

Learn how to create jerseys and caps



Editing for Noobies

**A Reference
for OOTP 7-9
Editors !**

**using
Paint
Shop Pro**

Written By

Bassman58



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Introduction

This tutorial will help you create jerseys and caps for Out Of The Park Baseball versions 7 to 9. You will need to know how to use a graphic editing program to be able to understand this tutorial. I will use Paint Shop Pro X2 as an example. Photoshop users and users of other graphic programs should be able to follow along easily. I have experience creating uniforms for NBA Live and MVP Baseball 2005 and vehicles for NASCAR Racing Season 2003, GTR2 and rFactor. The templates for these games use layers. You need to download a template before you begin. PSP and PS templates are available at PadresFan's site. Once you get the hang of using the templates it should be easy to quickly make new jerseys and caps. The templates make it easy to change colors for the base color and for the trim. I strongly urge you to add to the template that you use. Make the template your own.

A lot of people are intimidated by graphics editing programs. They think the programs are too hard or they don't have enough talent. They might be surprised how easy the programs are to learn and that they may have some hidden talent. Start with one of the free programs if you are unsure. Load it up and doodle. Try different tools. Experiment. RTFM. Read **The Freakin' Manual**. PSP's manual is helpful. Use the Internet for help. Your question has probably been asked before or someone will help you. The OOTP forums are helpful but you need to learn the basics. PSP tutorials are widely available. I learned by doodling with PSP 3 at work. I needed to make some diagrams for a testing procedure. We did not have much drafting equipment (pre CAD days) and I can't draw much more than stick figures on a piece of paper. So during lunch, I played around with PSP3 and learned how to use the program. I started out doing the basics and I'm still learning today.

Credits

Thanks to Deft, No Pepper and Ambermonk for their templates and layers. Thanks to PadresFan for hosting the templates and mods for OOTP. A big Thank You to the developers of OOTP. Without them we would not have a program to mod. Also thanks to the modders and fans of OOTP.

Programs and Files Needed

1. Paint Shop Pro – <http://www.corel.com/>
2. Adobe Photoshop – <http://www.adobe.com/>
3. Paint.Net - <http://www.getpaint.net/>
4. The Gimp - <http://www.gimp.org/>
5. Irfanview - <http://www.irfanview.com/>

Programs Possibly Needed

- A program to extract downloaded files such as ZIP files or RAR files.
- WinZip - <http://www.winzip.com/>
- IZarc - <http://www.izarc.org/>
- WinRAR - <http://www.rarlabs.com/>
- 7 Zip - <http://www.7-zip.org/>
- Windows XP has a zip/unzip program built in.

Information and Resources

- | | |
|---|-------------------------|
| • http://web.mac.com/sixwilsons/OOTPMods/Main.html | PadresFan Mod Website |
| • http://www.ootpdevelopments.com/board/ | OOTP forum |
| • http://www.ssur.org/research/TeamColors/team_colors.htm | accurate uniform colors |
| • http://www.sportsecyclopedia.com/ | team information |
| • http://www.logoserver.com/ | logos |
| • http://www.logoshak.com/ | logos |
| • http://members.tripod.com/logoman55/ | logos |
| • http://www.sportslogos.net/Site/index.php | logos |
| • http://files.simcentral.net/what/Out_of_the_Park | templates, mods |
| • http://exhibits.baseballhalloffame.org/dressed_to_the_nines/index.htm | uniform database |

Note: Please be aware of copyright laws concerning logos and photographs.

STEP 1 – Templates

Download your templates. There are versions for Paint Shop Pro, Photoshop and Paint.Net available. Since I use PSP the tutorial is written for PSP. Other paint program users should be able to follow along. The basics are the same for most programs.

STEP 2 – Research

Think about what jersey and cap you want to make. Use professional, college, high school, softball or Little League as inspiration. You can even use other sports. You can reproduce real uniforms or make fictional uniforms. Do some research on the Internet at sports sites such as ESPN or MLB. There are hundreds of uniforms posted by OOTP forum members that you can use as inspiration. Other sources include, baseball cards, Ebay, magazines and books.

You can download logos from many websites or even create your own. Remember that raster images (bmp, gif, jpg, tga, etc.) can not be resized very much. They will lose quality when resized excessively. Vector images (eps, ai) can be resized without any loss in quality. If you use raster images find an image as close as possible to the size you need. OOTP forum members have thousands of logos available at the sites listed above or on their own sites. Look at their forum signatures for links.

Think about the colors you want to use. MLB teams typically have white uniforms for their home version. Some may have pinstripes. Most teams use gray as their road version. In recent years many teams have alternate or Sunday uniforms. These uniforms often have their team color as the base. MLB uniforms tend to be conservative so uniforms such as Toronto's baby blues and San Diego's yellow uniforms are the exception. If you are creating a real uniform the design is already made for you. For fictional uniforms you can do whatever you want. Since each team in your OOTP league has only one uniform you need to make one uniform for each team.

For this tutorial I'll make a Hartford Whalers baseball jersey and cap. Here are a couple of pictures.



STEP 3 – Making a Jersey

Open your template and save a copy using your team name. Save it wherever you want. I'll make a folder on my desktop named 'Whalers' and save the file as 'jerseys_Hartford_Whalers.pspimage'. This name makes it easy for OOTP to find your team's jersey when you setup your team. Always save your original in the layered format so you can fix or modify the file easily. For Photoshop save in PSD format. Older versions of PSP (and newer) can be saved as PSP files.

