

I've had a lot of requests lately on learning to recolor...so yesterday, I took the time to write up this simple tutorial for everyone on how to recolor!

This tutorial is written as a run down of how I make a recolor, and in the paint sections of the tutorial you do not need to follow my instructions step by step...the paint section is just my example of how I go about choosing how to recolor something.

I have also taken these is small, baby steps the whole way. I apologize to those who may think i "Dumbed it down" too much...but I wanted to be sure that there was no mistake in my instructions, and not much room for getting lost at all. Lol

This tutorial is written with me using PaintShopPro 9 as my paint program. Any paint/photo program that you want to use is fine. this tutorial will still be good and easy for you to use (at least I hope it's easy! 😊)...just substitue your own paint program for mine. It doesn't change how you do it. 😊

So let's get started!

To begin....you will need the following items in order to recolor:

Download SimPe Light from this site:

<http://sims.ambertation.de/en/download/realdownload/>

I say download the light version, because the only thing you need is the **Wizards of SimPe**...not the full version.

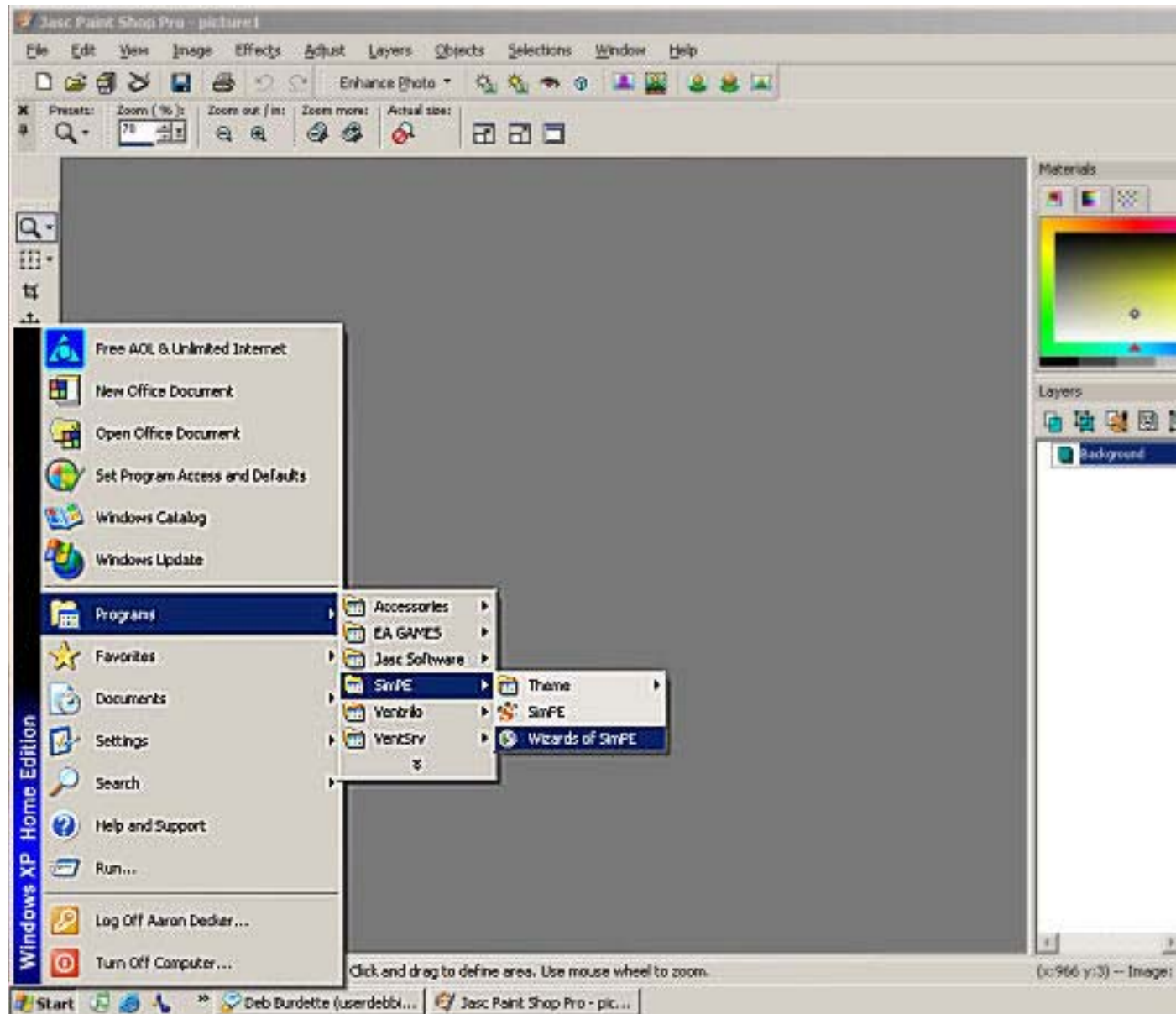
You will also need the latest version of **CEP** in order to be able to recolor items such as paintings, and a few others. Here is where you can get that:

<http://sims.ambertation.de/en/cep/>

And whatever paint program that you are using.

Now...onto the tutorial!

