

Auto/oshopped **UP**

online eZine



WTB 2008

everything you need to know about the biggest chopping event of the year.



Auto/oshopped

MEGA 50 CHOP ISSUE

MEGA 50 CHOP ISSUE

-REC INTERVIEW

-BUGATTI PURSANG

-COUPE 60 REVEALED

...AND MORE!



psu april 2008
21



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OFFICIAL WTB2008 GUIDE INSIDE



TOYOTA SUPRA
by SEMIR
BOLCALI

If this issue was any bigger, it'd be DD sized.

Alot of ppl have been asking, what does it take to run an ezine? Well let me say on behalf of all PSU staff, its hard work! But we'll enjoy doing it as long as you guys continue to enjoy reading it. The team here consists of staff from all over the world from Australia, USA, Canada, Estonia etc so u can rest assured that we'll always be bringing u the latest news from the global chopping scene.

This month we've got **Ollite20** as a guest contributor, an interview with **REC**, an article on the exclusive Bugatti Pur Sang and oh yeah a little thing called WTB2008! We also got a s***load of great chops. Hell we even managed to fit 50 of them in. The most notable being the Nissan 300ZX-F by **Gabesz**, an astonishing S2000 by **Wegabond**, a crazy Porsche chop by **JackDarton** (the base was a photo of an RC car!), a 100% brushed Carrera GT by **MartinPliksh**. And two of my personal favourites for the month: **Active Design's** R34 GT-R and **Saraz's** Ferrari Meraviglia SUV Concept.

For those of you I promised a special spot in the mag, including **GatsuDesign** and **MartinPliksh**, you'll get your works in next edition. Also I must apologise for missing out on doing my R34 Veilside Walkthru. The WTB article took its place, it just means we'll have a double GTR walkthru in next edition! Now that's enough of my writing, go ahead and check out the rest of the mag!

Stay tuned,

MK211

THANKS TO THE CONTRIBUTORS OF THIS MONTH'S EDITION:
MK211, SUPERFRESA, FUSE, OLLITEZO, JONSIBAL, NHEER-DESIGN

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MARCH 08

gotm



advanced



BOSSCO CONCEPT

BY
JAKUSA

BOSSCO
JAKUSA

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tuner

MINE'S R32 BY INFERNO



R32 BY: INFERNO

gotm







Power Design



ACTIVE DESIGN



DESIGNS
gonças



08 Ferrari Meraviglia SUV CONCEPT

Part of the First SUV for All Range

Source: Ferrari.it/meraviglia



NGT



in Post



SALEEN PRECACKING

by a world of cars.com

project-X

the passion becomes design



peppusboutique.forumattiva.com



AUDI S-4



For one year in v scene

By Ian



Honda S2000 by edwinknex

How to brush a brush

Yep, you heard right

What could be more practical than learning how to brush, by literally brushing a brush?! At first glance it may seem silly. But rest assured it's not, cos here in this walkthru you will learn some very important techniques and skillz. You will learn fundamental brushing concepts that will in enable you to create custom bodykits and any other custom mods..

DIFFICULTY: ★★☆☆☆

RATING: ★★☆☆☆

MK21



Create this 100%
from scratch.

Step.1



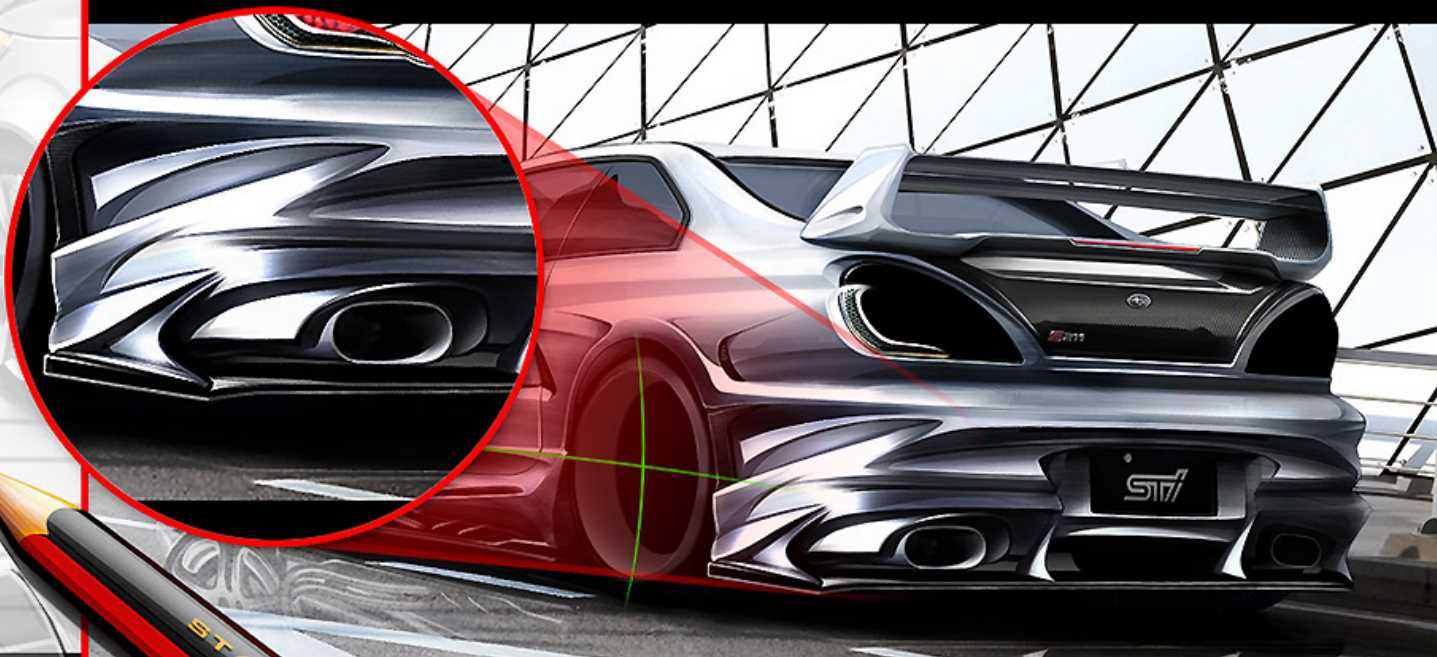
Start forming the rough shape. Use the line tool (L) and draw and fill the basic polygons.
MK Top Tip: I started with a canvas size of 2100x800. But anything above 1000 will do fine.