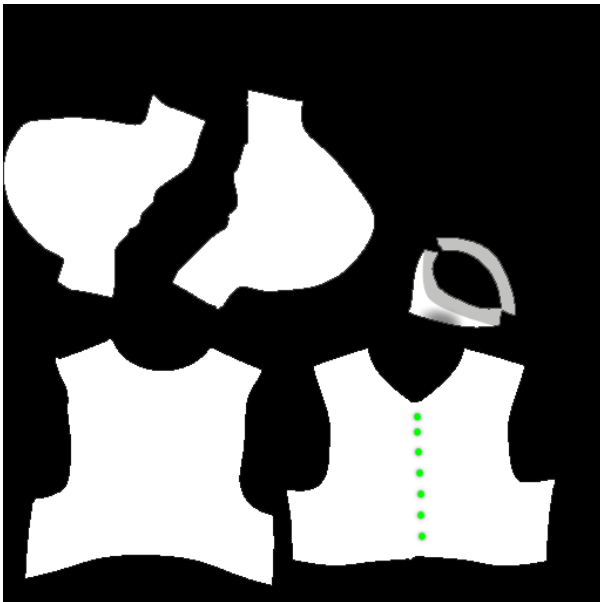
I'll make the base color white for this jersey. In the game pure white (255,255,255 or FFFFFFFF for you hex nuts) may be too bright. So if you prefer use an off-white

(245,245,245). Pure black (0,0,0) may also be too dark so use (20,20,20) or something a little lighter. Another consideration is the logo you have chosen. If it's a PNG file with a transparent background it should be easy as long as the logo is clean. If the logo has a background you can either use it or remove it. I'll show you how to clean up a logo later. For now I'll use a clean logo from Cephasjames collection. The name is whalers2.png. I will place this logo on the uniform front. I know, most teams have a script on their jersey. You baseball purists will have to wait a little longer for script instructions.

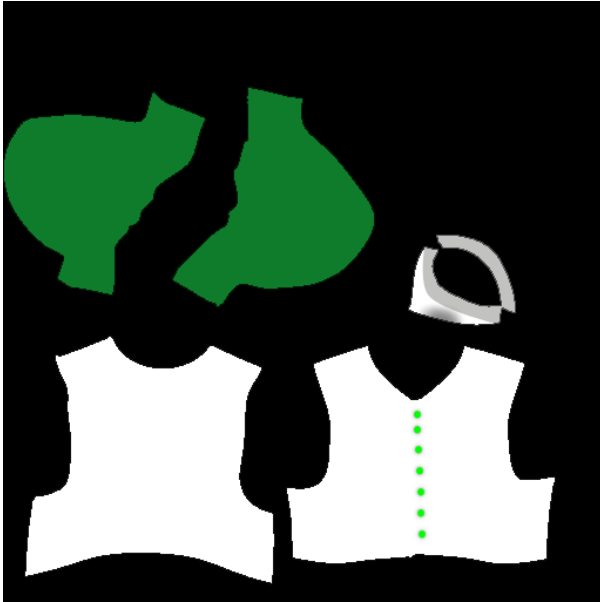


Here's my logo

Go to the Buttoned Jersey Layer. Click on the + sign. Fill the layer below the mask with white using the Flood Fill Tool. Deft uses masks in some of his layers. These allow portions to show through. In this case the jersey front and back show.



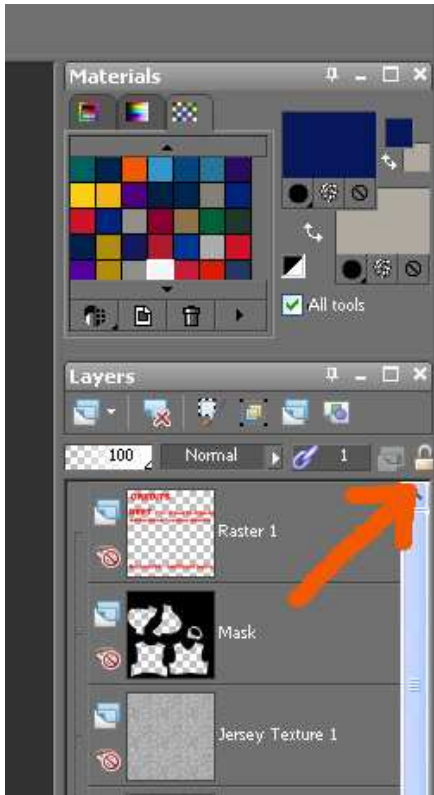
Next fill the Sleeves layer with green. Use the dropper tool on the logo to select the green color.



The collar layer has three parts. The collar is actually the undershirt. Collar texture creates some shading. I usually leave this alone but you may need to lighten or darken it by adjusting the opacity. The next layer is the neck collar group. This is the upper portion. The last section is the lower undershirt. Use the dropper tool to select the blue and gray colors. Select blue as the foreground and gray as the background. Click on the + sign for the Group Neck Collar section. Fill the lowest section with blue. Left click with the Flood Fill Tool. Click on the + sign on the Group Collar. Fill the lowest layer with gray by right clicking with the flood fill tool.



Next we'll do the buttons. Go to the layer named 'buttons'. Big surprise! This layer is locked. That means that you can only paint the non-transparent sections. You can verify this by noticing the Lock Transparency Icon is locked. Look at the padlock in the layers palette.



Here's the padlock

Let's paint the buttons blue. Select the Paint Brush tool. Set the size to 50. Left click and drag the mouse down in order to paint all of the buttons.



You may have noticed that the shading layer is off. If it isn't off, do it now. This way it will not interfere with the next section. Now we'll add the logo. Copy the logo. CTRL+C.

Note: Learn the basic control commands. It'll make life easy. Plus these commands are applicable across other Windows applications.

CTRL+C = copy

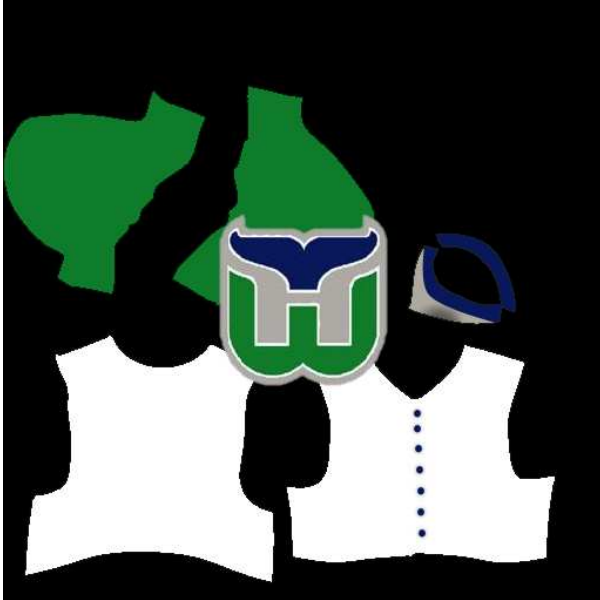
CTRL+V = paste

CTRL+X = delete or cut

CTRL+Z = undo

CTRL+L = paste as new layer

Click on the Buttons layer (you should be already there). Paste the image as a new layer. CTRL+V. Now you have a big logo stuck in the middle.



