve the company's Nagare design theme one more step closer to reality.

I could also list the vast amount of new technology and radical engineering that has been applied to the Furai, but that list would be too long. Well, the most important thing you'll need/want to know, is that it has a 450 hp RENESIS-based R20B three-rotor rotary engine that provides Furai ample Zoom-Zoom. => While the four previous concept cars explored different ways to express Mazda's emerging design philosophy, Furai is all about function - every last texture and detail serves some functional purpose.

Now take another look at the embedded images of the two concept cars here, and I hope you enjoyed reading this.
Fuse.

info and images - netcarshow.com



World Team Battle

Photoshopped Up

WTB Round 1: Ford Focus // Results

After an amazing first round, five teams of each Division made it through to round two. Here are the Number 1 Winners of each round. Have a look below.

Division 1:

Hungary 1 - 165 PTS



Division 2:

Hungary 2: 185 Points



Division 3:

Turkiye 3: 143 Points



Division 4:

Australia 1: 190 Points



Division 5:

USA 1: 222 Points



Division 6:

Finland 1: 143 Points



Photoshopthem

your tutorial resource

check this blog out! It's a great chopping tutorial resource!

Quick Tutorial: make your own duct tape



This month we're featuring the work of A.Cuenca in the Quick Tutorials section. He has been busy working away to create a great collection of tutorials that will definitely help a lot of the newer and beginning choppers out there. He has also come up with other cool and rare tutorials, like this one here in which he teaches us how to add duct tape and give our chops a real authentic 'racing' feel!

1 Let's get to know how to make your own stick tapes for the headlights of the car. First of all, open the picture of the car you want to put the stick tape to, and select the polygonal lasso tool after having zoomed in.



2 After having done your selection, fill it with black in a new layer. Never do stick tapes straight, since the headlights are never flat; they always have a light curvature! To do this, go to *Image > Transform > Warp*. Be careful with this tool, if you try to rush, it will lose quality and look too much distorted.



3 Duplicate the layer, and move it one pixel upwards. Select a brush with 50% opacity and plain white colour and go over it once. Then do it again but only on the edges of it, where the light would shine slightly more. To finish it, lower the layer's opacity to ~30% (the duplicated one).



4 Add a light shadow where it's needed, like this:
Don't forget to do the same to other headlight and there you are!



goin' old school on ya

This month we've dug up the PSU archives and found some real gems. We've brought back 2 kick ass chops to tantalize your sensory perceptions and inspire you to get those creative juices flowing.



Nom15, one of the all time classic choppers, produced this magnificent S15 entitled "project stealth" roughly halfway through 2006. It blew away the competition back then and it still leaves a vivid impression in our minds today..



Next up to reinvoke our memory banks is the multi-award winning VW Golf 'SEMA Edition' masterfully created by GSX4G63. This chop really pushed the limits and proved to us just what exactly is capable with a crazy imagination and Photoshop.

RESOURCE SITES YOU NEED IT, WE GOT IT

Out there on the World Wide Web there's hundreds of good resource sites. Here, we have selected a bunch of the best sites to make your donor/base image search much easier!

www.google.com

Google is a great resource for donors and bases. It's easy to use, simply looking and you'll be able to find a large variation of different and high resolution pictures.

Searching on Google takes a lot of time, so if you are impatient you should check out some of the sites below

www.luxcars.ch

LuxCars is also a good site. Many different cars can be found here, but mainly supercars though. The newer pictures in there are all in high resolution. The site is in French, but you can easily navigate around on it.

www.carandmodel.com

We all know the good old C&M. Car And Model is not only a good resource of donors and bases, there's also a lot of good articles. Car And Model is easy to use for everyone and contains many high resolution pictures.