Step.2



Now we begin gradually building up the highlights. Make a selection and brush white.

With a bit of practice you won't be far off brushing crazy ass concepts with wild bodykit designs like what you see below (yep this is another wip of mine..):



*This pencil and ruler were also created using the same principles.
Good advice with real life objects like this is to have the object you want to create sitting on the desk in front of your PC for reference..*

How to brush a brush



Step.3

Lets focus on the metal part first. Choose a slight lavender color (ohh splendid :0). Use color in this highlight cos metal reflects color, so use this soft purple hue.

MK Top Tip: I started with a canvas size of 2100x800. Anything above 1000 will do fine.



Step.4

Continue on brushing the appropriate highlights down the handle. Use pure white here and don't forget to always use the pen tool to mark out a selection to keep your brushing neat!



Step.5

Highlights, highlights, highlights! It's how you create depth and shape ;) This is what the trick to realistic brushing is all about - adding detail step by step.. Make this main highlight span the length of the entire handle. Don't worry about the size/shape of the handle just yet (you will see how we stretch it later).



Step.6

Shape the tip of the brush by cutting away the tip of it..



Step.7

Now start on the brush tip itself. Use a soft orange brush and paint inside the selection made in the shape of the tip.



Step.8

Work on the bristles (fine detail again here!). Simply make fine thin selections with the lasso tool and fill with white on a new layer.

How to brush a brush

Step.9



Keep building up those bristles. To do this, just repeat the previous step but using different colors (like black) and then change the blending modes to get nice effects. I found that Overlay should work best ;).

Step.10



Start forming the shape, trimming off any excess overhang. Make a selection around the edge of the entire brush and then erase the extra bits and pieces on the outside. Make a nice little rounded edge for the end too.

Step.11



..And now we've made the handle longer to get it in proportion!. Copy a section of the end of the handle to a new layer and then press CTRL+T to transform and stretch the handle.

Step.12



Add a soft undershadow. U could use a drop shadow filter if your lazy. But best effects will be done by hand brushing it underneath the bottom most layer..

Step.13



Finish it off with a very slight reflection and give it the final extra detail with the little 'crimp' section that attaches the metal to the wooden handle. And that's it. Done!



You'll be doing full brush concepts like this one^ in no time!

Photoshopedup Interview

REC

Name: **Federico Acevedo**

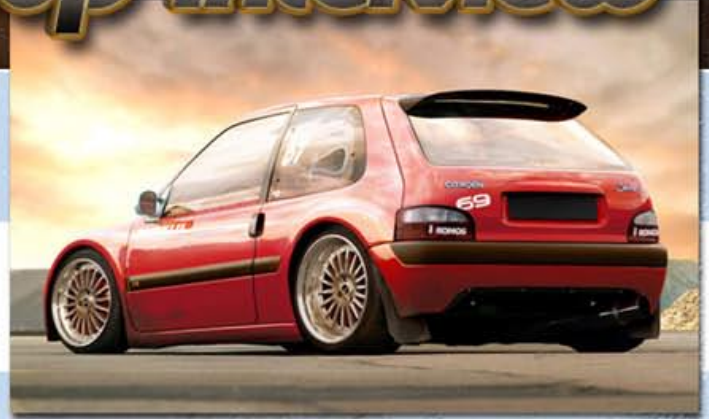
Age: **18**

Country:  **Argentina**

Chopping Since: **July 2005**

Hobbies: **Web & Graphic Design**

Level: **Advanced**



This month PSU interviews one seriously talented guy who hails from Argentina. You would have seen his work in the Advanced forum by now. Ladies and Gentlemen I introduce the one and only REC.

PSU: So REC you're a talented chopper, everyone wants to know how long have you been chopping and what got you into it?

REC: I've been chopping for more or less 3 years. I always loved cars, specially modified cars, this love started when I saw some Hot Rods on an Argentinian TV program, after that I started drawing and drawing. Before chopping I started doing web designs, in that days I used the old Macromedia Fireworks MX to modify and create some images and logos, one day searching for tutorials I found a Spanish virtual tuning site and there I learned how to chop.

PSU: Let's get the technical stuff outta the way to begin with! So what programs do you use for your chops?

REC: Well as I said I started with Macromedia Fireworks MX, then I used Photoshop 7, and I'm actually using the CS edition. I don't even have a tablet, mouse for ever!! Hahaha

PSU: Tell us how long do chops usually take you?

REC: Ufff I really take my time when I chop. I like to be 100% sure about the whole design. I also take a lot of time searching for a good background, and I usually don't find it, so I try to create my own ones doing a CP of the best skies, roads, trees, etc...

PSU: You my friend, are definitely an inspiring chopper! Are there any choppers that have inspired you along the way?

REC: A lot of ones! But all the community is continuously inspiring me, I see great ideas on the Tuners, Pro, Advanced and even in the New Choppers forum. Some great choppers that are always surprising me are: Roobi, MK211, Glacius, Hugo, REW, Naj, Active Desing, Cloud, Saraz, and a lot more..

PSU: I notice you run your own websites! Wow, you're quite a multi-talented guy. What do you like most about web design and or do you have other hobbies as well?

REC: On web design you have plenty of possibilities when coding and designing. You must be creative if you want a nice work and I love that. I also have a lot of fun coding the pages, perhaps you code it one way and then you realise it doesn't work, so with all the investigation process of why it doesn't work its great. My other hobbies are Engines. I even went to the Henry Ford's technic school. And I'm actually studying mechanical engineering, and I have fun tuning an old little motorbike.