Now you need to re-size the logo. You have to decide where and what size it will be. SHIFT+S is the re-size shortcut.



resized 50% in the middle



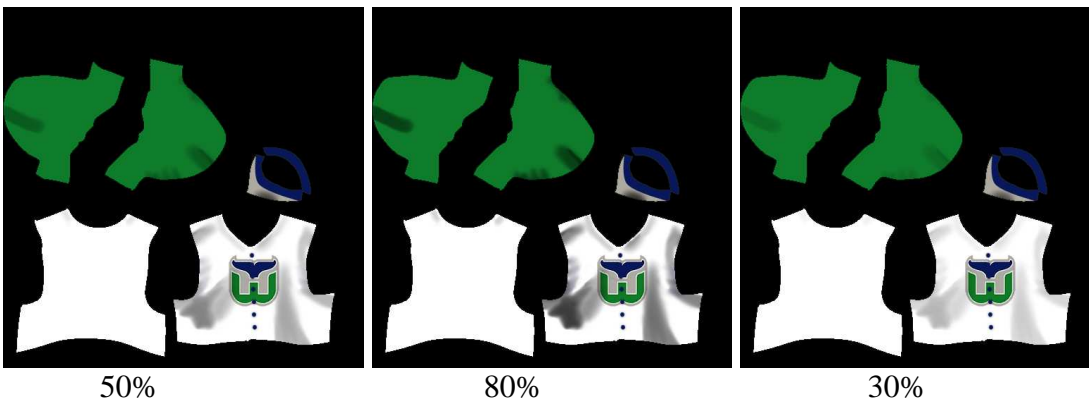
resized 25% on the players left side

I use the Smart Size Re-sampling with the Sharpness Slider in the middle. Use whatever you prefer. Experiment with the different options. PSPs resizing is much better than it was on past versions. Remember that resizing raster images can have varied results. I have resized some images down to 10% and still retained acceptable quality. Increasing the size is another matter. I usually don't go higher than 150%. Increasing to 200% looked terrible. Recently I read the best method to upsize is to successively resize by 110%. Small jumps are better than one big jump. For OOTP modders we usually don't have to make logos bigger. Another thing is that the player portraits in game are small enough so we can't see a lot of detail or the imperfections. If you have a 27" monitor and run the game at 2048x1536 you might see what the rest of us are missing.

Back to our jersey. If you positioned the logo above the button layers you should move the layer below the button shadow layer, otherwise the buttons won't be seen.



Next turn on a shading layer. Select the Jersey Shadows 1. Adjust the opacity of this layer to approx. 50%. The opacity is a personal preference.

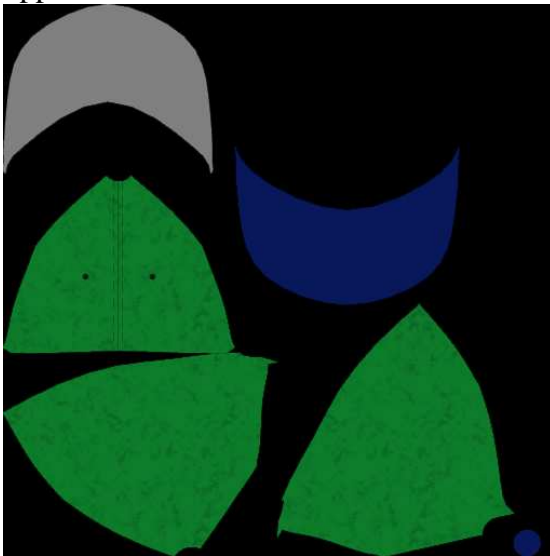


The shadow and texture layers are mostly multiply layers. These have different effects on light and dark layers. The PSP Help Menu explains the different Blend Modes. You can change the blend to different types. Experiment. Burn, Soft Light or Hard Light or Overlay. You can duplicate the layer and combine layers types. A multiply above an overlay for a dark uniform may work well.

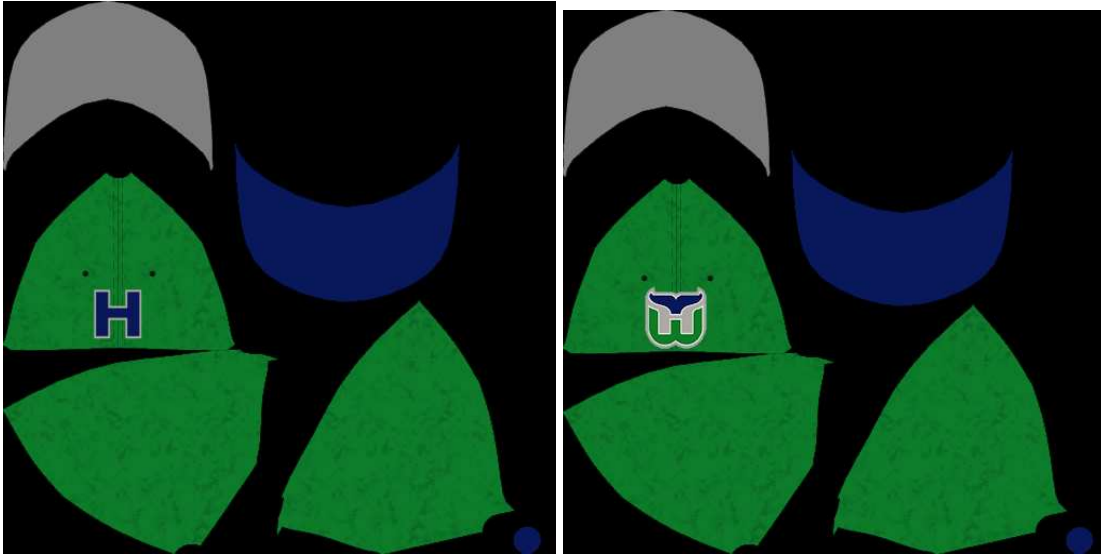
This uniform is done. Save it as a PNG file. jerseys_Hartford_Whalers.png. Copy it to your preferred OOTP folder. Read the readme.txt file located in the jersey folder to review your options. X:\OOTP Baseball 9\data\jerseys OR X:\OOTP Baseball 9\data\saved_games\MyLeague.lg\jerseys. The first folder allows the uniform for any team named 'Hartford Whalers' to use this uniform. The second only allows that league to use the uniform. I'll get into other jersey options later.

