



> psu gets a new
custom **SKIN**

new forum features

> psu portfolios
unveiled

new website features

TURN UP THE HEAT

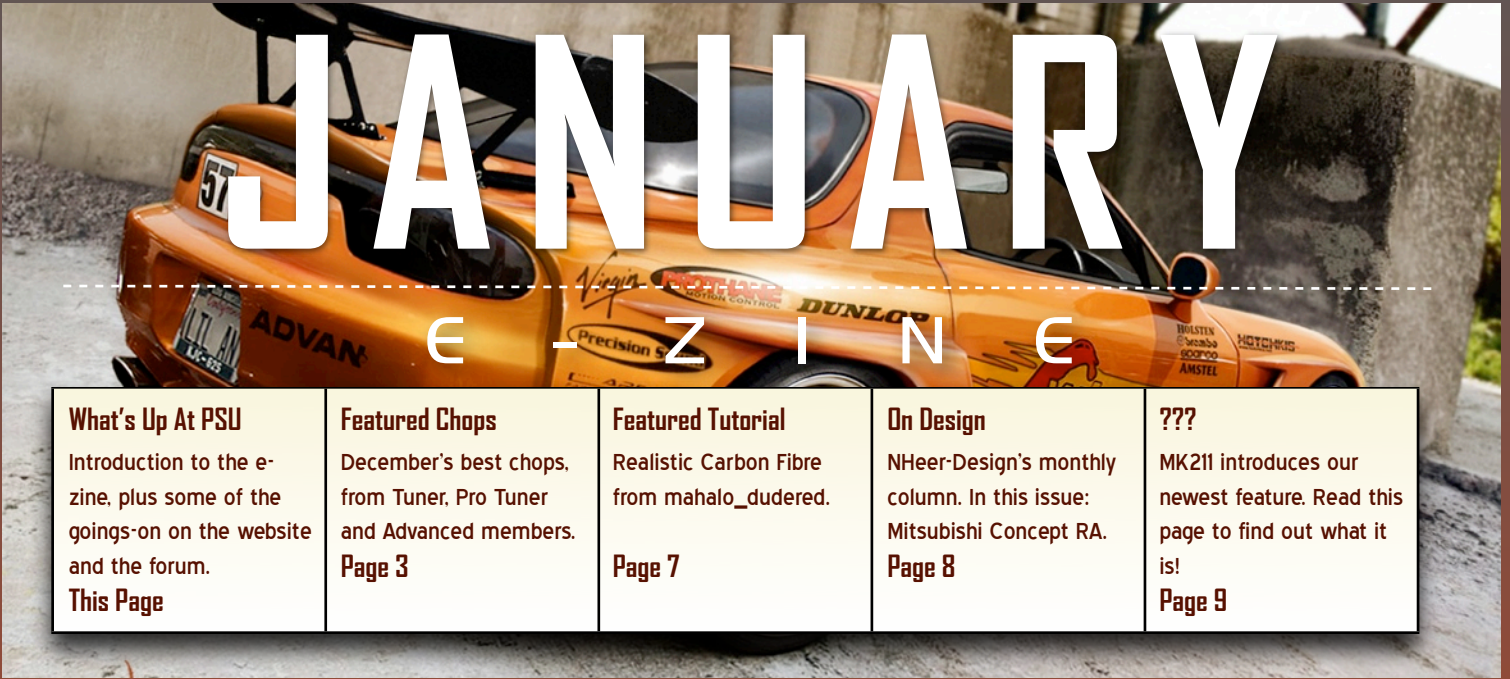
> 25 featured chops

> and more...



this month we go
mitsubishi evo crazy





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| <p>What's Up At PSU Introduction to the e-zine, plus some of the goings-on on the website and the forum. This Page</p> | <p>Featured Chops December's best chops, from Tuner, Pro Tuner and Advanced members. Page 3</p> | <p>Featured Tutorial Realistic Carbon Fibre from mahalo_dudered. Page 7</p> | <p>On Design NHeer-Design's monthly column. In this issue: Mitsubishi Concept RA. Page 8</p> | <p>??? MK211 introduces our newest feature. Read this page to find out what it is! Page 9</p> |
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WHAT'S UP AT PSU

Portfolios, featured chops, the e-zine and more!