PSU: Going back on the subject of websites, how do you think Photoshopedup.com can improve or become better?

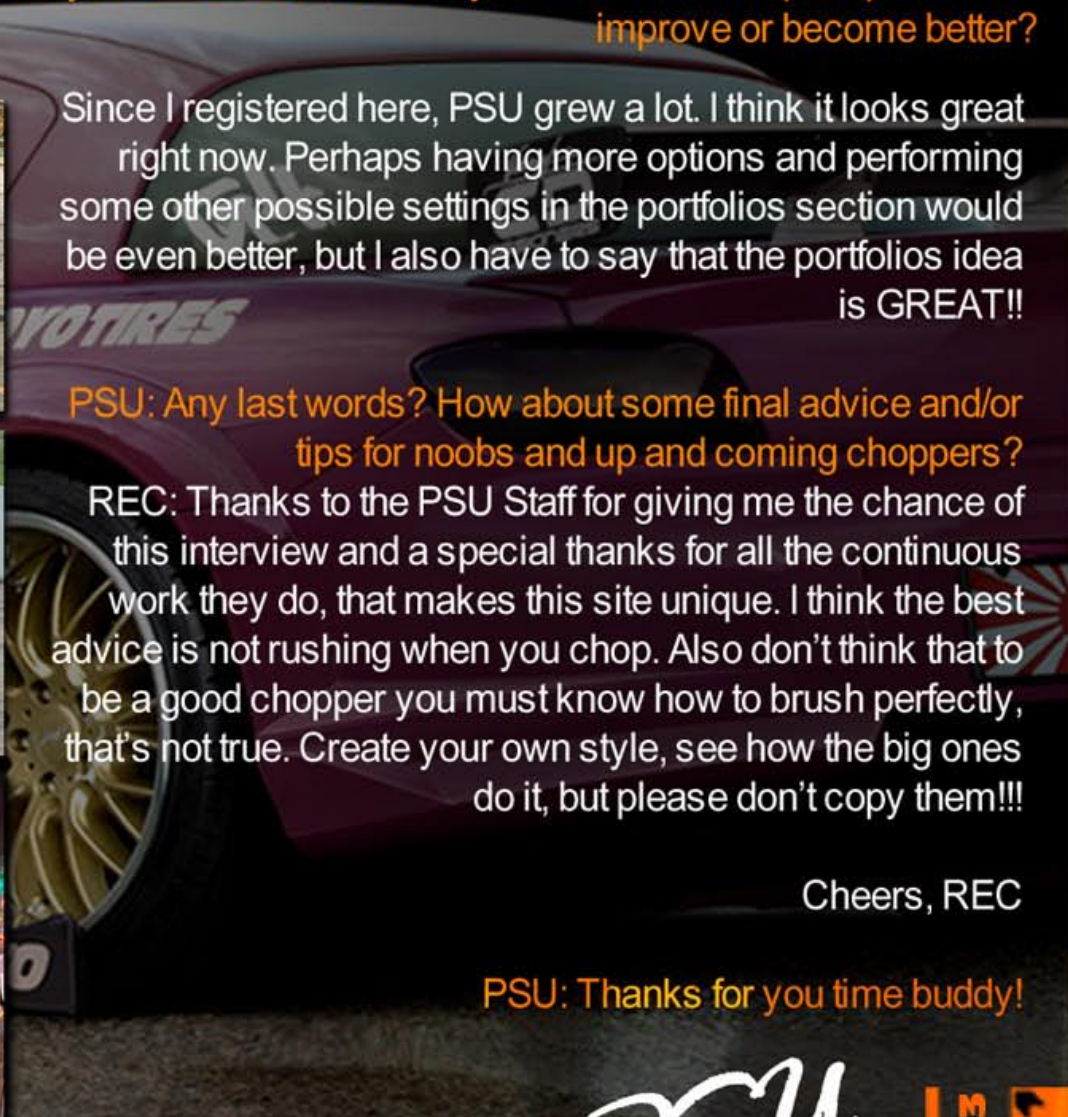
Since I registered here, PSU grew a lot. I think it looks great right now. Perhaps having more options and performing some other possible settings in the portfolios section would be even better, but I also have to say that the portfolios idea is GREAT!!

PSU: Any last words? How about some final advice and/or tips for noobs and up and coming choppers?

REC: Thanks to the PSU Staff for giving me the chance of this interview and a special thanks for all the continuous work they do, that makes this site unique. I think the best advice is not rushing when you chop. Also don't think that to be a good chopper you must know how to brush perfectly, that's not true. Create your own style, see how the big ones do it, but please don't copy them!!!

Cheers, REC

PSU: Thanks for you time buddy!





Remember Iacoski's crazy GTR concept? We certainly do. How could we forget?? Released November 2005, this piece of work was miles ahead of the rest at the time. He set the benchmark for all choppers from that point on.

This chop still lingers around in the mind of many choppers to this day!

"...Iacoski blew us away with his
insanely original ideas and
masterful brush skillz.."



SCOOP!! HOLDEN COUPE 60 ☆

psu gets up close n personal' with this rampant beast



PSU was down at the *Melbourne International Auto Show 2008*. There were many show stoppers including the 2009 Nissan GTR, Bugatti Veyron, Evo X to name a few ..and then there was this **one little home grown surprise that blew us all out of the water**. Here's a hint: it's packing 21" rims, 6.0Liter V8, pillarless design and enough horses under the bonnet to **start your own cavalry**. Unfortunately the folks at Holden aren't as creatively endowed in the wording department. This concept, that many have hailed as the successor to the Monaro, is unimaginatively called the *Coupe 60*. And while we were down there Superfresa managed to get up close and personal with this pure Australian thoroughbred. This is what he had to say:



"such hot body lines... this cars yearning to be chopped"

The year is 1998, and Ford of Australia has just finished development of the newest generation of the Falcon, the car that, together with Holden Commodore, has fueled Australia's love for great handling, powerful rear wheel drive sedans. The new Falcon, the AU, is the most important update in the nameplate's 40 odd year history.