STEP 4 – Caps

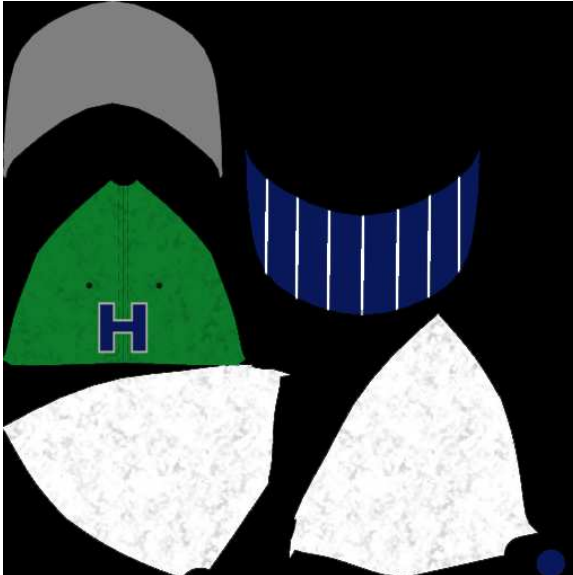
Open the Cap Template. Make a copy named 'caps_Hartford_Whalers.pspimage'. Use the dropper tool to select the green and blue colors. Use the flood fill tool and fill the upper visor and button with blue. Fill the back and front sections with green.



Using the dropper tool select gray as the foreground color and blue as the background tool. Select the text tool. Set the font size to approx. 60 and the stroke to 2. Add an "H" to the text entry. Click on Apply. Position the letter in the middle of the front and near the lower edge. You probably want to position the letter/logo layer above the shading/texture and stitching layers otherwise the letter/logo will have the texture applied. If you don't want a letter on the cap you can add a logo instead. Adjust the texture and stitching layer opacity as you see fit.



You have many options for the cap. The visor underside can be painted. Most teams use a dark color to reduce glare for the player. You can add horizontal and vertical stripes or pinstripes. The template includes pre-made options or you can add your own. You can also make the panels on the cap with different colors. Double check the size of the cap letter or logo in-game. After you make a few caps you will learn what size looks best. This also applies to any stripes that you add. Check their alignment in-game.



STEP 5 – Jersey Options

STEP 5A – Dark Uniforms

Most MLB teams don't use dark colors as their primary uniform. In the past few years teams have added Sunday, Batting Practice and Special Occasion uniforms. College and International Leagues aren't as conservative so you will find uniforms in many colors. Dark uniforms are basically created the same as light colored uniforms. The only thing you have to watch out for is the shading and/or texturing. You may have to change the Blend Mode type and the opacity. Experiment with the various settings. Use what looks right to you.

STEP 5B – Text Scripts and Effects

Many teams have a text script on the front of their uniform. These scripts can be straight, angled or curved. The text can be the name of the city or the team nickname. Adding this text can be as easy as using a pre-made PNG file. Silvan14 has a good collection of jersey text logos that I have used myself. Just copy the logo and paste it as you did in Step 3. Position and re-size the logo as you see fit.

Adding Straight Text

Adding straight text is easy. You can use any font that is in your Windows/Fonts folder. Use the text tool to add your text. Add a stroke if you like. Re-size the text so that it looks good on the jersey. Don't make it too wide or position it too high.



Simple straight text

Adding Angled Text

Click on the text layer you just added in the layer palette. Click on the Object Selection Tool. Grab the rotation handle and rotate the text. You can also use the Image/Free Rotate (CTRL-R) to rotate the text.



Angled text.

There are some text attributes you have to consider. Anti-aliasing will make the text smoother, especially for angled or curved text. Kerning will affect the spacing between letters. You may intentionally want the letters squashed together or further apart. Leading will affect the space between lines of text if you have more than one line. I usually create vector text because you can easily add a stroke and re-size the text.

Multiple Stroked Text

PSP adds a single stroke to vector text easily. If you want a third color you can easily add it because you are working with layers. Add your text and re-size and position it. I have made green letters with a gray stroke. Next, right click on your layer in the Layer Palette. Click on duplicate. This will create a new layer exactly on top of your layer. Click on your original layer in the palette. Click on the + sign. Double click on the text layer to open the text entry box. Change the color to blue (it should be in your recent materials swatches – right click on the foreground color) and change the stroke to 3. You should now have a third color for your text.



This is a lot cleaner than trying to use raster text and the Magic Wand Tool to add another color.

Other Text Effects

You can use the Effects included with PSP to modify your text. One option is to add a drop shadow. PSP will only add a drop shadow to a raster layer. Duplicate your layer then change it to a raster layer. Right click and 'Convert to Raster Layer'. Click on Effects/3D Effects/Drop Shadow. Adjust the offsets, blur, color and opacity.



Drop Shadow

Another option is the inner bevel. Just remember not to overdo any of these text effects unless that's your desired effect. Click on Effects/3D Effects/Inner Bevel. Make any adjustments you like.



Inner Bevel

Some texture effects may look good. You can also try any 3rd party plugins and filters that you have downloaded. Many Photoshop plugins are compatible with PSP. You do not need to have separate copies of these files. Both PSP and Photoshop allow you to browse to a shared folder so you don't need multiple copies of the same plugin.

Curved Text.

Many teams have a curved script on their jerseys. You need to add an ellipse to the template. You will turn off this layer later. The text is added to the path of this ellipse so it will be curved. Click on the Ellipse Tool. Make an ellipse with no stroke and make it red so you can see it. Position it like below. This is just a starting point.



Click on the Object Selection Tool. A rectangle shows around the ellipse. Take your mouse and move the cursor towards the text. Move the cursor down until the cursor

changes to the letter “A” with an arc under it. Left click your mouse. Add your blue/green text. It probably won’t look good.



Grab the center handle of the text selection and move it right (in this example). Move it to the center. Guidelines can be helpful. The text should now be centered. You may need to make adjustments to the text. The kerning is important. Also I prefer to have the Warp Text box unchecked. If this box is checked the text will be larger at the top. You may want this effect.



