

# TurbineDesign Dash 8 Q100 Paintkit



## Table of contents:

- Introduction
- Explanation of the paintkit
- Exporting .dds files
- Example of aircraft.cfg entry

## Introduction

The paintkit was made using photoshop CC.

Compatibility with other PS versions or other programs is not granted.

Exporting to .dds is recommended with the „NVIDIA Texture Tools for Adobe Photoshop“ plugin.

## Basic explanation

The Paintkit consists of 6 files.

1. Dash8q100\_engine.psd
2. Dash8q100\_fusebottom.psd
3. Dash8q100\_fuselage.psd
4. Dash8q100\_fuselagemaster.psd
5. Dash8q100\_misc.psd
6. Dash8q100\_wings.psd

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### Dash8q100\_engine.psd

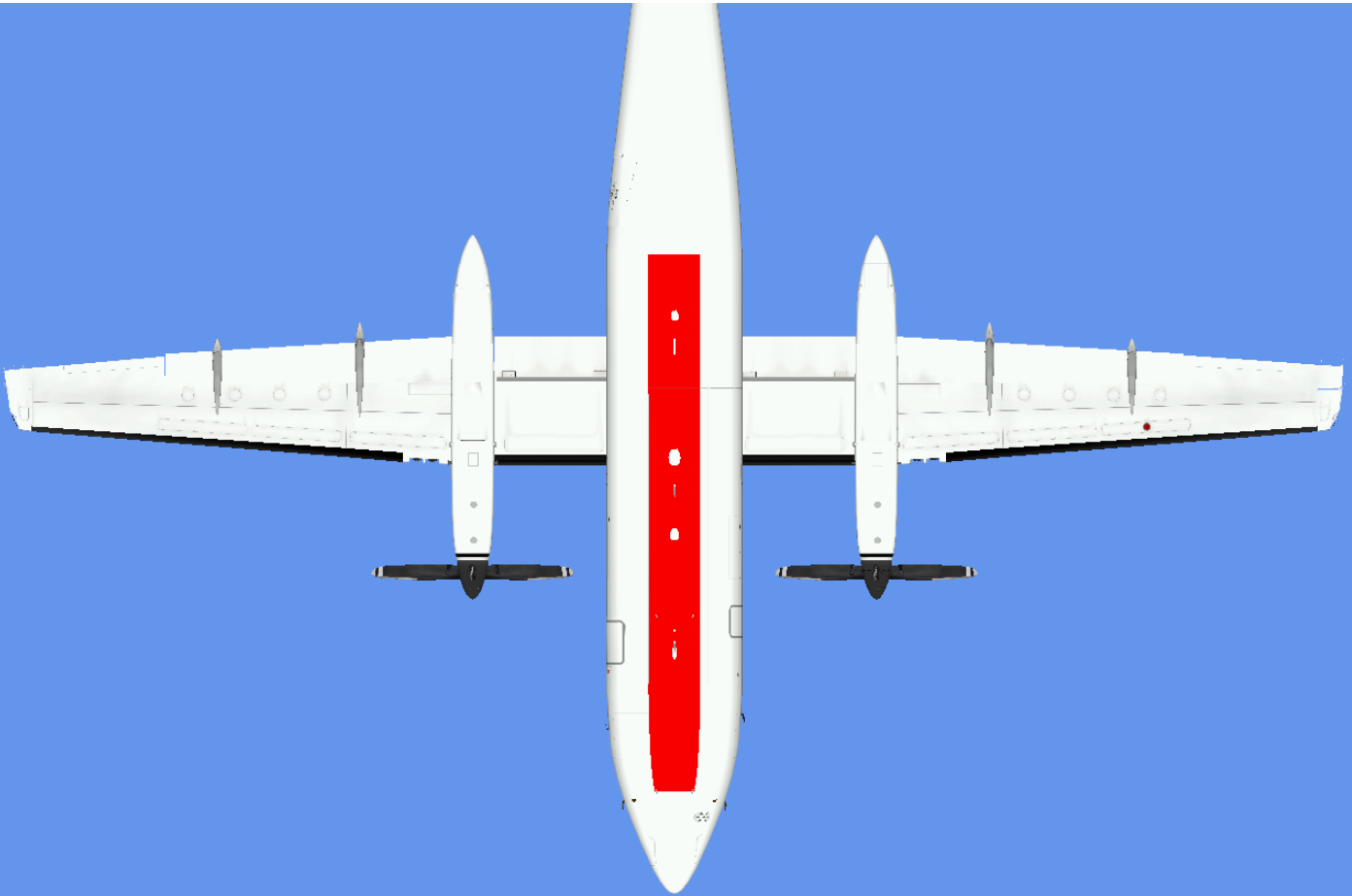
This file is the texture sheet for everything related to the engines.