At its launch, at the Melbourne Motor Show in 1998, Holden revealed a concept car that was never intended for production, and whose only purpose was to detract attention from the blue oval's new model. Such was the success of the Monaro concept, though, that the car was given the green light for production, and proved to be a huge sales success for Holden, in contrast to the AU Falcons lukewarm sales.

Fast forward exactly a decade, and Ford introduced at the 2008 Melbourne motor show its latest, and most significant update to the Falcon ever. At Holden's stand they've got a new Monaro, except this time it's called the Coupe 60.

The Coupe 60 is a car that, like the Monaro, was not made to go into production but merely to steal the show away from Ford. Based on the newest Commodore the car features wide wheel arches, a striking rising beltline coupled with a minimal front overhang – and of course, a 6Litre V8 that can light up the rear wheels instantly.

Yes, the front fascia seems fairly ungainly, but the shape and proportions of the car are fantastic, and it's all mounted on some of the nicest wheels we've seen. Inside it just gets better with 4 black and red racing bucket seats and a truly modern and functional interior.

~words by Dan Bishop (aka Superfresa)

Overall Hotness Rating: 4/5
What we think: Smokin' hot. Oozes sex appeal. Ford had better hope this doesn't make it to production, it would seriously blow the Falcon outta the water. This car is literally Jessica Alba on wheels.



Our conclusion:
It'll eat Falcons for Breakfast

Holden created this to celebrate its 60th anniversary of local production in Australia – hence the Coupe 60 name.

“It is production capable,” says GM Holden design boss Tony Stolfo of the Coupe 60. “But this is pure concept. Right now there’s no intention to go into production with this car.”





PSU Member **YiiT** gave chopping it a shot:



base image courtesy of our good friends
www.netcarshow.com

Heres what a few of you guys had to say in reply:

Trosco



"great brushing, everything is awesome. Yeah, the back rim looks a bit weird, like it's turning, and the steering wheels is a bit too much to the left. But congrats man, that brushing is awesome."

nordic man



"it is weird
some parts are really well made, some looks like toony plastic :/
good overall, but like rearrim is really lowres too
update it please, with everything, done as well as the side and front bumper."

gazellah



"Woah, brilliant brushing! It doesn't fit the bg quite perfectly, but other than that I love it!"

Free 1280 wallpaper

JAKUSA LIMITED EDITION BOSSCO CONCEPT

BY FUSE



THIS GUY IS THE
DA VINCI OF CHOPPING

ALL RIGHTS RESERVED © COPYRIGHT 2008 JAKUSA CRE

If this was Playboy, this is where you'd find the centrefold.. Ok what you will find here may not be bikini clad, but it's sure as hell just as sexy.!

download it here: www.photoshopedup.com/link.php?id=jakusawp

PSU WTB2008

Does your country have what it takes to be the best?

There comes a time when you must step up for your country. A time for you and your country to prove you've got what it takes. A time for the **best in business** to step forth and claim victory. That time is now. The battle commences on **01.05.2008**.

The Competition is open to **all choppers, all countries, all levels of ability**. From the Chopping Elite to the very Noob. You must be a registered PSU member to compete of course. This is the one battle that proves which Country houses the **very best** choppers in the world.

This is the **Official Photoshopedup.com World Team Battle 2008**.

Continue on for the official 2008 guide >>



Time to step up and represent your country

This is your chance to take on the world and show them what you've got.

WTB is one of the biggest events on the chopping calendar.

Do you have what it takes to win the battle of the year?



WTB2008 INTRODUCTION

PSU World Team Battles are one of the biggest events in chopping each year. With such great variety of teams, notable big name choppers competing, the best base images and tournament style layout it's no wonder WTB is so enormously popular.

Here's how WTB works: Each country will have 3 members which will all be working together to do a chop. If there are more members from a particular country you can create another team from that country (for example- TEAM USA 1, TEAM USA 2 etc)

We would like to encourage everyone who are still NOT in a team to PLEASE take the initiative to pursue other members to build your team together. Having a team from different countries defeats the purpose and may pose an unfair advantage (ie. advanced members from different countries all in one team - not good). We would like it to be fair for everyone. We'll make some exception but for now, please put your team together so it can be added into the roster.

Regarding the skill levels of each members. There are no limits to this. It can be a combination of advanced, intermediate and novice. It can also be ALL Advanced or all Novice, all tuners or all Impressionists... again as long as everyone in the team are from the same country.

Check out the talent the previous Battles has turned out:



With the biggest names in the business competing, it's tough competition but at the end we will have undisputably found the best chopping country in the world.

WORLD TEAM BATTLE REGULATIONS

There will be 3 rounds in the WTB (World Team Battle).

Round 1 - Eliminations *[Contestants given 21 days to complete entry]*

All teams will be divided in 2 groups - Group A and Group B. The Teams in Group A and Group B will have their own separate thread to post their entries. Group A and B will also have a separate thread for voting.

Only the top half of each group will advance to the next round. If there are 10 Teams in each group, 5 Teams with the highest points will advance. If there are 11 Teams, 6 Teams will advance and the rest will be eliminated.

Round 2 - Semi-Finals *[Contestants given 21 days to complete entry]*

All the Teams that have advanced to this round will all compete with each other (no separate groups).

Only the top half will advance to the next round. If there are 10 Teams, 5 Teams with the highest points will advance. If there are 11 Teams, 6 Teams will advance and the rest will be eliminated.

Round 3 - Finals *[Contestants given 31 days to complete entry]*

All the Teams that have made it to this round will compete for the title of WORLD TEAM BATTLE Champions.

There will be GOLD, SILVER and BRONZE and the rest are all HONORABLE MENTIONS. The winners are determined by the OVERALL POINTS all through out the competition, not just the points in this round. So the more points gained in each round, the better the chances would be to be on top.

There will be prizes for the winning Country's team members. Details TBA. Check back in the WTB2008 thread for final details.

WTB2008 Competition RULES

Failure to comply with WTB2008 Rules and Regulations will result in immediate team disqualification.