1. Open up your paint program....then open up Wizards of SimPe by going to Start ->Programs->SimPe->Wizards of SimPe



2. This is what Wizards will look like when you open it. Select Recolors, and wait for it to completely load (this may take a minute or two...you will see a yellow bar at the bottom filling up as it loads):



3. When it's loaded, this is what it will look like. Notice the categories on the left...makes it easy to find what you need (until you get to the hobbies and Misc...but I'll let you sift thru that one on your own! LOL



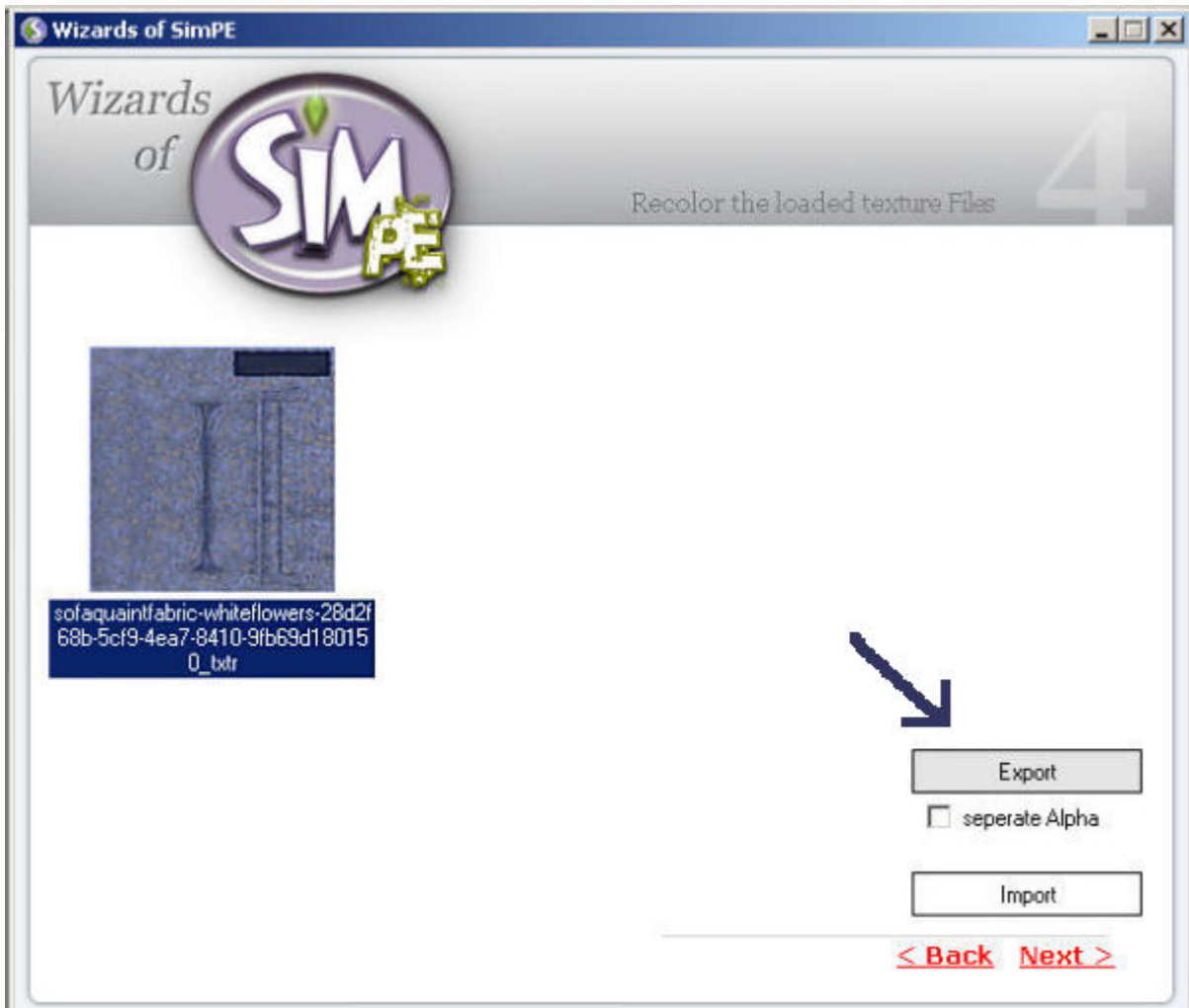
4. I decided for this first part, to choose a couch. Nice and easy to start with....and everyone is always wanting couches that match their livingroom! I chose the "Coming Up Roses Loveseat". Once you select the item you want to recolor, choose "NEXT"



5. After choosing Next, you will see this screen. It will show you all the different recoloring options...but in the format of the file, not what it looks like in the catalogue of the game. Select the one you want to recolor, and choose NEXT