See the „Informational“ group.

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### Dash8q100\_fusebottom.psd

This file is the texture sheet for the bottom of the belly (see red marked area in illustration 1.1:)



## Dash8q100\_fuselage.psd

This file is the texture sheet for the main fuselage.

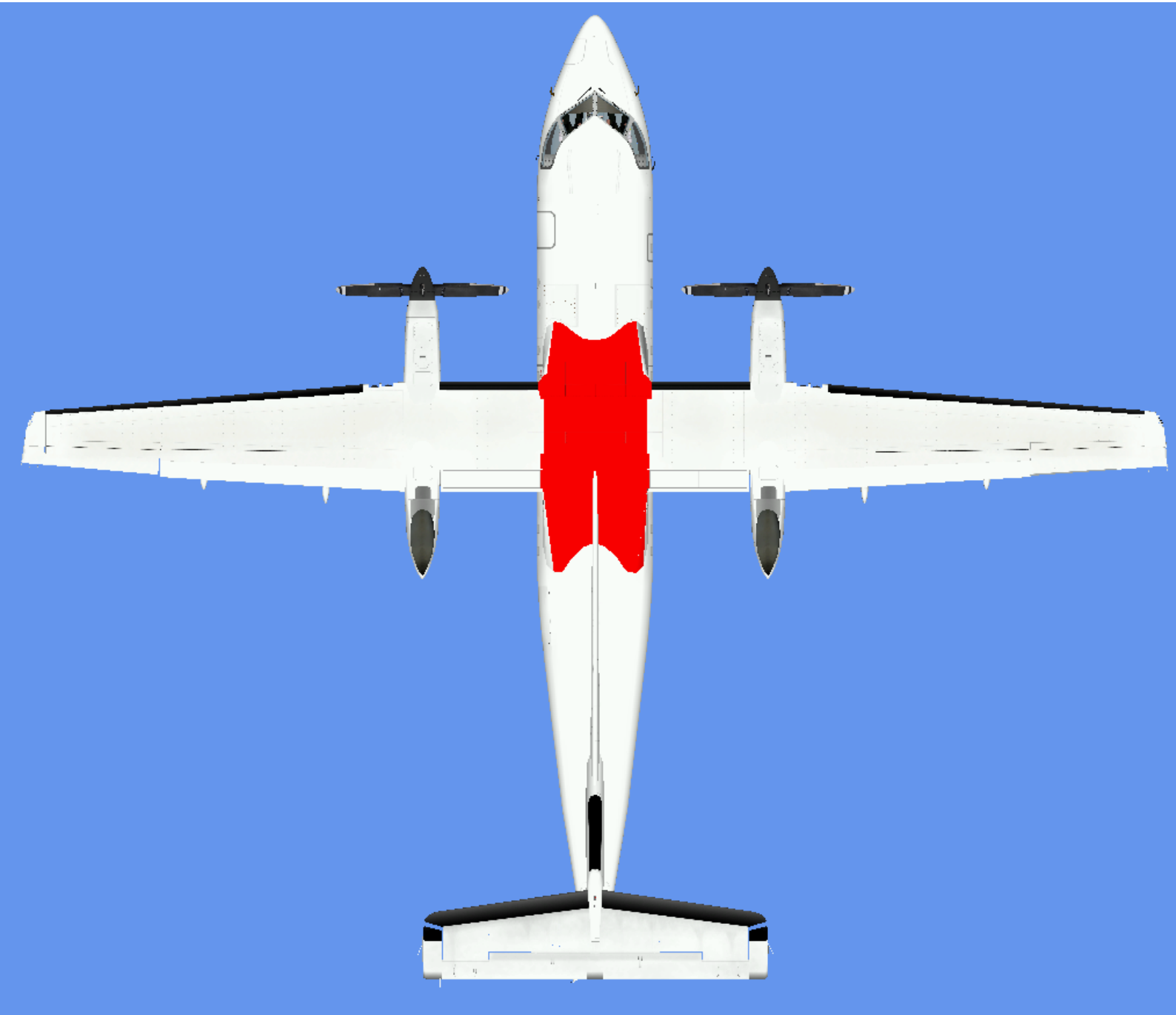
It's splitted up into 8 sections relevant for painting.