- Each Team may enter only one image per round that they qualify in.
- Once you submit an entry, you cannot change it.
- Entries must be posted as 800px wide. A link to larger image is helpful to show-off detail, but not necessary.
- Your entry cannot include more than one chopped car.
- Stealing of other member's parts will result in disqualification.
- Do not post sneak-peek or teaser images of your entries.
- Do not post entries in PSU Forums or on anyother website. Do this after the round is complete and voting has finished.
- Make sure your image is working on the closing date. (Use imageshack)
- Use the contest thread to discuss the image, ideas, comments etc.
- You must use the same base image provided for the competition - no other variations.

PSU

Do Not Miss Out. Let the Games Begin!

Register online in the PSU forums. Check the WTB2008 Thread for details.



guest editor *Ollite20*

lights on tutorial

“ Many times you hear people bashing the lens flare technique for looking stupid and unreal. I have made this tutorial to prove that mentality wrong. ~Ollite20 ”



step 1

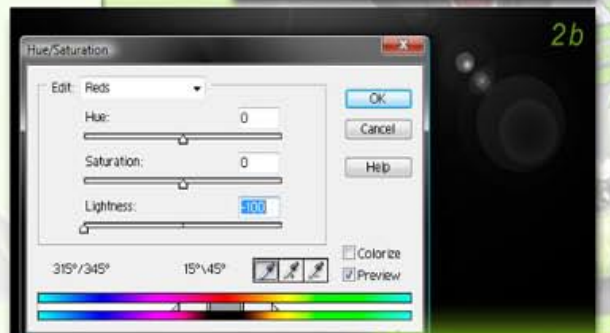
Cut out the headlights on a new layer. I recommend adding some Feather into your selection. 0,3 or 0,5 is usually a good choice depending on your image resolution. You can find the Feather option by clicking on the secondary button on your mouse while a selection tool is active or by clicking the Refine Edges button on the Photoshop's command bar. Feather is used to prevent jagged edges from occurring.



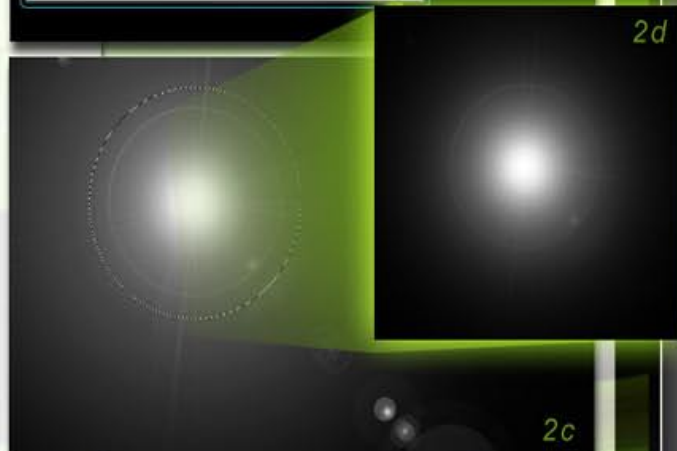
step 2

Create a new decent sized document and fill it black. I used 1500x1500 pixels on this. Create a copy of the black background. This is the layer where we will render the notorious Lens Flare. Filter->Render->Lens Flare. I recommend choosing a white Lens Flare as simple as possible. I used 105mm Prime in 100% size. Press 'OK' and Photoshop will slap the Lens Flare somewhere in your picture, depending which one you chose. Now you will have to edit it.

Start out with the Hue/Saturation settings (Ctrl+U) and set all color's Lightness to -100. Also in this stage you can choose to leave or add a color to your lights by sliding the Hue values on each color. I will stick with white on this.



Next you'll need to get rid of the actual lens flare effect. Use a soft edge brush or any tool you could use to make a soft edges circle (new layer, single click using the brush and selection via Ctrl clicking in the Layers list / selection tool with right amount of Feather,... there are many ways on how to do this). Make the circular selection about the same size as the biggest lens flare you have in your picture. In my 1500x1500 image the appropriate brush size was 650. Inverse the selection (Ctrl+Shift+I, Ctrl is the apple button for all you Mac users) and hit delete. Now you should have a simple but very detailed round object you will use to turn on the headlights.



Top tip! Olli says save often! **CTRL+S**





step 3

Copy and paste the lens flare you edited to the car image you're working on. And transform (Ctrl+T) it to match the shape and size of your headlights. A slightly larger than the actual headlight should be a good size. You should really pay attention while placing them so that the viewer's attention won't be drawn too much to the headlights you've turned on. Also remember to make the one further away a bit smaller than the one closer to the point of view.

When you have placed your lens flare on all the headlights you want it's time to merge them into one. Make sure the blend mode is set to Normal and Opacity is at 100% in all of them. I have added some yellow in my Jag's headlights by using Hue/Saturation's (Ctrl+U) Colorize option. Mind you, you should avoid really saturated colors because it usually looks dodgy. When you are satisfied with the placing, size and color of your headlights, set the Blend mode to Screen and adjust the Opacity value. Mine are at 50%.



step 4

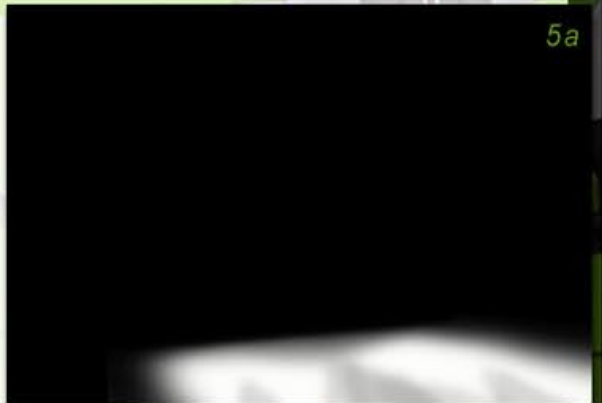
Take the separate copy of the headlights you made in the first stage of this tutorial. Arrange it on the Layers list so that it appears above the lens flare layer you've just made. Set the Blend mode into Screen.



step 5

Now that you have your headlights turned on, you'll need their spotlights on the ground. Make a new layer (Ctrl+Shift+N) and select the brush tool with white as your primary color. Now brush on the ground how you would imagine how the shape of the lights illuminating the ground to look like. It helps a lot if you use your brush tool at about 25%. You will need more strokes but this way you know better where you need to add more white. The goal is to have the spotlights soft edged. Closer to the car it should be a lot sharper than further away from the car. And remember, the darker the image, the larger is the lighted area on the ground.