6. On the following screen, select the picture of the couch, and choose EXPORT



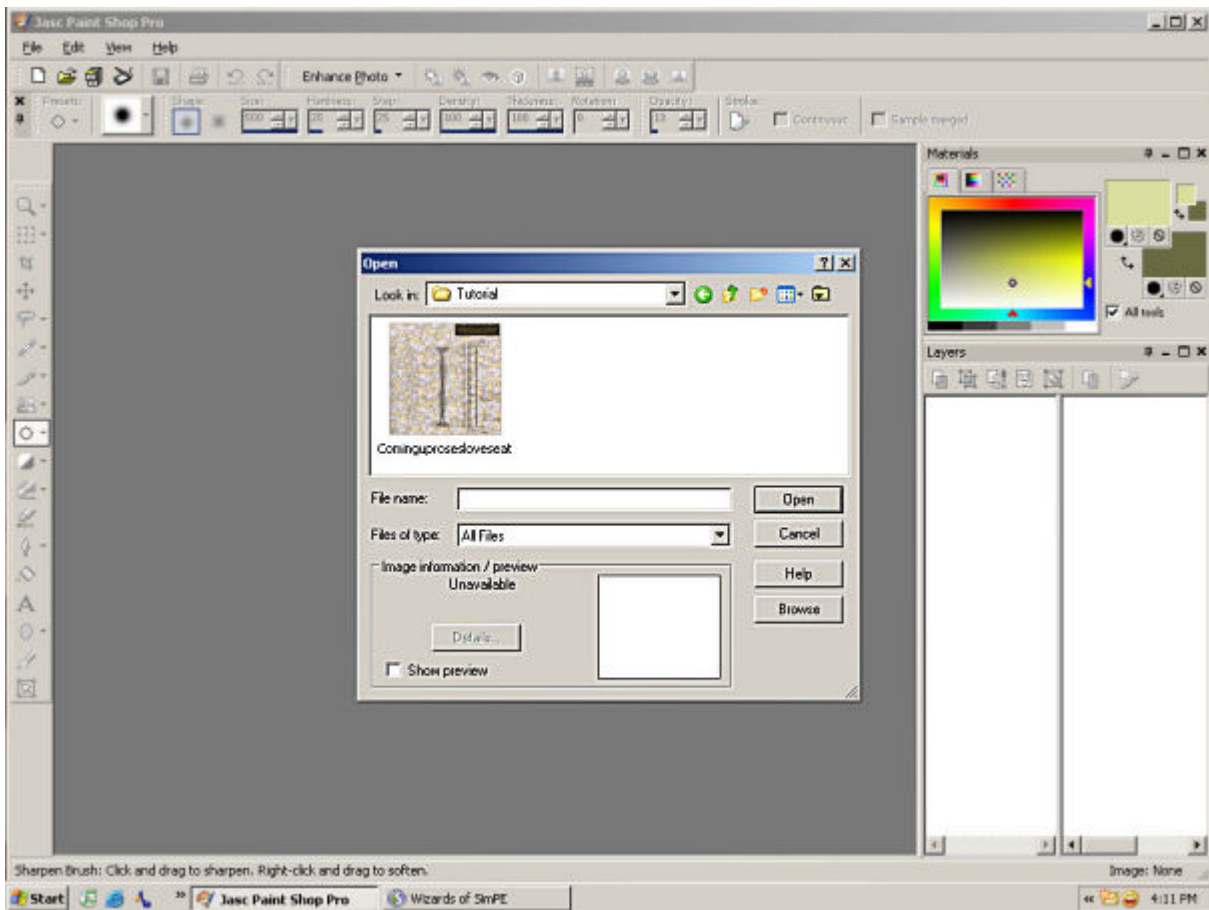


7. Save to an easy to find place for yourself. Me personally, I have a folder in My Documents-> My Pictures called SimPe Recolors...with sub categories for what I am currently working on. I have saved this couch to "My Documents -> My Pictures -> SimPe Recolors -> Tutorial" so that I know exactly what it is and where it is. For this project, I named the file "Couch" This will save as a .png file. Do not change this. Leave it saved as a .png file