NHeer-Design - January 18, 2008

2007 was quite the year. PSU hosted the very first World Team Battle, which was a huge success. Organized by Jonsibal, it combined the best talent from 20 countries around the world competing for the honour of being the best chopping country in the world. The winning country was Hungary (one of their entries is below), with USA and Italy filling out the podium positions. The PSU Contests also were a massive hit, with 65 members entering over the course of the year. The forums also topped 15,000 members.

But this is 2008. And with a new year come new and exciting things for PSU. To begin where we left off, with contests, is a brand new contest style, dubbed the "Bracket Competition". While it technically started in 2007, the winner (and the most exciting part of the competition) will be in 2008. Be sure to keep your eyes peeled in the Bracket Competition arena (<http://www.tinyurl.com/yugapy>). Also in 2008, PSU is hosting a skinning contest. We want to put a personal touch on the new vBulletin software that runs the forum area, so we want you to submit a skin to be used across the site. But you'd better hurry! The contest closes January 31. Be sure to check out <http://www.tinyurl.com/ynw4h6> to read the rules and submit your entry.

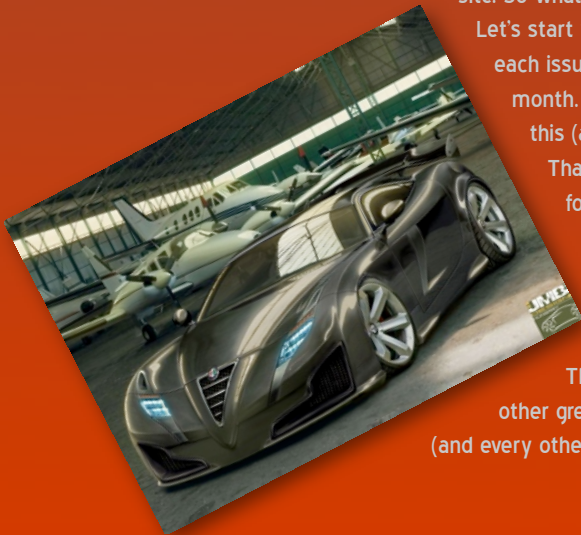
Of course, not everything happens in the forums. PSU also has a main site. The main site received a massive overhaul at the beginning of January. As I am writing this, we're just finishing up the final testing of it. The entire site was re-written to take advantage of the new capabilities of the forum software and new coding languages. All this was done by MK211, while most of the staff had no clue that he was overhauling the site. So what does this mean? I've got 3 words for you "e-zine and portfolios".

Let's start with the e-zine. This will be a monthly magazine dedicated to both the main site and the forums. In each issue, this column will talk about what is new. There are also featured chops and a featured tutorial each month. To close the magazine off, I will be offering my opinion on the design of a recently revealed car. All this (and sometimes more) will be in the e-zine.

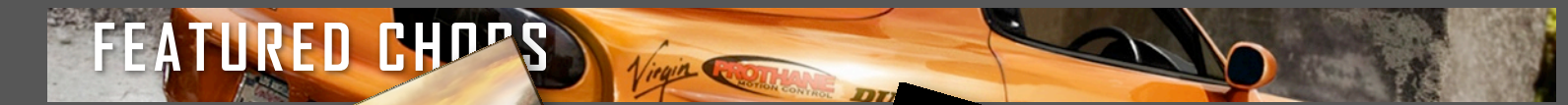
That brings us to Portfolios. This is huge. We're giving the PSU contest winners free portfolios. These portfolios will be hosted on the PSU servers, so you don't have to worry about a thing. Basically, all you have to do is sign in, then navigate (on the main site) to "Portfolios". If you're a contest winner, you'll be allowed to create and maintain your own portfolio. I think this is an awesome feature which will be used a lot. Want a portfolio of your own? Start entering the contests! Personal portfolios await the winners.