When you're done change the Blend mode and adjust Opacity. There is no correct choice for the blend mode so you'll just have to try them out and see which one looks best in the picture you are working on. Overlay at 75% worked just fine in my image. If you have modified or edited the background and you have kept the layers for it, note that this layer should be above them.





guest editor **Ollite20**

step 6

As a fine detail add reflections of the lights on the car's paint, of course depending on the shape of the bumper and how the headlights are made on the car.



Finished Result



The **finished** result! And with a little bit of practice, you too will get realistic headlighting like this :) Big thanks go out to **Ollite20** for his contribution to **PSU Ezine** for this in depth tutorial.



BUGATTI VEYRON PUR SANG

Whoa! The Exclusive Exotic just got erm.. More Exclusive?

So how do you make a Bugatti, of all cars, more exotic?! That's a question that's been plaguing us editors here at PSU for some time now (and all of mankind as well I'd like to believe). Seriously, what hypercar could be more exotic than this godly creation you ask?.. And who in their right mind would even think about trying to do such a behemoth task?! Well I'll tell you all about it in a second. Afterall, a car of this magnitude wouldn't be justified without a lengthy-over-the-top-drawn-out introduction. So I'll begin with telling you just what makes this vehicle so exquisite..

Firstly to create a car like this, you begin with a stock, run of the mill, every day vehicle such as, um let's say, a **W16-Quad-turbo-1001hp Bugatti EB 16.4 Veyron** (An Enzo, Murcielago, Carrera GT or even a Maserati MC12 simply won't cut it). We take it, shave 200lbs off it, strip the paint off and give it a polished bare metal finish.

Then to make it extremely rare (yeah right as if it wasn't rare enough already) you only make 5 of them. And this is the point where you ascend back to the heavens above and resume being **God**.

Phew. Now I'll cut to the chase. Ladies here is the epitome of modern hypercars:
The Bugatti Pur Sang



All 5 sold out within a couple of hours. Which means even if you had wads of cash lying around on your gold plated, diamond encrusted coffee table. You still couldn't have one. Hah. Now thats what I call exclusive.



PHOTOSHOPEDUP DRAWING SECTION

Fuse: First of all, hi. Not all of you know what's going on in the drawing section of PSU, I'm here to shed some light on it. I'll be featuring the entries/results of the first drawing contest, that ended recently. I'd call it a warmup competition. And this article is here to let you guys know what's gonna happen.

The drawing section of PSU is going to get quite a revamp, there is going to be a wide variety of contest held, different themes, different medias.

I will post some information regarding the contest going to be held in the Drawing section, obviously.

Now why would it interest all you guys who don't draw/ or just don't visit the drawing section? Here's why.

PSU DRAWING CONTEST #2

The task is to take a stock picture (not a modified car), and design a kit for it. Don't have to realise it, no photochopping, only kit design. It is totally up to you, either you design the kit with a tablet on a lowered opacity picture, or print out the original (still lowered opacity) and do it by hand, with whatever tools you want to use (from pencils&pastels to whatever.)



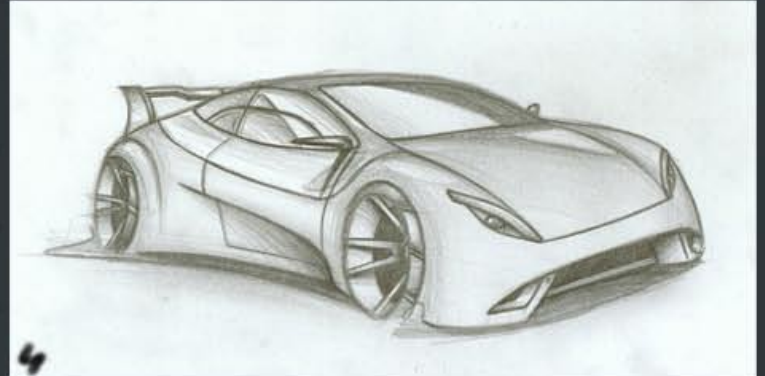
Contest rules/deadlines/specifications can be found in the Drawing section soon!

Excellent chance for choppers who don't necessarily have the skill/time/whatever to produce an excellent brushwork, but have the vision, of what the car could look like.

NEXT EDITION: IN-DEPTH ESSAY ON CURRENT APPROACHES ON DESIGN IN THE CAR INDUSTRY.



DRAWING CONTEST 1 ENTRIES/RESULTS



You'll just have to guess, who did which entry, cause the entries were anonymous. You can work it out though, when tallying up the points for diff entries in the voting thread in the battle arena ;)

The mission was to create a concept car, front 3/4 view, pencils only. As you can see, different levels of drawing, different approaches at design, just what we were expecting.

Hopefully we'll more entries in the next contests. Big thanks go out to photoshoper for hosting the whole contest. (Don't worry, you won't be left out of the next ones, you will still be in charge of the entries and voting etc.)

Results:

- 1. Fuse - 36 pts
- 2. Maxi Taxi - 29 pts
- 3. Spacecake - 9 pts
- Trosco - 9 pts
- 5. Oogens - 6 pts
- 6. Lambo Design - 5 pts
- 7. Gabriel10 - 3 pts
- 8. photoshoper - 0 pts

2008 F09

PSU PORTFOLIOS

Our job of continually **improving PSU** isn't gonna stop. We put in the hard work continually bringing **new things to the chopping scene** cos we want to give you the **best chopping experience possible**.