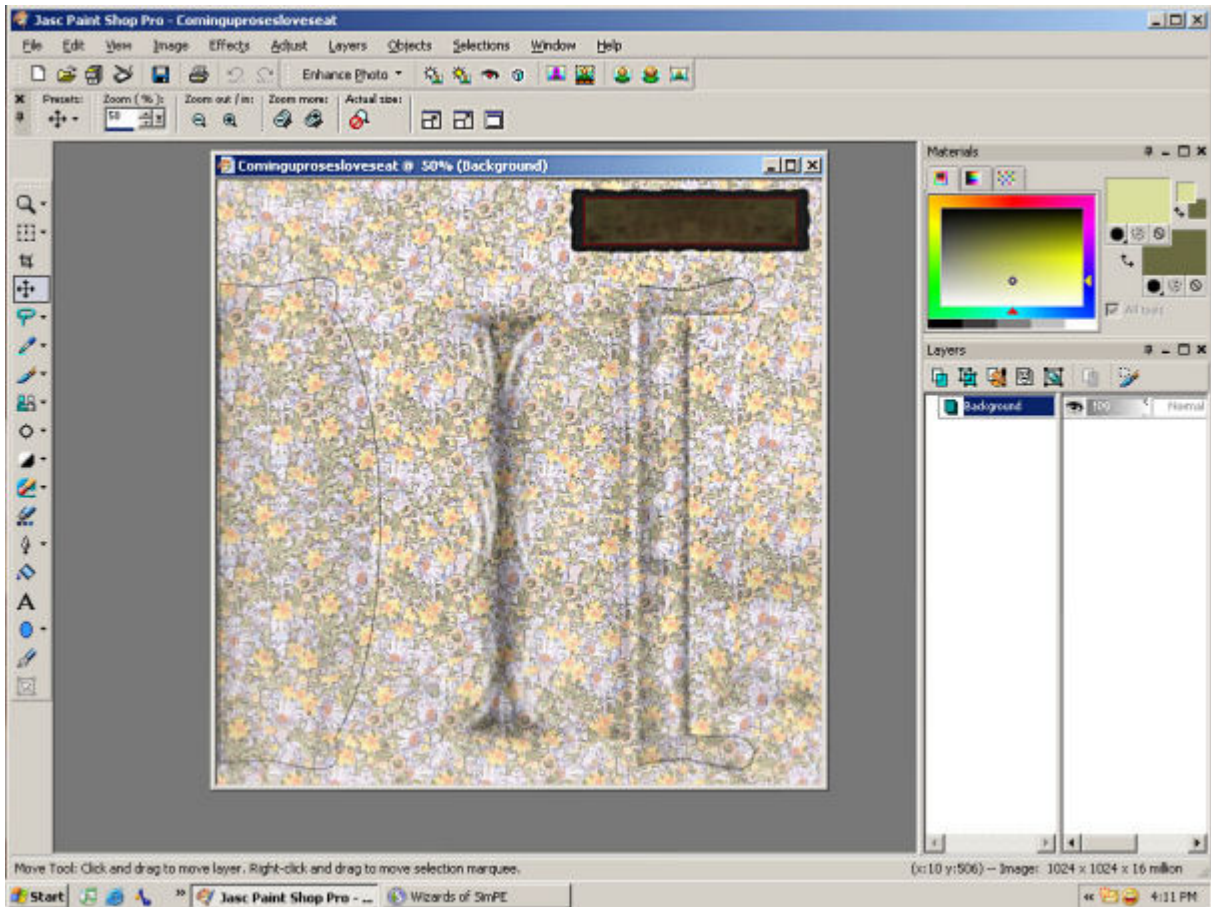




8. Go to your Paint Program and open your file

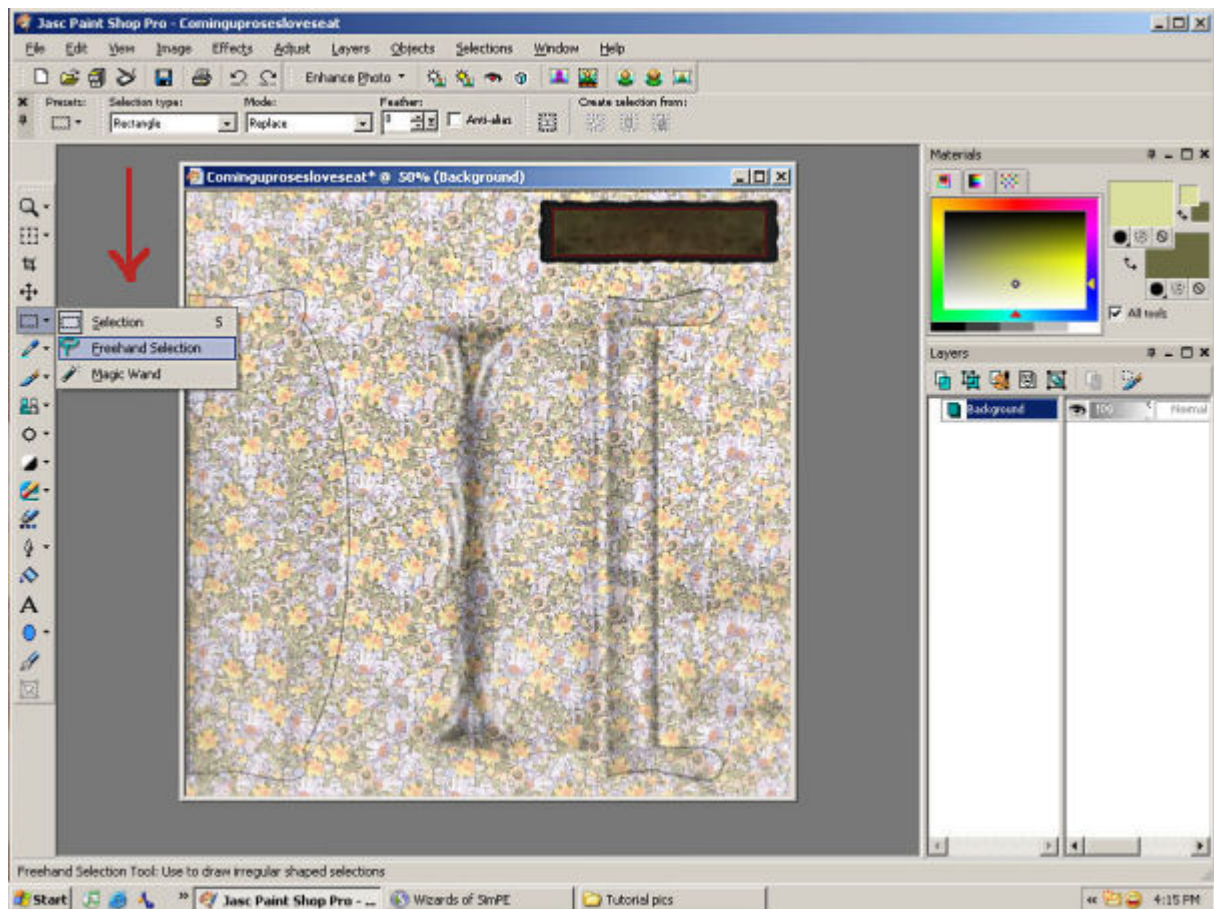


9. And here is what this couch file looks like. DON'T RUN AWAY YET! Look closer, and you see that you can see where the seat is, the arms, and the post. 😊