Thanks for downloading the premiere issue of the e-zine! Coming next month are featured chops, another great tutorial from the depths of the archives, and much much more! Be sure to download the next issue (and every other issue, of course) to check it out.

-NHeer-Design



FEATURED CHOPS



INFERNO

Tuner
COTM!



CLOUD

Advanced
COTM!



Luka92



mgkars

Mitsubishi RA Saisoku



aYkut©



chepu



Katre



--TOXIC--

FEATURED CHOPS

Active Design



saraz



Jakusa / Pharek

hugosilva



basic

winni1990



FEATURED CHOPS

And Two More...



Mx Designs



elgato

FEATURED TUTORIAL: REALISTIC CARBON FIBRE

By mahalo_dudered

Step 1

We're going to be using this car, and we're going to make the hood carbon fibre.



<http://www.tinyurl.com/yr6tso>

Step 2

Using the polygonal lasso tool, select the part of the car you want to make carbon fibre. Then press Ctrl + J (Cmd + J on a Mac) to duplicate this to a new layer.



Step 3

Ctrl + Click (Cmd + Click on a Mac) on the layer thumbnail to select it. Go to Image / Adjustments / Replace Color... Now use the eyedropper tool to select a colour on the hood that covers the majority of the hood. Then go to the bottom of the Adjustment panel and choose a really dark, desaturated green colour. Bring the fuzziness up to 200. This allows you to keep the coloured reflections from the original hood. Press OK and you can mess with the Brightness and Contrast or Levels to your liking.

Step 4

Now, we are going to use this carbon fibre pattern (credit to patel):



<http://www.tinyurl.com/38rtxg>

Copy this image to your Photoshop document. Stretch the pattern to cover the hood. Ctrl + Click (Cmd + Click) on the hood layer's thumbnail to select it, then press Ctrl + Shift + I (Cmd + Shift + I) to invert the selection, and press Delete or Backspace to



remove the extra.

Step 5

Name that layer "cf1", and change its blend mode to soft light. Change the layer opacity to 80. The thing with carbon fibre is less is more. In pictures of real carbon fibre, you never see the pattern on the entire hood, because it's so light-sensitive. So, set your eraser to 25% opacity and 0 hardness at a fairly big size, and start fading away the carbon fibre. The farther away, the less of the pattern you'll see. Also, if there are indents and shaping on the hood, you'll want to ensure that the pattern doesn't go straight over them.

Step 6 (Optional)

Now we are going to repeat the previous step with a different pattern. This step is optional, and requires you to find a different pattern. Name this layer "cf2". Take the pattern, set the blending mode to soft light and the opacity to 40 or 50%. Repeat the erasing step.

You can mess around with the contrast, saturation and any other adjustments at this point to fine-tune the image.



Where To Find This Tutorial

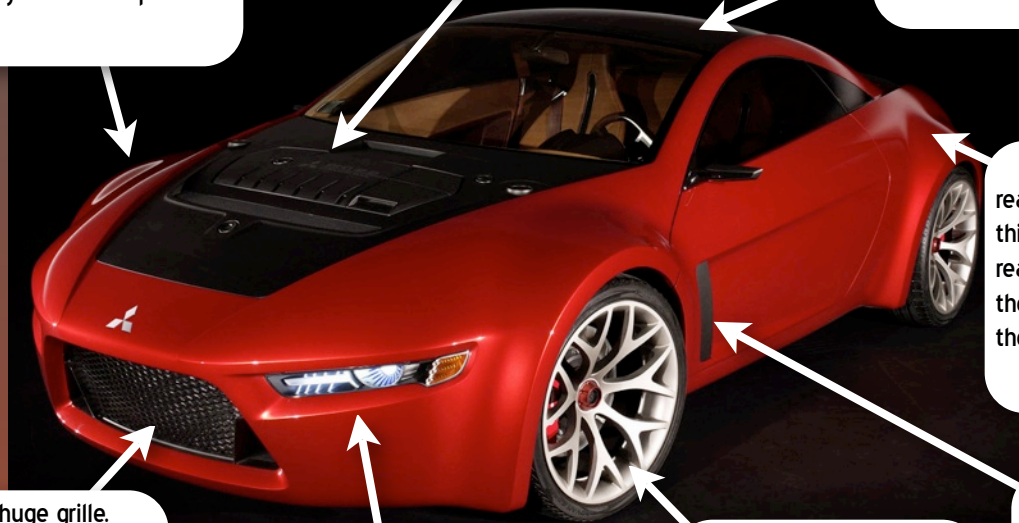
You can find this tutorial on PSU <http://www.tinyurl.com/2pbwb2>