One of our biggest additions to the site this year has been **PSU Portfolios**. It's a showcase of all your work. **Upload your chops, Write your bio, Customize your banner, Fill out the PSU Interview and more.**

You probably know, the staff went crazy a little while ago and gave away **50 free portfolios** just to get things started!!

Missed out on one? Not to worry! For now we're still giving them out on a limited basis (PM MK211 to get in the waiting list). But in the near future we'll open them up for **FREE** to all PSU Members permanently!!

Stage 2 features are currently under construction. Soon the PSU Portfolios will allow you to: **Add friends, List Chopping Achievements, Show off PSU Awards, Get more skin customizations, Recieve Portfolio comments and more!**

We're gonna keep working hard making PSU better and better, as long as you guys keep spreading the word of PSU!

Watch this space,

psu

ACTIVE DESIGN

Username: Active Design
Name: Ersoy Dogan
Country: Turkey
Experience: since jan/2008
Hobbies: Cars, Graphic Work, Music, Lingerie...
Action(s): Send a Private Message

PSU Interview

The Reasons Why You Enjoy Chopping
This is fun, it's good and I love the car chopping.

Favourite Style Of Chopping
Enter your answer here

Choppers That Have Inspired You
MK211 (Avatar) (Profile) (Forum) (Blog)

Main Featured Chop

Featured Chops (8)

Subaru Impreza WRX STi
This is my dream new attack version of impreza...
View Chop
View Thread

ACTIVE-DESIGN

<http://www.photoshopedup.com/portfolio.php?u=3136>

INFERNO

Username: INFERNO
Name: Not Specified
Country: since april/2008
Hobbies: no hobbies listed
Action(s): Send a Private Message

PSU Interview

The Reasons Why You Enjoy Chopping
Enter your answer here

Favourite Style Of Chopping
Enter your answer here

Choppers That Have Inspired You
Enter your answer here

PSU Stats
Chops featured in PSU Zone: 3

Main Featured Chop

Featured Chops (6)

nissubishi eve x
View Chop
View Thread

nissan silvia tokyo drift
View Chop
View Thread

nissubishi eve 8
View Chop
View Thread

mazda 6 extreme style
View Chop
View Thread

INFERNO

<http://www.photoshopedup.com/portfolio.php?u=7838>

REC

Username: REC
Name: Fadedo Arroyave
Country: Argentina
Experience: since July/2008
Hobbies: video & graphic design
Action(s): Send a Private Message

PSU Interview

The Reasons Why You Enjoy Chopping
I really love cars, not only the appearance, also love working on engines (:)

Favourite Style Of Chopping
If its possible, a full race brushing

Choppers That Have Inspired You
Definitely MK211, I love his work, also choppers like Goo, JMK, SAC and Regis.

Main Featured Chop

Featured Chops (9)

Subaru Impreza
A lot reflection work when into this project...
View Chop
View Thread

Real Araya "Extreme" Racer
One of my first 50 brushed chops, I wanted to practice my brushing skills so that was the main idea of the chop, the chop was done mid of June of June 2008.
View Chop
View Thread

BMW E46-Diffier
I just wanted to get a nice BMW Drifting car, most of it is CP work with regis.
View Chop
View Thread

REC

<http://www.photoshopedup.com/portfolio.php?u=2895>

BOBEE

Username: BOBEE
Name: Pavela Lucian
Country: Romania
Experience: since january/2008
Hobbies: Party, party, in and others
Action(s): Send a Private Message

PSU Interview

The Reasons Why You Enjoy Chopping
Enter your answer here

Favourite Style Of Chopping
Honestly I love all styles but most I like the xp.

Choppers That Have Inspired You

Main Featured Chop

Featured Chops (10)

Hot 500 Frozen Pearl
My theme, I present it my latest chop, hope they like it, I have being draw this, searching on this picture it's changed, lot of fruits into it, enjoy!
View Chop
View Thread

BOBEE

<http://www.photoshopedup.com/portfolio.php?u=3407>

We're one of the **top chopping sites online**. But just cos we're sitting at the top of our game doesn't mean we're gonna **sit back and relax!** We're always working to get bigger and **better!**

PSU CONTEST 33

Contest 33 was another amazing showcase of what some of PSU's members can do with just photoshop, a screen, a mouse (or if you're lucky enough, a graphics tablet) and a base image with plenty potential. The standard Fiat Punto mark certainly captured the imagination of choppers worldwide.

As entries started flowing in, it was clear that this contest would have a very high level of skill and creativity. Amongst several race editions, a new member, **woodward05** came up with a very creative entry of a worn out, rusty modified workhorse. But far from being the only creative entry, we had **Nordic man's** rear-wheel drive Punto doing a burnout, **Martinpliksh's** mildly incontinent rusty rally car special and **Platinum's** drag car. Or what about **hugosilva's** drift car in action on the tarmac, whilst **gonças's** rally punto drifted on the dirt roads?

Of course, you need more than creativity to take the lead in such a highly contested, er, contest. Whilst some of our most active members surprised us with their improvement on their contest chop, others just wowed us again with their amazing skill. And at the end of the day, those who have a great, creative idea, and execute it brilliantly, are the ones who sweep up the most points for the championship.