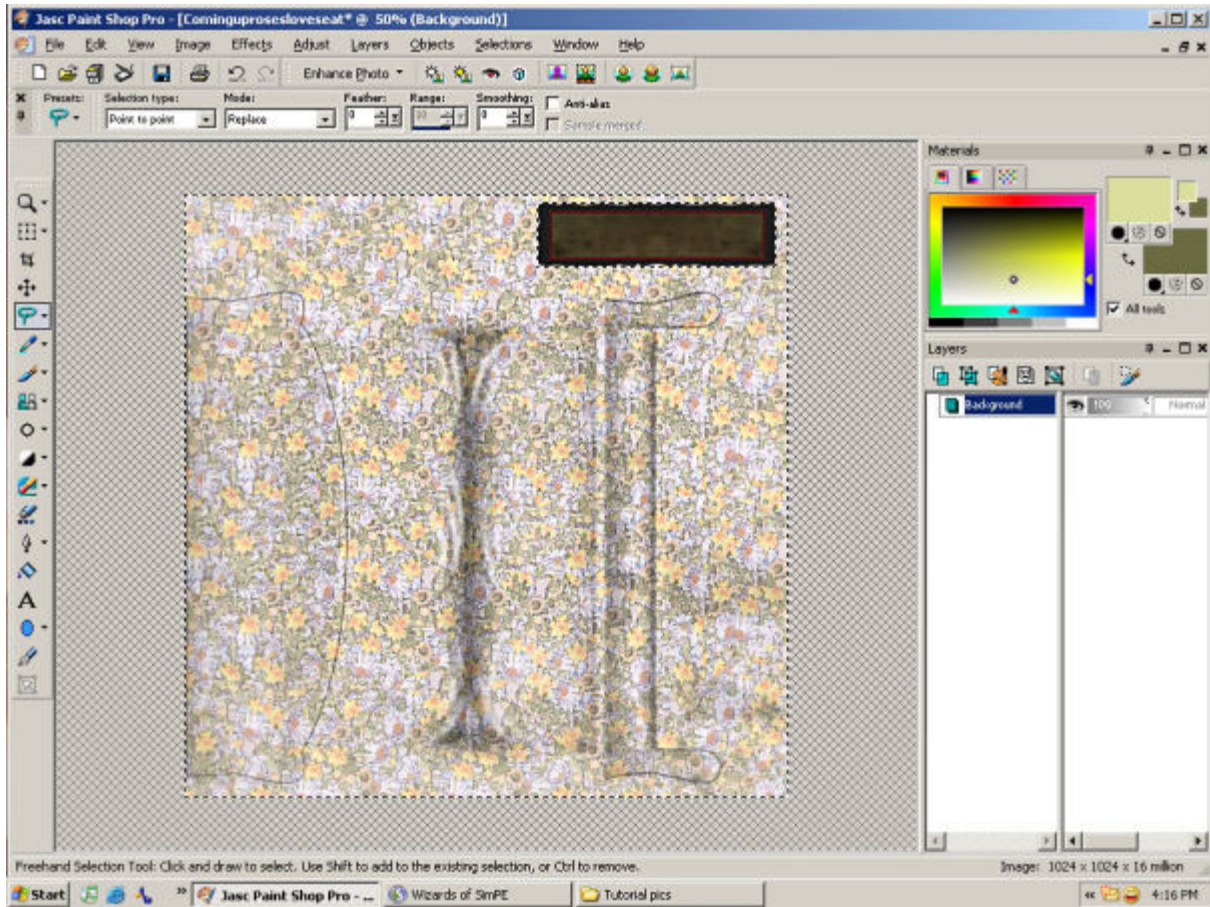
Now here is where you can do whatever you want for an image, and I am just going to run you thru a simple way I may decide how to recolor something.

10. On my left toolbar, i go to my selections, and choose "freehand selection". this allows me to select only that which I want to.

