

Content Creation

Additional Skin Tutorials

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Creating Graffiti

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- [2. Deciding Graffiti Style](#)
- [3.1 Creating Monochrome Graffiti](#)
- [3.2 Creating Multi-Colored Graffiti](#)
- [4. Creating a "drips" image variant](#)
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Creating Music Kits

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Creating Skins

- [1. Getting Started](#)
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Creating Stickers

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Creating Zombie Survival Maps

- [1. Hammer Requirements](#)
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- [3. Mystery Boxes](#)
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Skin Creation Reference

- [Default Textures](#)
- [Example VMT files](#)
- [Glove Bump Maps](#)
- [Knife Exponents](#)
- [List of Material Names](#)
- [Weapon, Knives and Gloves OBJ files](#)

Skin Renderer

- 1. Downloading/Installing
- 2. Enabling GPU Rendering
- 3. Viewport
- 4. View/Edit Models
- 5. Adding Skins
- 6. Background Settings
- 7. Camera Settings
- 8. Studio Setups
 - Infinity Curve
 - Wall/Floor
- 9. Render Settings
- 10. Rendering/Saving