If the text needs to be repositioned do it. Move the ellipse and the text will follow. Now you have to remove the red ellipse. Click on the vector layer and click on the + sign. Turn the ellipse layer off.



Other Text Options

You can add a swash to your text. As far as I know there is one free font available. It is Team Spirit. Unfortunately it adds a swash to each letter.

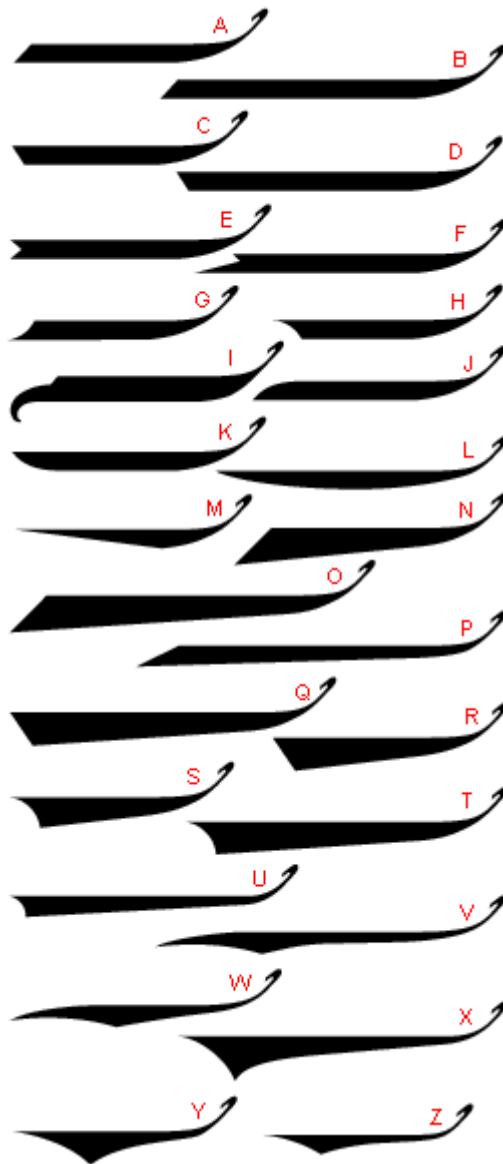
H *HARTFORD*

One option is to purchase a font. Letterhead Fonts sells a font named *Ballpark* that includes another font with swashes. This will allow you to make some great scripts for your jerseys. I purchased mine while they were on sale. This site has some useful fonts if you are willing to pay for them. Of course the swashes can be used with other script fonts.

<http://www.letterheadfonts.com/>

Otherwise there are thousands of free fonts available on the Internet. You can also buy font packs from stores such as Walmart, Target, Staples, Best Buy, Circuit City, etc. Usually you can find these collections in the bargain bins.

BALLPARK SWASHES

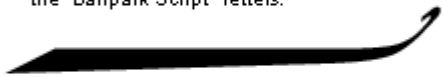


HOW TO USE BALLPARK SWASHES

1 Type desired text using "Ballpark Script"



2 Using "Ballpark Swashes" Type a key as shown in the chart to generate the desired swash, making certain to type it at the same size as the "Ballpark Script" letters.



(the letter "P" was typed to generate this swash)

3 Position swash so that the connection arm meets the last letter (zoom in for a perfect fit). Convert to paths and weld if desired. Depending on the length of your text and the letters involved, it may be necessary to experiment with different swashes.



STEP 5C – Pinstripes

Deft's template includes a pinstripe layer that makes adding pinstripes very easy. He uses a mask layer. All you have to do is fill the layer with the Flood Fill Tool. Below I added some blue pinstripes.



You can have pinstripes on the sleeves. Just move the pinstripe layer above the sleeve layer. There is also a mask layer for the collar pinstripes near the top of the template.

The mask layer allows a color to show through. Masks are like stencils. If you cut out a circle you can use spray paint or a paint brush to create a circle. A cardboard stencil either blocks the paint or it lets it show. Deft's mask layers let the paint show through, whether it's the collar, pinstripes or a sleeve. Paint Shop Pro masks are in grayscale. Black (0,0,0) blocks everything and white (255,255,255) allows all to show. PSP can have masks that allow some of the color show through. This type of mask could be used for making textures or shading. Don't confuse the Mask layer near the top with any of these layers. This layer is used to keep an outline of the jersey visible. It just makes the work area a little cleaner.

The only problem with using a mask is that you can't change the width of the pinstripe. You would have to make your own pinstripes using the Pen Tool. I'm sure that Deft took a long time to make his pinstripes. He had to save the file and view it in-game, going back and forth until he was satisfied. If you want to do the same, go for it. Since there are less stripes on the cap, adding pinstripes or stripes is much less time consuming.

STEP 5D – Sleeve & Shoulder Options

There are layers for the sleeves and shoulders included in the template. I'm not going to make screen shots for these options. Just experiment and learn what each layer does. These layers are optional and are a quick start for you to use. Go ahead and make your own options and add them to the template. Some of the layers use masks so you have to use the Flood Fill Tool to change the color. Some the layers are vector layers. The shoulder stripes (yellow and purple) are an example. Click on the + sign and double click the New Path. Use the Vector Property to add a stroke and/or change a color. Since these are vector layers you can add a stroke easily without any "jaggies". The rest of the layers are raster layers. Shoulder 1 is an example. There is a red main color and a blue trim color. Use the Flood Fill Tool to change the color. You can turn off either layer if you

want only one color. Here's an important tip for filling in raster colors. Turn the 'Lock Transparency' on before filling in the color. This will fill the color wherever it is not transparent. This will keep away the "jaggies". Try filling with the 'Lock Transparency' on and off to see the difference. You should notice that the original edge is smooth due to the anti-aliasing being on. I originally made these layers using vectors and converted them to raster layers. If you want to make your own sleeve or shoulder options, start with vector layers so you will have smooth edges and you can modify them easily. This applies to Ellipses, Rectangles, Pre-Set Shapes, Symmetric Shapes, Bezier Curves, or Pen Tool Lines.