ON DESIGN: MITSUBISHI RA CONCEPT

Opposite side fender is revealed from this angle, adding a sense of power. Nice.

This isn't a Bugatti Veyron with 16 cylinders. It's not worthy of a faux open engine cover.

Glass roof is a concept car cliché, but it looks great here.



The shaping of this rear fender leaves something to be desired. It's really bulbous and makes the wheel look tiny, and the side look far too tall.

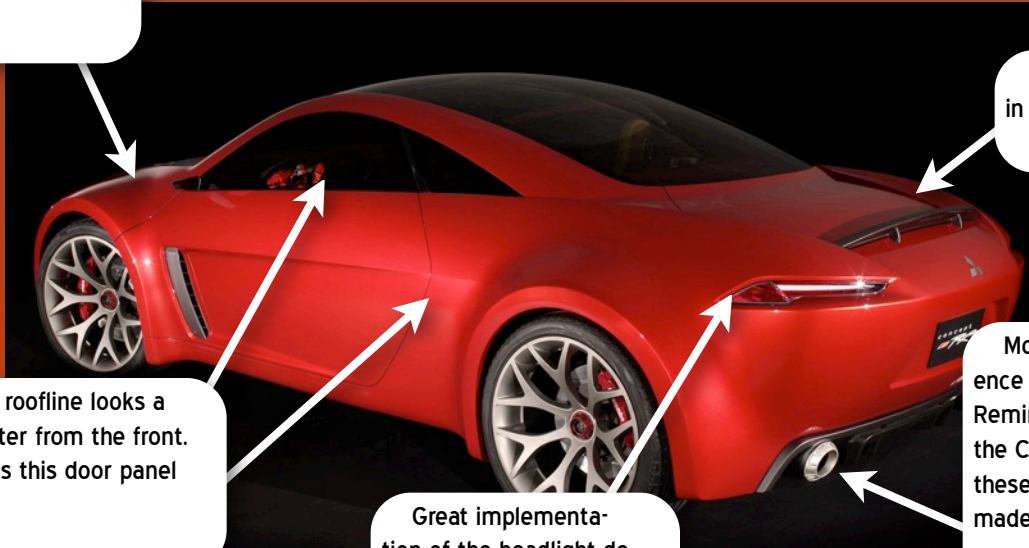
That is a huge grille. Looks like it could swallow the entirety of New York.

These shark-like lights are going to become a Mitsubishi staple. They look great on concepts, but somehow, some of the aggressive nature of them is lost in production form.

While pretty, these wheels will never make production. Red brake calipers are becoming cliché on any sports car that isn't Italian or German.

Grey plastic on the side vent looks like a Kia dashboard was stuck here. It's a concept car, so these could be any material. Why did they choose plastic from the '80's?

Fender looks muscular, but also disjointed from the body. It might be that grey-painted faux engine cover.



I see lots of Boxster in this area.

The roofline looks a lot better from the front. So does this door panel gap.

Great implementation of the headlight design in the taillights.

More Porsche influence in the tailpipes. Reminiscent of those on the Carrera GT, however, these look like they're made of plastic, not metal.