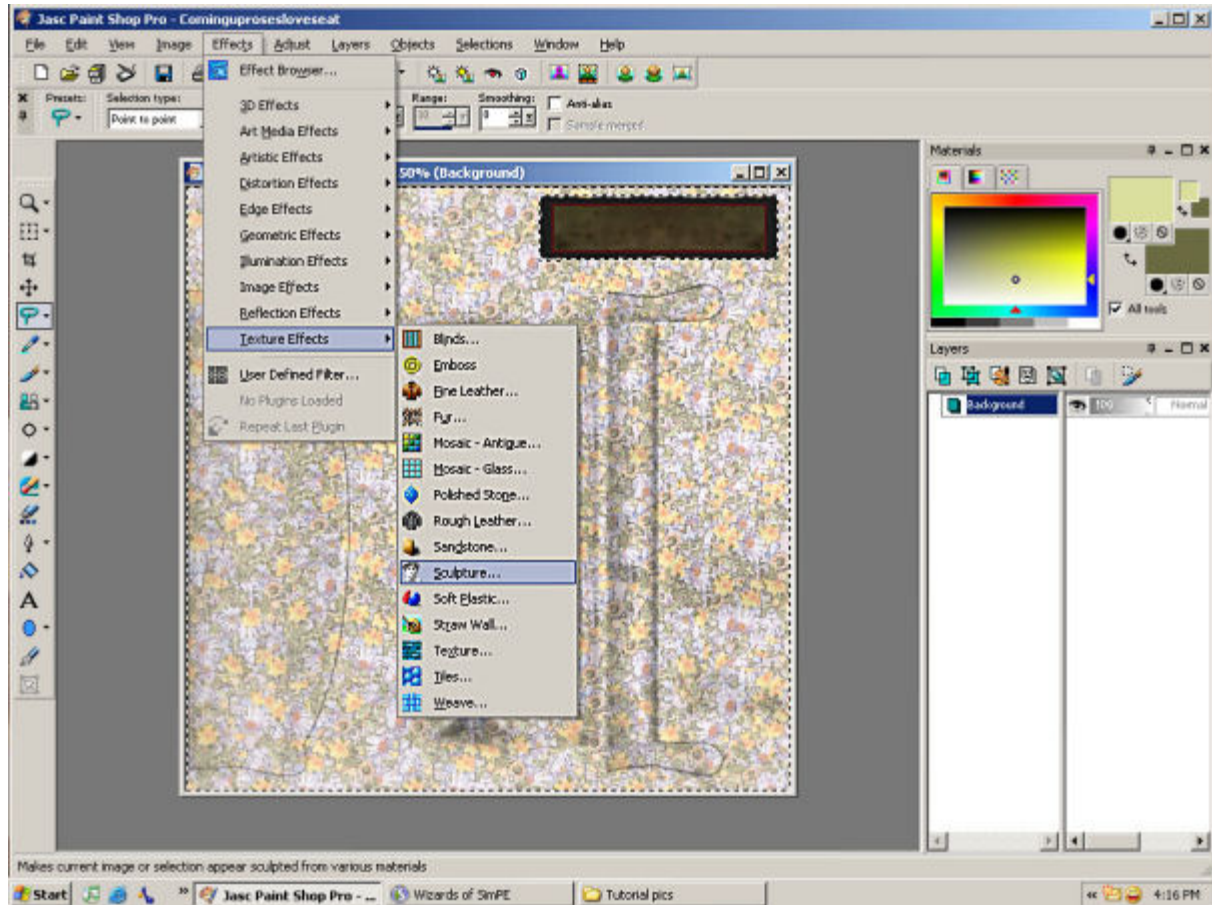




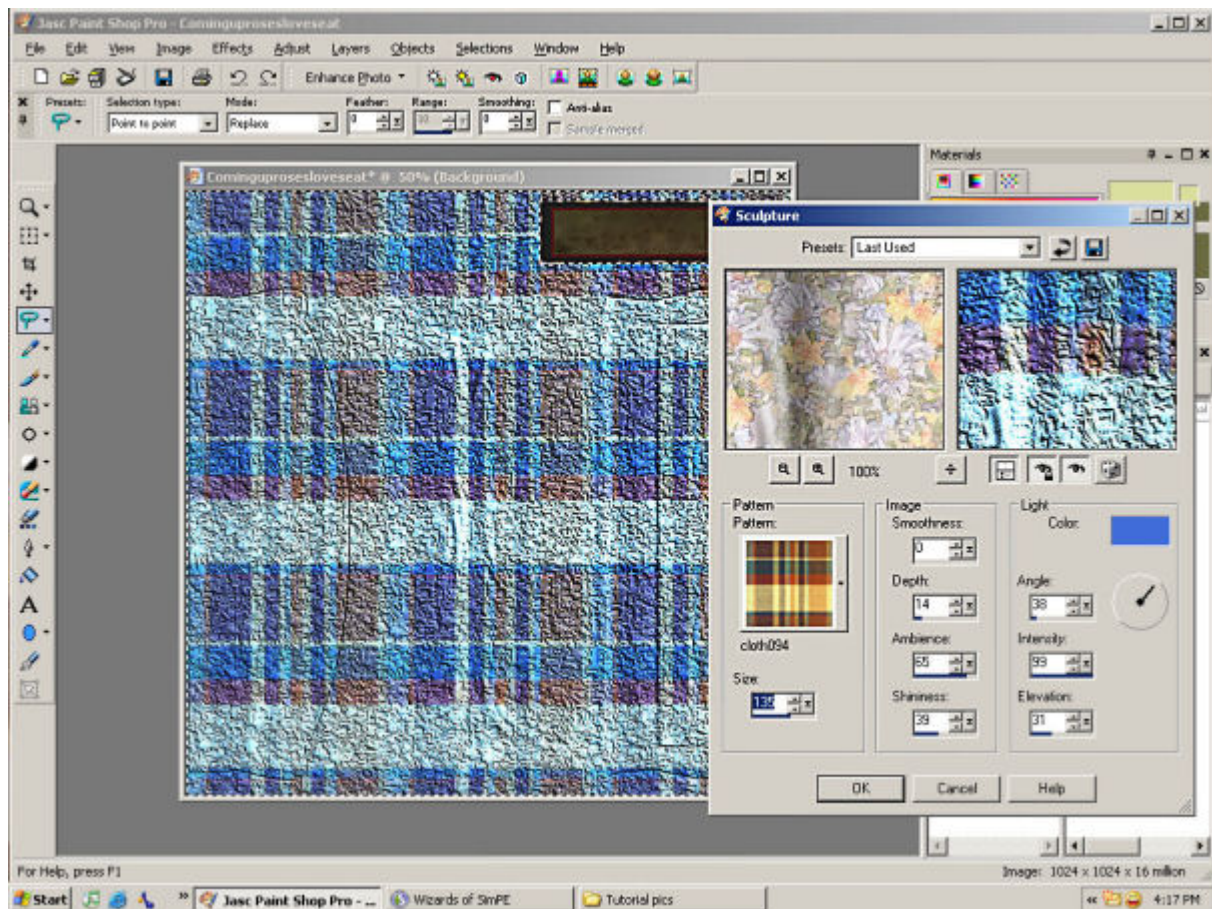
11. I use the select tool to wrap around only the flowery section of the couch...and NOT the brown part (as seen by the dotted line).



12. Now to recolor only the section i have selected. I go to "Effects -> Texture Effects -> Sculpture" in my toolbar. This is my favorite effect to use on most things i recolor, make, etc.