Left front, Left rear, Right front, Right rear, Top wing, the 2 Geardoor sections and the APU background (see „Informational“ group).

For painting use the paint area under the PAINT HERE group.

(For „Top wing“ see red area in illustration 2.1)

*Illustration 2.1:*



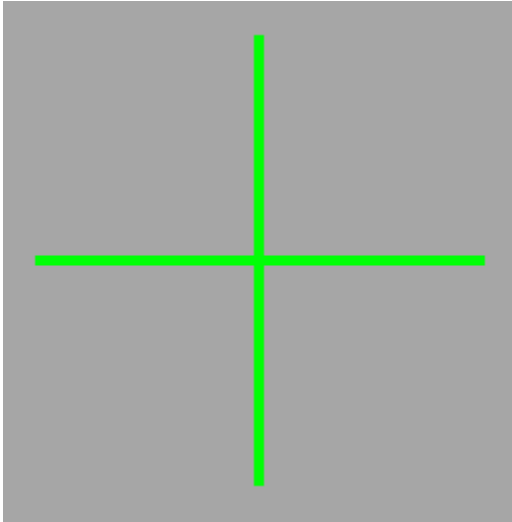
## Dash8q100\_fuselagemaster.psd

This file is not intended for export!

You are meant to do your fuselage paint on this sheet.

You might have noticed 4 green „crosses“ around the fuselage (see illustration 3.1)

*Illustration 3.1:*

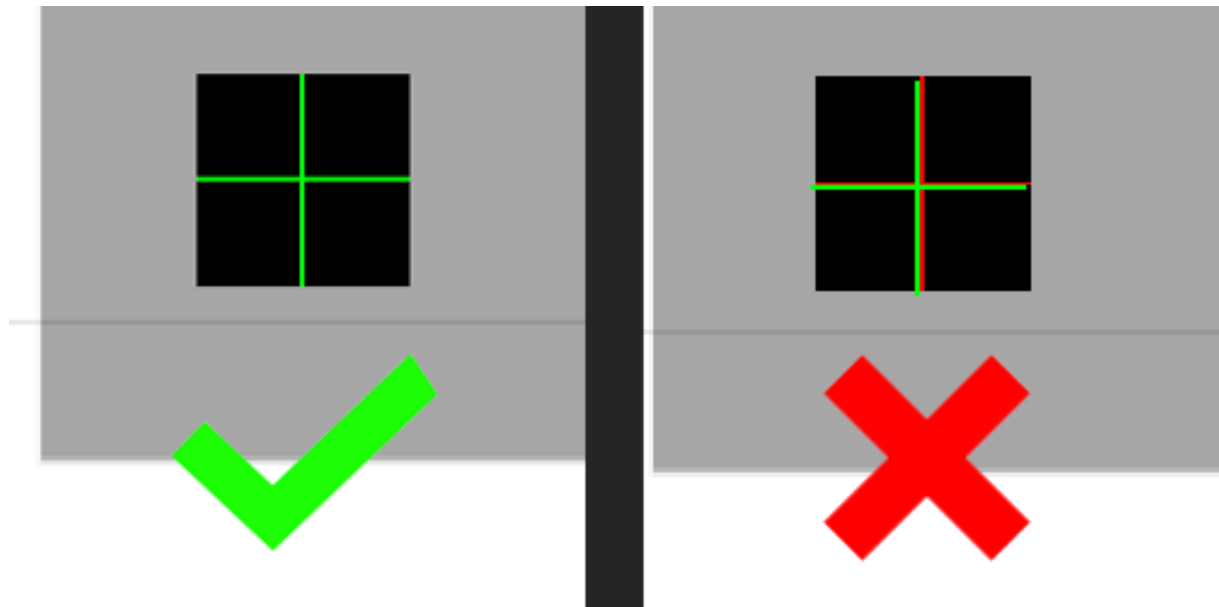


After your paint is finished on the [...]\_fuselagemaster.psd sheet, select the „Paint here layer and press: CTRL+SHIFT+ALT+E to merge all visible layers into a new one on top.

Then head into the „Crop“ group and select the „Right front“ layer (CTRL+Layer thumbnail), select the new merged layer and press CTRL+J to duplicate the selection from the merged layer. Duplicate that into the „Dash8q100\_fuselage.psd“ file.

To align it correctly make sure the „Green cross“ aligns with the black square so that there should be no red area visible inside the black square. (see illustration 3.2)

Illustration 3.2:



Repeat that process with all 4 parts of the [...]\_fuselagemaster.psd sheet.