Congratulations to all the contestants for their amazing entries and especially to **MARTINPLIKSH** for combining the skill and the ideas into the winning chop of the contest.



thanks to our friends autowp.ru for the base image



PSU CONTEST 33

martinpliksh +50pts

1



some of PSU's
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tinpliksh's mildly
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2

Fiat Punto mk1 rwd special



3



nordic man +35pts

INFERNO +25pts



TOYOTA moving forward

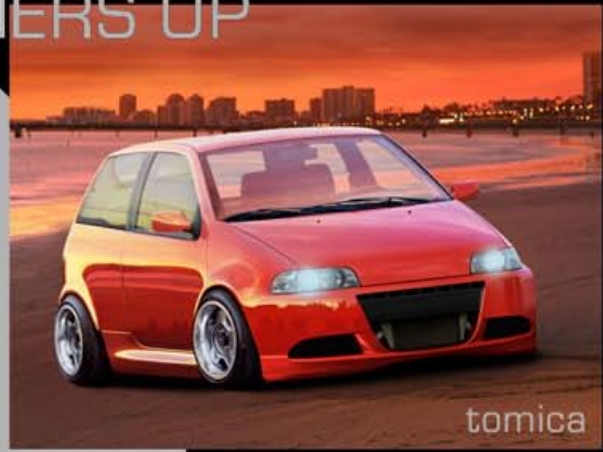
THE ALL-NEW 2009 MATRIX
GET IN TOUCH WITH YOUR DARK SIDE



Optima Show

thanks to our friends autowp.ru for the base image

THE RUNNERS UP



elektro

THE RUNNERS UP



toto

Tk tuning



theo-c



DESIGNS
gonças

goncas



cortina crazy



Fiat Punto ~ Wide body

mipa



THE RUNNERS UP

gt_racing

Punto Integrale



Some really great entries this time around. Some are even calling it the best PSU contest this year! Stay tuned for the next comp.

-Superfresa.



nibs

FIAT



MK211's Endlesssssssss WIP Basket



I've got a WIP basket that could make Jenny Craig's shopping basket look small. Are u like me with all these WIP's lying around on the HDD never seeing the light of day? Well I thought what the hell I should show you guys. Who know's, you guys may even give me the motivation to complete some of them.

So without further blabbering, heres one of my old wips. I had spent around 2 hrs on it up to this point, I was literally just getting my ideas together and just getting started..

Koenigsegg CCX base.

Its a damn nice shot with good contrast between the reflections and of a very nice angle. Perhaps the nicest pic i've come across of this car. It was just screaming out wanting to be chopped!



*time taken: ~2hrs
percentage complete 35%
name: undecided
class: supercar
method: brush / CP*

Close inspection will notice Carrera GT, Ferrari F430, CCR and LP640 styling cues here, here, here and oh over here too.

I had to make up for where the CCX's designer's fell asleep in the looks department and haphazardly left 'style' outta the equation. Besides, I've wanted to do a Koenigsegg ever since I saw one at the 2005 Brisbane Motorshow



So DO you think I should get off my ass and finish this one?

YES/NO.?



by Fuse

ps: background image originates from tunerzine. awesome quality indeed ;)

Resource sites

or your photoshoping needs

Pointing out some of the best resources around.



autogaleria.pl/tapety



Polish wallpaper site, a huge list of cars on the left side of the page, one of my personal favourites, when it comes to wallpapers, base images, or backdrops for various chops, concepts, whatever. Only one issue stops it from earning 5 stars in my eyes is the hideous amount of advertising.



netcarshow.com



The best site for base images. Long list of manufacturers, having a lot models, including concepts and older models, each model having several images (hi-res) and a description. Great to look at, as it is dark, and the amount of ads is bearable. Can't stop anything wrong with it, hence the 5 stars.



dieselstation.com



Nice looking site, showcasing most of the newer models, and doing it in a spectacular way: most of the images are 1920x res. Great.



tunerzine.com



A fellow eZine, full of articles, show coverage, and whatnot. Each car article has a gallery of 15+ images, AND a wallpaper. (meaning the gallery images are of a poor 800x size.) Great place to get inspiration and design cues from. And it's great reading about the modifying process of them. My first choice when i go looking for donor images.



carandmodel.com



Huge amounts of modified car images in various show coverages. And if you get tired from chopping you can take a look at the models. As the title suggests, its all about cars and models. Equally. Some let downs though, cp-wise: firstly, most of the show coverages are indoors, and secondly, a LOT of the images are made with fish-eye lens, they DO look cool, but they are nearly worthless for chopping. Can find a lot and good stuff, will require a lot of filtering, though



conceptcarz.com



HUGE amount of different car models, including the latest concepts, and handmade cars. Especially good for finding info about various car models, less good for finding quality resource images. There are wallpaper (1920x) size images about some models. Have to look more thoroughly for that ;)

Only a few of the good sites reviewed here, there is a huge amount of resources up for grabs on the interweb. Just got to be patient and resourceful about searching for them ;)



Grandpa vs Dyno Roller
One word. OUCH. Seriously: 1 old person + 1 high performance car + 1 dyno = well, bad mix.

<http://www.photoshopedup.com/link.php?id=youtube1>



Ken Block Jumps WRX 171ft!!!!
OMG this has literally got to be seen to be believed. The first time I saw this I was literally speechless

<http://www.photoshopedup.com/link.php?id=youtube2>



Nissan 200sx Popout Gauges
Wow pretty amazing install. Watch them come out from even behind the air vents!

<http://www.photoshopedup.com/link.php?id=youtube3>



On this page you'll find all that crazy random goodstuff we couldn't fit elsewhere in the ezine. We'll keep this part of the mag dedicated to cool links* to interesting stuff and sometimes even that crazy shit you can't find any where else but youtube!
(*Simply type the highlighted links into your browser)

100% Fresh content squeezed from the net



<http://www.photoshopedup.com/link.php?id=adobe1>



Editors top site! Adobe Photoshop Express!

WTF?! Photoshop online? Could this be where the future of photoshop is going?

partners/affiliates/sponsors



www.rsportscars.com

wallpapers/event coverage/videos/articles/forums/links & more

editors top website picks:

<http://www.photochoperos.com.ar>



<http://tuningdigital.mundoforo.com>



www.monstermonster.co.uk

a online virtual e-zine/wallpapers/tutorials/resources

Thanks for reading this months edition of PSU Ezine!
Visit the forum for plenty more chopping action. And
be sure to check out next months ezine cos it's gonna
be bigger than ever!

Stay tuned,

MK211, Superfresa, Fuse & PSU Staff

»» photoshopedUP



Sneak preview: We've got
another mean Veilside R34
creation to show. Next time
transform a Do-Luck kitted
GTR into your very own Tokyo
Drift Style Fortune R34!