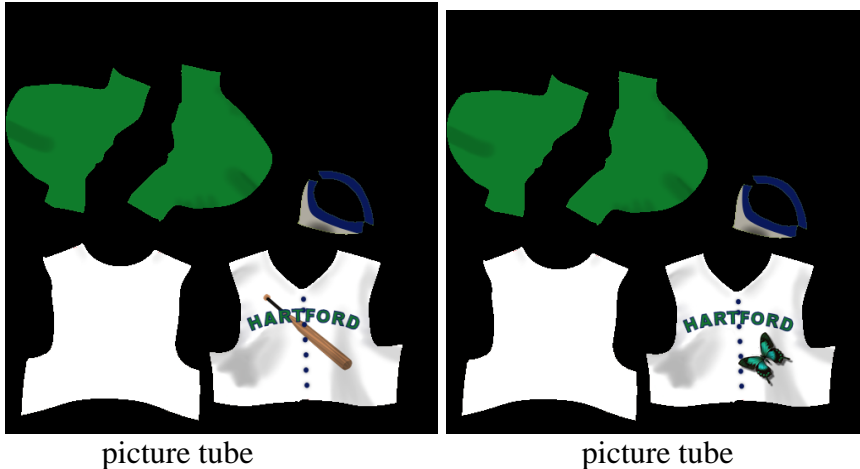
STEP 5E – Various Designs

The layers in this section can be used for the front and back of the jersey. Similar to the sleeves and shoulders, these layers are in vector and raster formats. Masks can be used if you are so inclined. Some of these layers were adapted from Ambermonk and others were made using images of baseball uniforms from sites on the Internet that sell uniforms for schools and other leagues. These sites allow you to pick the base color, add some trim and add some text. This is basically what you are doing now. I won't make screen shots or show you how to use these layers since you just did this in the previous step. Instead I will show you how to make your own design.

For this example we'll make some chest stripes since there aren't any in the template. I will keep the curved text with the green letters and blue stroke. I want the stripes to have a blue outline with a gray center. I chose these colors so the text (or logo) will still be visible. You do not want the text to blend in, you want some contrast. Select the blue and gray colors. Using the Rectangle Tool to add a rectangle across the front AND back of the jersey.



As you can see the rectangle needs to be repositioned, resized and moved to a lower layer. The Mask layer is also turned off. Move the layer so it is just above the Various Designs group. Click on the layer and then click on the Object Selection Tool. Adjust the position and size of the rectangle.



STEP 5F – Button Pads

Deft has made some button pad layers. These are the portion of the jersey that adds color to the neck and the front of the jersey. Just select the width and fill in with the color you want. Here is a gray medium width pad.



STEP 5G – Front Stripes

There is a group for Front Stripes. There are single, double, symmetrical and asymmetrical options. Changing the color of a vector layer is done as before. Double click on the New Path and in the Vector Property change the stroke color. I originally made these layers using the Pen Tool with the background color turned off. Changing the color of a raster layer can be done using the Paint Brush Tool. Make sure the 'Lock Transparency' is on. Set your brush size to 100. Click and drag the brush along the line(s) to change the color. In the example below I used the double stripe. The inner color is white to match the uniform base color and the stripes are blue to match the logo. So it looks like two parallel stripes going down the front of the jersey.



NOTICE: I have noticed on some of the screen shots of uniforms posted in the forum that the front stripes and other designs have “jaggies”. This is due to having anti-aliasing off. Turn anti-aliasing on so your curved and diagonal lines and your fonts will look smooth.

Another option is to use the ‘Single Stripe’ layer. Color the stripes to match your uniform. You can be done right now. One option is to erase the stripes on the sleeves. You can also add your own button pad. Create a raster layer below the ‘Single Stripe’ layer. Use the Paint Brush Tool to paint a gray area. Set the brush size to 10 and round. Paint the inside area between the stripes. You can use the stripes as a guide. Don’t try to paint too much at a time so you can undo any mistakes.



Single Stripes



partially filled in



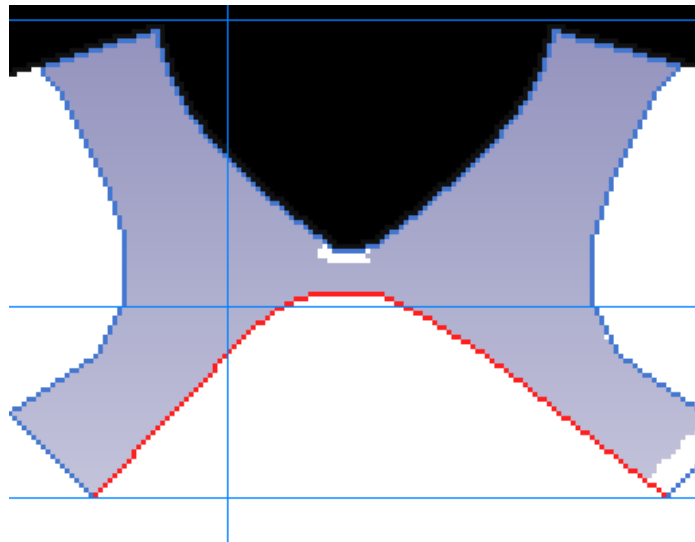
new button pad

You can combine layers or modify existing layers or you can create your own.

STEP 5H – Tracing

In the OOTP forums Cniel asked for some help in trying to make a design for a soccer based uniform. He wanted to make the red swoop and the gradient. This method can be used for logos and designs. Here's a link to the post.

<http://www.ootpdevelopments.com/board/logos-graphics-html/170238-paint-shop-pro-help.html>



Original pictures from the post. (Notice the jaggies)

Here's a copy of my response so I don't have to type it in again.

Gradient - Select your two colors. Select the foreground or background as a gradient. Left click on palette. The Material Property box should show. Click on edit (in the middle). You will see two sliders. The upper controls the gradient. You have three colors; back, fore, and custom. You can add more sliders by clicking between the existing sliders. The color you are adding is indented. This will allow you to adjust the gradient. Since you are going from dark blue to light blue your gradient has only two colors. Drag the slider(s) to adjust. You can also save the gradient under a new name so the original gradient remains intact. You can also delete sliders.