Don't forget to also change the „Top wing“ section if you have changed the upper wing texture in the [...]\_wings.psd sheet.

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## **Dash8q100\_misc.psd**

This sheet contains all the miscellaneous items like interior, wheels, etc.

The only subject to change are the nosegear doors (see „Informational“ group)



## Dash8q100\_wings.psd

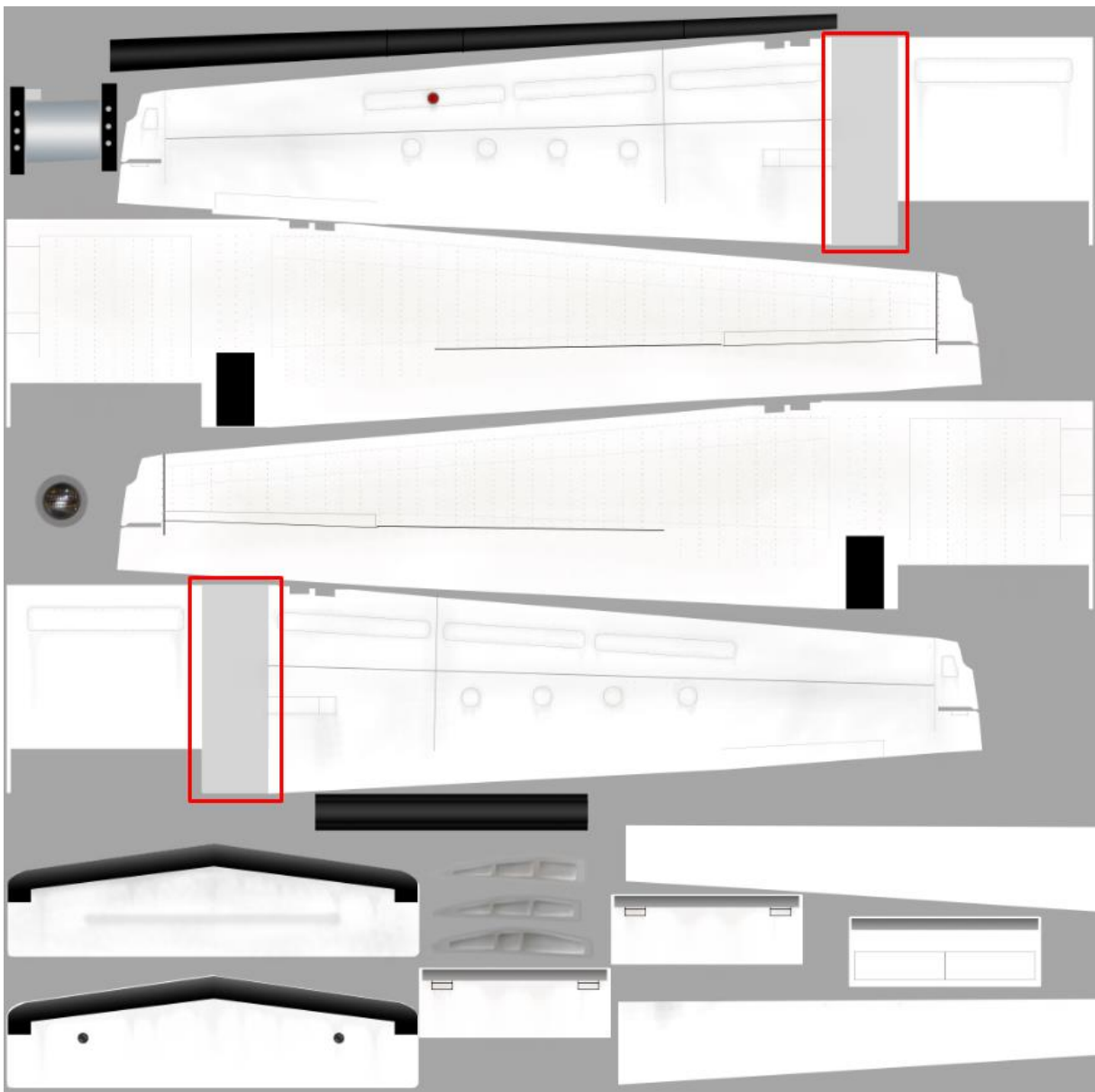
This sheet contains the wing and elevator textures.

You might paint these using the „Paint area“ layer.

