

Carbon Fiber Method 2

by [user errors](#)

found at: <http://www.forzacentral.com/forum/showthread.php?t=22575>

PAINT TUTORIAL: Realistic Carbon Fiber

In this tutorial I'll explain a simple way to create realistic looking carbon fiber using Forza 2's paint editor. Before starting I should note that while this may or may not be the most efficient use of layers, it's the easiest and best looking method I've tested at making carbon fiber. You probably will not be able to use this on a car that you have an elaborate design on already (unless you have a side without layers being used); obviously the larger the section you wish to cover, the more layers this method will take up.

This is an example of what this finished product gets you:



(yes, I intentionally did not cover the entire hood. I created a generic square to use as a new group)

Step one: Using the simple square vinyl, cover the area you want to turn into carbon fiber. For the color, select the one immediately under black (the darkest gray available).

Step two: On a new layer, insert the vinyl [stripes - 09](#). For the color, choose the next darkest gray which is located on the bottom left of the color hexagon. Resize it to X: 0.05 and Y 0.05. Next, position the layer on the top left corner of the area you wish to cover.

[Looks like this](#)

Step three: This is where the new features start making things easier. First, copy your previous layer by hovering over it, holding down your left thumbstick, then pressing the X button. Insert or paste it using Y. Now, reposition this layer below the last so that squares of the opposite color are touching,

simply put, create a checkerboard pattern.

Instead of doing this over and over again, you can highlight the two layers by holding the left thumbstick and pushing A over each one. While holding the thumbstick, copy with X then paste with Y. You have now pasted 2 layers instead of one.

[Looks like this](#)

Position these layers like you did the last, and repeat the technique of highlighting the layers then pasting them until you have created a single column running down the entire area.

[Like this.](#)

From here, highlight and copy the column, then paste it, and move it over. You will need to reposition it higher or lower than the other in order to maintain the checkerboard pattern. You may need to delete a few layers if you run over the area you're covering after you do so.

[Highlight copy and paste this to cover your entire area](#)

Step four: Now you can simply highlight both columns, copy and paste, then move them over. You no longer need to stagger them because you've copied the entire pattern. Cover your area using this method, and you will have a nice looking carbon fiber section, though there is a final finishing touch.

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Step five (optional): Select and copy your base layer, then paste it on the topmost layer. You can play with the transparency to get a nice looking finish, I find 0.30-0.45 looks pretty nice. This will darken up the carbon fiber so it isn't so obviously bright and gray looking, though you're welcome to do as your preferences see fit. If you want a painted carbon fiber look, change to the color of your choice and bump the transparency to the 0.70-0.90 range. See the top of the post to see the final outcome.

Additionally, you can highlight all the layers and save them as a new vinyl group if you wish to have a shortcut to getting carbon fiber onto your other cars.

Hope this helps some of you looking to get some CF on your cars. It's pretty taxing on layers, the pic I posted above is about 950, but it looks really great in game.