Swoop - I usually try to make designs using vectors so you can modify them easier. For example I'd copy the football (soccer) kit on a layer on your template. Resize this layer so the design is where you want it. Select red as the foreground color and turn off the background. Select the Pen Tool (connect segments on). Make a guess as the stroke width. Then trace the red line by clicking on the original every 10 pixels or so. This will give you a curved line. You can add nodes if the line is not smooth enough or you can change the node type to symmetric and adjust the handles. Adjust the stroke width if needed. For the blue gradient make a layer below the red. Temporarily set the colors to dark blue/off. Set the stroke width to zero. Trace around the blue border. Now you should have a bunch of nodes with a small opening. Right click Edit/Close. Click on the Layer Palette. Double click on your vector object. The vector property box shows. Check the Fill box and select your gradient. Add more nodes or move them around to smoothen the design. With enough nodes the gradient will look smooth. Remember that a circle is made up of a bunch of small straight segments.



This is cnield's finished uniform. Smooth gradient and no jaggies.

STEP 6 – Logos

A lot of people have trouble with logos. If you are smart you would use someone else's work. Why recreate the wheel? Cephasjames, Silvam14 and others have created a bunch of logos you can use. Most already have transparent backgrounds.

If you can't find one ready made you can ask for help or do it yourself. Here's a logo I downloaded from Logoserver.com. It's the Negro League Chicago X Giants logo. This logo is typical of older logos you will find. It is fairly clean when viewed at 300%. The yellow and blue look good but the orange letters need some touchup work. The logo is originally 120x120 pixels and will have to be made smaller. The trademark TM is

something I usually remove. I could not find any pictures of the uniform so this is purely fictional.



original logo

This logo has a white background that I want to remove because the uniform base color is a light gray. Here's the jersey with the logo pasted on a layer.

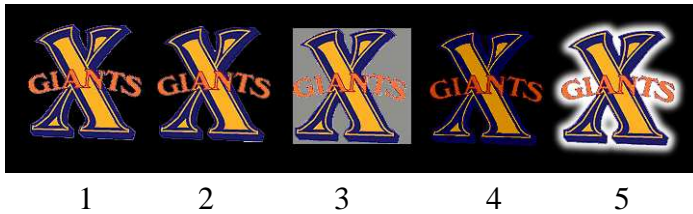


There are a few ways to remove the white background. First you need to use the Paint Brush Tool and cover over the 'TM' and any other obvious defects. Make sure you choose the "white" from the image because if it is not the same color as you use from your material palette you will mess up. Since the images are fairly small in OOTP you will not be able to see great detail and some defects may not be visible. So don't worry about having "perfect" logos.

- 1) Use the Background Eraser Tool included with PSPX2. I think this tool has been around since PSP8. This tool gives me mixed results. You need to make many adjustments until you get good results. Play with the Tolerance. Auto-Tolerance may work at times. A setting of 50 gave me decent results.
- 2) Use the Magic Wand. Click in the upper right corner. Press delete. The corner has now been removed. Do this until all the white is gone. I usually use the anti-alias outside setting and a tolerance around 12. Different settings will obviously give different results.
- 3) Color Changer Tool. Select the gray that was used for the base uniform color. Click on the white area. The color white should change to gray. This will appear as if the logo is invisible when placed on the jersey. One major problem is that the logo is only usable on this jersey. I prefer to fix my logos and save them for later use. I don't like the Color Changer Tool in PSPX2. I can't get it to change to the exact color I want. For this example the tolerance was set to 10. I prefer PSP9's color changer. It gives me more control. This is why I keep PSP9 on my PC.

4) Mac's Remove White Filter. <http://www.pspug.org/filters/filtersff.shtml> Install this plugin. Make your logo the active layer and click Effects/Plugins/Mac's/Remove White. All white (255,255,255) will be removed. This filter may remove more than you want so be careful. Undo (CTRL-Z) is your friend.

5) Feathering. Some logos just don't have a good defined edge. You may not like the results that you have tried. Maybe you want a little different effect. You can use the Feather Selection Tool. This will add a gradient border to the logo. The border will fade out. Make a new 250x250 image with a white background. Copy the Chicago logo as a new layer. Merge the visible layers. We now want to make a selection. You can use the Magic Wand Tool. Then invert the selection (CTRL-SHIFT-I). Then expand the selection by 5 to 7 pixels. Then use the Feather Selection Tool and increase the selection by 8 pixels or so.



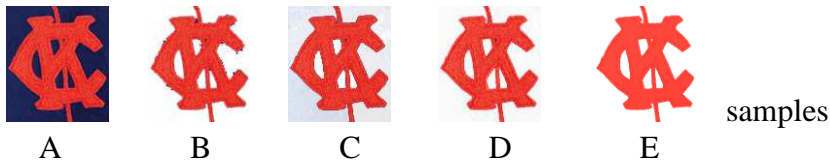
samples on black background

If you zoom in on the picture above you will see that steps 1, 2 and 3 all have a little bit of white or light colored pixels. You would have to use the Eraser Tool to remove them. You may want to lighten the offending pixels instead of erasing them. Lower the opacity of the Eraser Tool or use the Lighten/Darken Tool. You may need to fix any pixels within the logo. Use the Paint Brush Tool with a very small pixel size to repair the logo. Remember that you still have to resize the logo so some of the defects may never show.



logo resized 50%

This is a logo for the Negro Leagues Kansas City Monarchs. The blue background can be removed using the Magic Wand/delete or the Background Eraser. The Color Changer may not work as well because the blue really has dozens of shades to it.