See the „Informational“ group.

The grey areas on the lower wing surfaces mark the areas covered by the engines (see Illustration 5.1)

*Illustration 5.1:*



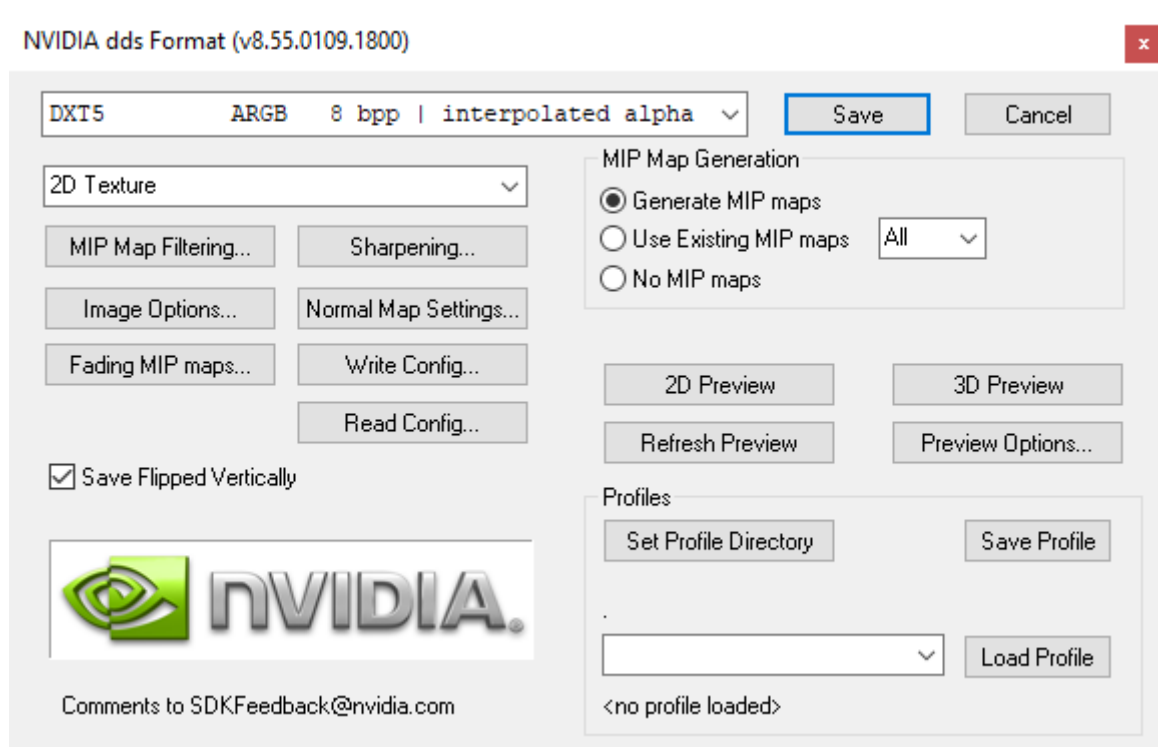
## Exporting of .dds files

It is recommended to use the „NVIDIA Texture Tools for Adobe Photoshop“ Photoshop-plugin for exporting your finished .dds files. The plugin can be found here:

<https://developer.nvidia.com/nvidia-texture-tools-adobe-photoshop>

When exporting make sure you export with DXT5 interpolated alpha (see figure 6.1)

*Illustration 6.1:*



Also make sure that you have ticked „Save Flipped Vertically“ as that´s required for .dds files to be read correctly by FSX/P3D.

## Example of aircraft.cfg entry

The fltsim.X entry is pretty basic and straight forward.

Our example texture folder is called „Texture.White“.

Our corresponding aircraft.cfg entry is:

```
[fltsim.0]
title=Turbine Design Dreamwings Dash8 Q100 Blank livery
sim=dash8 q100
model=
panel=
sound=
texture=White
ui_manufacturer=Bombardier/De havilland
ui_type=Dash 8 Q100
ui_variation=
ui_createdby=Turbine Design Team
description=Turbine Design DeHavilland Dash 8 Q100
kb_checklists=
atc_heavy=0
atc_id=Blank
atc_airline=TurbineDesign
atc_flight_number=001
```

Subject to change are the title= and the texture= sections (you can also adjust other settings like e.g. „atc\_airline=“ to your liking).

When creating a livery make sure to include the texture.cfg (which can be copied from other liveries without requiring changes inside the .cfg file) in your Texture.X folder.