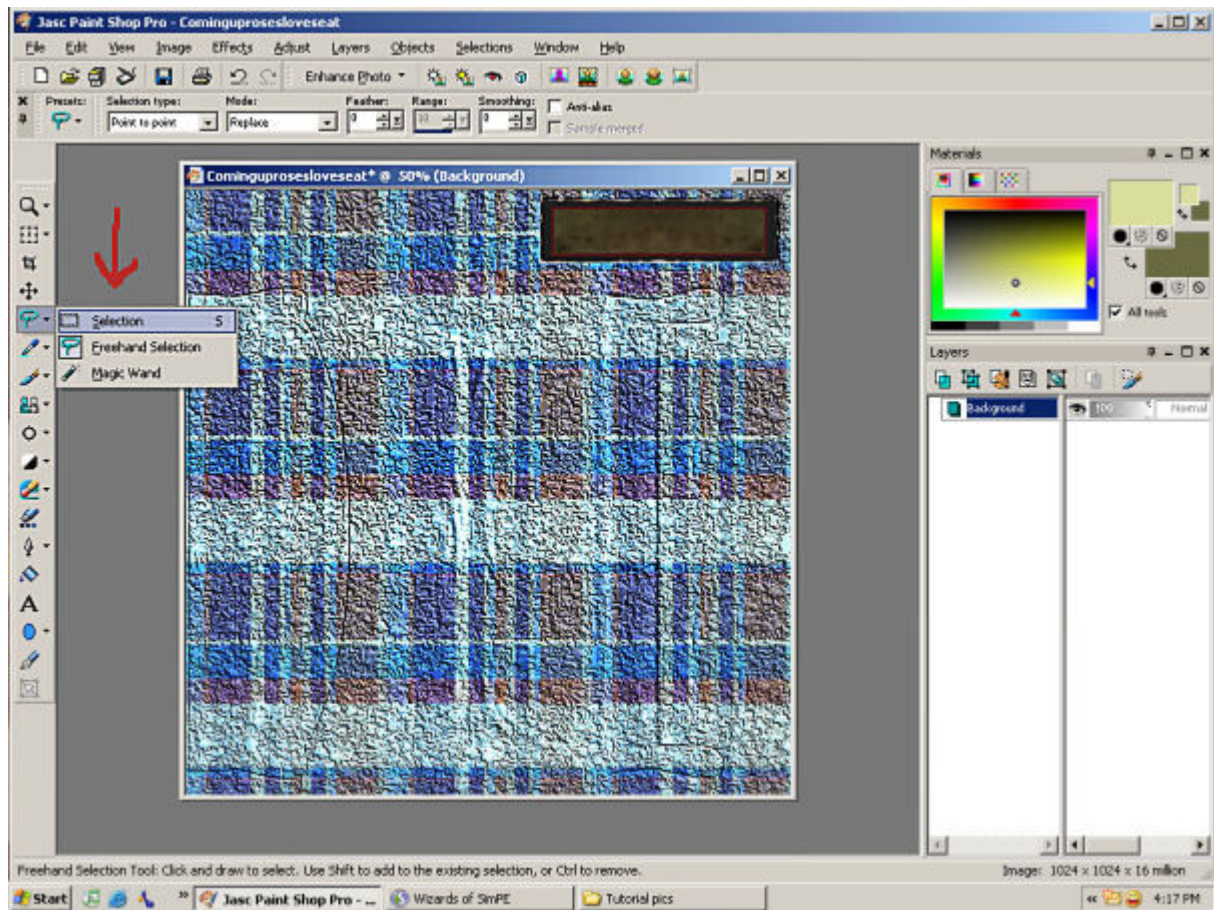


13. With this effect, I can choose from different patterns, colors, and adjust the size, intensity, depth, etc of that effect. I often use the little dice button (random) to get something I like and adjust from there. For now, I just randomly chose this effect to use as the recolor...we'll have to see if it looks any good or not! LOL Unfortunately...there is no way to preview the creation without going in game.