A = original logo

B = Magic Wand/delete

C = Background Eraser 50% tolerance

D = Background Eraser 100% tolerance

E = same as E and painted over

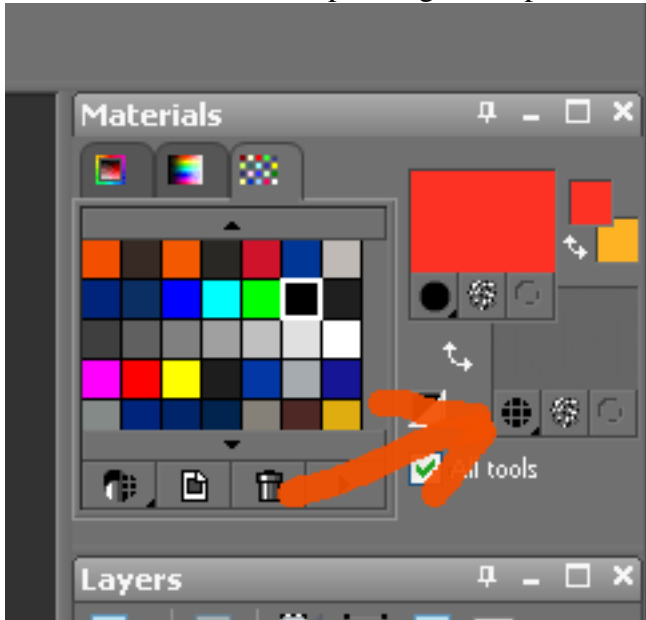
Sample B used the Magic Wand/delete method but still needs a little more work with the Eraser Tool. Zoom in to see it better. Sample C has a blue tinge to the background, which will not give you a transparent background. Sample D looks better but still needs more work. The original logo looks like it was an actual uniform or patch that was scanned. The logo has texture like a felt patch sewn onto a jersey. You can keep it as is, especially if you are creating uniforms for the 1920's to 1950's era. Just as an example of how you can fix a logo I included Sample E. I turned the 'Lock Transparency' on and selected the red color with the dropper tool and painted over the entire logo. This gives a more solid overall color.

STEP 7 - Textures and Shading

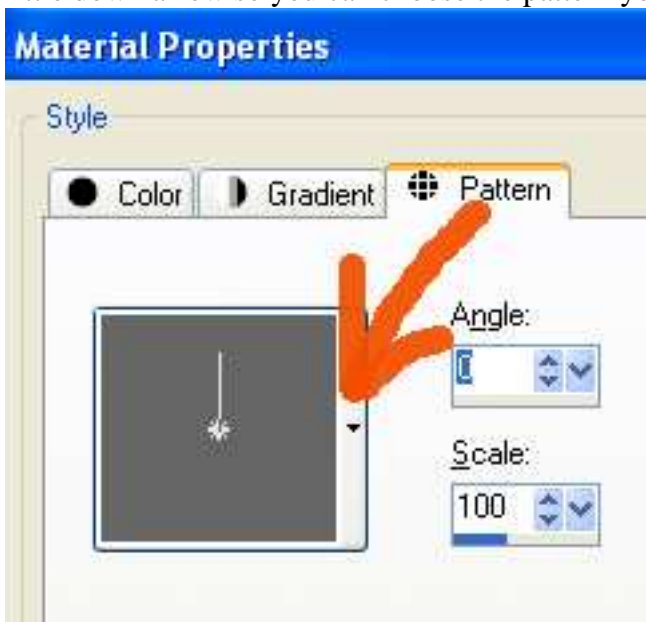
There are multiple shading options on the template. Use one at a time to give the illusion of wrinkles. You can adjust the opacity or change the blend type of these layers. For dark uniforms you may need to change the blend type so it doesn't look like your player spilled a coffee on himself. The texture layers will give the uniform some texture such as different materials. Uniforms were made of wool or flannel years ago. Some of the textures give you this look. A couple of the textures were taken from pictures of sweatshirts that I downloaded. This should give you a more modern texture. Texture 5 is a mesh texture that is used for MLB Batting Practice jerseys. Use the textures in addition to the shading layer. You can also use any textures in your PSP library. You can download textures and add to you library. Click on the background or foreground color in the palette. The Material properties box will open. Check the Texture box and select any texture you want. This will allow you use the Flood Fill or Paint Brush Tools to apply the color/texture combination.

You can create a new texture that you can add to your template. I usually find a texture I want to use by searching PSP sites for textures and patterns or by doing a Google image search. Another source is clothing sites such as Land's End. They show close-ups of the

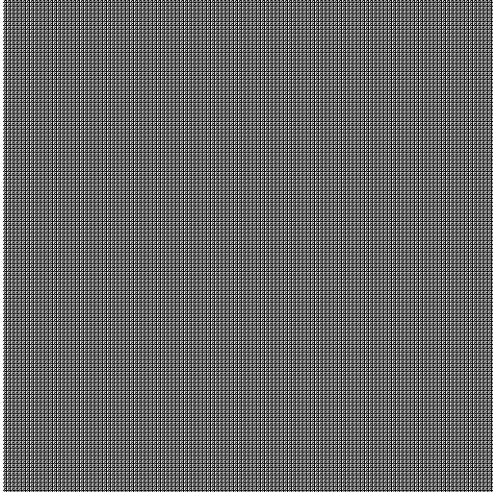
material texture. White cloth is best to use as a source. Make a new 512x512 image with a transparent background. Click on the Pattern button just below the background color. Click where the arrow is pointing. A drop down menu will appear. Select 'Pattern'.



Click in the middle of the color box. The Material Properties box will open. Click on the little down arrow so you can choose the pattern you want to use.



I chose a woven pattern. You can adjust the scale and angle as needed. You will have to do some trial and error with the scale.



Use the Flood Fill Tool and fill the new image. Next click Image/Grayscale. Yeah I know this image is already gray. Maybe yours isn't. Copy this layer and paste it as a new layer above the texture layers in your template. Now you can't see your jersey any more. Change the Blend Mode to Multiply (or another type). Adjust the opacity until you have it where you like it. In the picture below the opacity is set to 40%. This texture looks like it would be good for vintage uniforms. In the second picture I erased the texture from the sleeves and collar areas. This jersey would look like the current Pittsburgh Pirates who have an undershirt and vest type uniform.



You can create a new texture easily by making a new white layer. Add some noise. Click Adjust//Add/Remove Noise//Add Noise. The click Adjust/Blur/Blur (or any other type). Change the Blend Mode to multiply and adjust the opacity. Now you know how to make your own textures.

Summary

You are probably making the jerseys and caps for yourself so make them how you like them. Use any colors or trim options that you like. If you want any advice or constructive criticism you can post pictures on the OOTP forums. If you are making realistic uniforms use the colors from the SSUR because logos may not be accurate. Even Glidden Paint can be used as a source for team colors. <http://www.mostcolorfulfan.com/>

Make the template your own – add to it, it's your template now.

Important Color Information:

Colors vary from monitor to monitor and how you view them. Adjust the colors how you like them. The SSUR charts are the official team colors but the colors may show differently on your monitor and differently in the game. You may need to make adjustments when you view the uniform in-game. As long as you save your original pspimage file you can easily make corrections.