Subject: Skinning PARIS
Posted by Jim Drago[2] on Sat, 02 Jan 2010 01:14:40 GMT
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I'm working on masking off the components on the PARIS bitmaps. It should make it easier to skin, from around 100 hours per set, to between 6-10 hours per set. It is very tedious but once it is done it is done. Here are some examples of what can be done.

More info later...

Subject: Re: Skinning PARIS
Posted by kerryg on Sat, 02 Jan 2010 01:59:19 GMT
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Just - wow, Jim. This is going to make skinning PARIS so much easier - good for you for going to this effort! Some of those are really stunning.

I'm going to update the wallpapers this week too, time to get the "PARIS 2009" thing updated .

Subject: Re: Skinning PARIS
Posted by dnafe on Sat, 02 Jan 2010 11:26:15 GMT
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Very cool

Subject: Re: Skinning PARIS
Posted by Mike Bloomer on Sun, 03 Jan 2010 06:45:37 GMT
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Most Excellent!

Subject: Re: Skinning PARIS
Posted by Ted Gerber on Tue, 05 Jan 2010 05:10:25 GMT

I like the '60s Riviera Console look of the one 2nd line, 5th in.
Looking forward to running Paris on a PC, so I can use these things!

Thanks

Subject: Re: Skinning PARIS
Posted by kerryg on Tue, 05 Jan 2010 05:19:09 GMT

Faves here were 4th and then 2nd on the bottom row myself - the "brushed bronze" look really does it for me.

Subject: Re: Skinning PARIS
Posted by Dimitrios on Tue, 05 Jan 2010 12:03:32 GMT

Hi,
Great work !!
I like the fourth and fifth second row !!!
When will these be available ??
Regards,
Dimitrios

Subject: Re: Skinning PARIS
Posted by Mike Bloomer on Tue, 05 Jan 2010 13:18:16 GMT

I tend to like mixed themes for greater visibility. I like the look of the buttons quite a bit. 1 and 5 are my favorites but the colors are also cool...
MB

Subject: Re: Skinning PARIS
Posted by Jim Drago[2] on Tue, 05 Jan 2010 17:39:19 GMT

Hi all, thanks for the input. I will be getting the brushed bronze look to Kerry to try shortly, I currently don't have a PARIS rig to test on and I hate dancing buttons. After that the leather look as time permits. There's turned out to be between 8-10 hours of work as I expected.

Mike B #1 is very close to a skin I already have on the WIKI so it is available now with only slight differences.

Stay tuned...Jim

Subject: Re: Skinning PARIS
Posted by dnafe on Tue, 05 Jan 2010 19:27:50 GMT
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Don't forget the screen shots Kerry

Subject: Re: Skinning PARIS
Posted by Will The Weirdo on Tue, 05 Jan 2010 22:02:19 GMT
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Great work, keep em coming!

Subject: Re: Skinning PARIS
Posted by Mike Bloomer on Tue, 05 Jan 2010 22:15:49 GMT
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Thanks Jim,
I already have the black one and like it quite a bit. BTW If you need someone to help test the skins on a Paris rig I have quite a bit of experience skinning and some spare time these days.....
Mike

Subject: Re: Skinning PARIS
Posted by Jim Drago[2] on Wed, 06 Jan 2010 01:13:29 GMT
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Thanks Mike. What program do you use? I use PS CS2

Subject: Re: Skinning PARIS
Posted by Mike Bloomer on Wed, 06 Jan 2010 03:51:12 GMT
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I have CS.
Mike

Subject: Re: Skinning PARIS
Posted by Jim Drago[2] on Fri, 08 Jan 2010 00:56:32 GMT
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Just to let everyone know the brushed bronze BMPs have been sent to Kerry to test. Once I have all button placements correct they will be made available...

Subject: Re: Skinning PARIS
Posted by Jim Drago[2] on Sat, 09 Jan 2010 08:18:20 GMT
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I was very frustrated tonite and art sometimes gets my mind off things so I put this Big EQ together..If anyone wants the BMP you're welcome to it, just remember I don't have a PARIS system right now so I can only hope the buttons don't dance. Hopefully the BMP file loads so it is available, I'll know in a minute. OK now the only question is is this downloadable? If not some one will have to tell me how to do that..

File Attachments
1) MIXERBIGEQ fire.bmp, downloaded 128 times
2) MIXERBIGEQ fire.jpg, downloaded 509 times