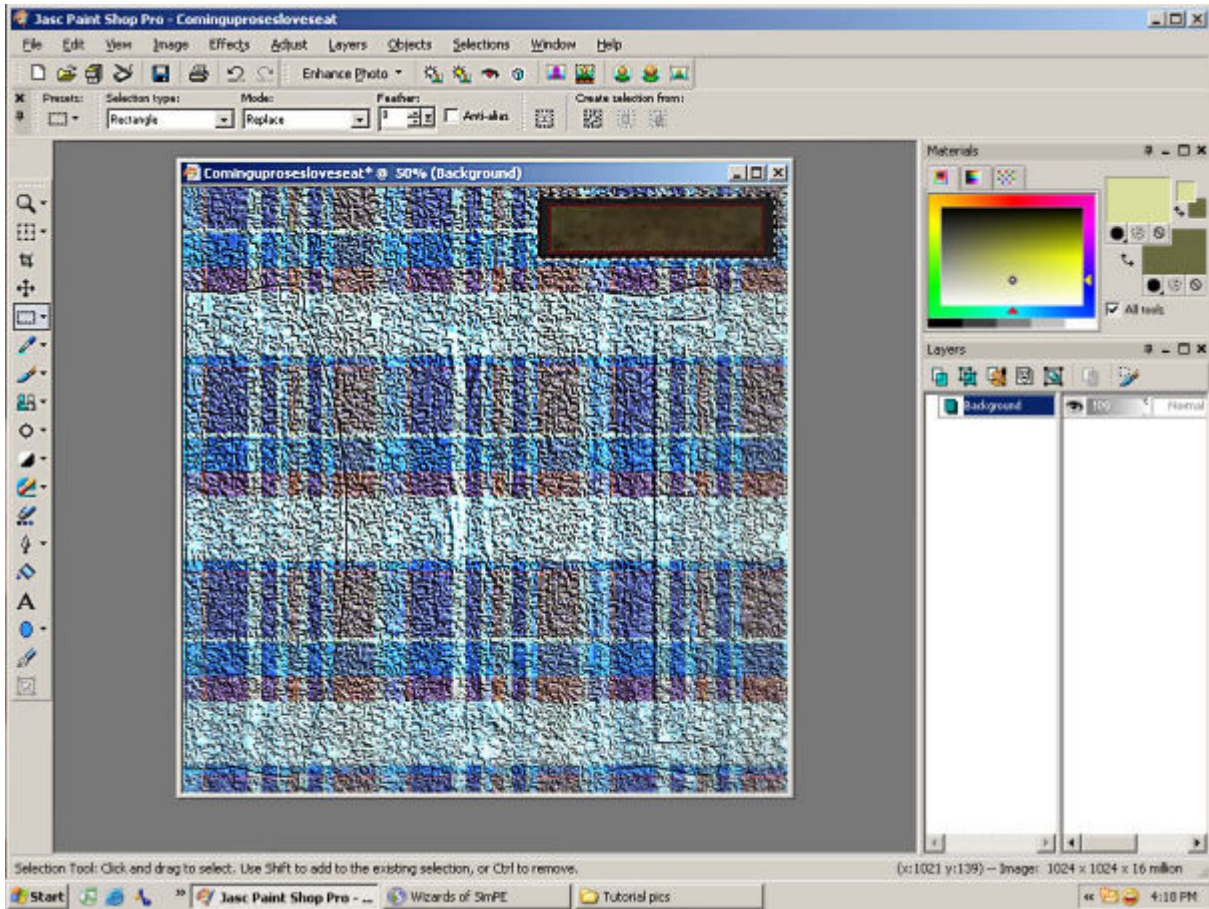




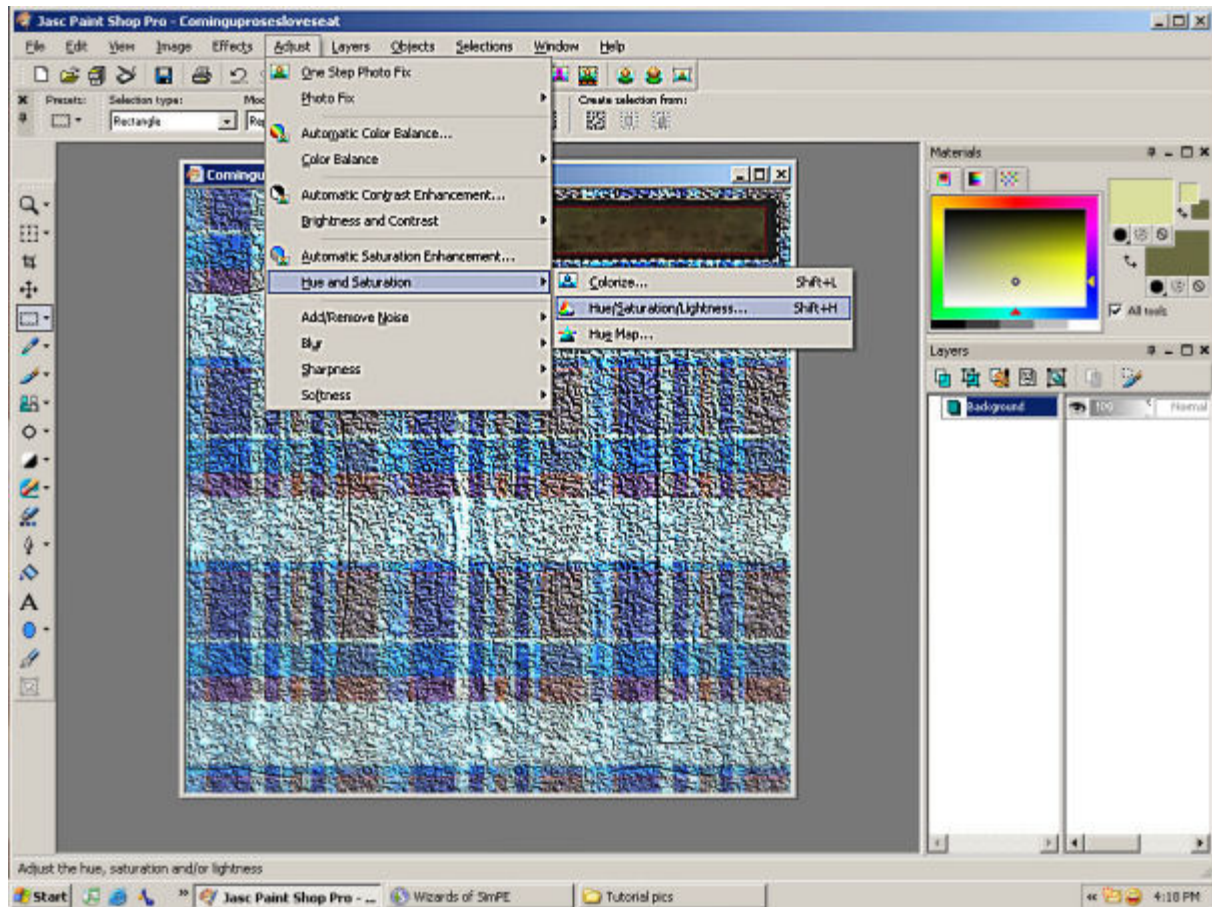
14. Now that that section is recolored, I'm going to use the Selection tool again, only now the rectangle selection tool and drag around only the wood post part to recolor that to go with the couch a little better.



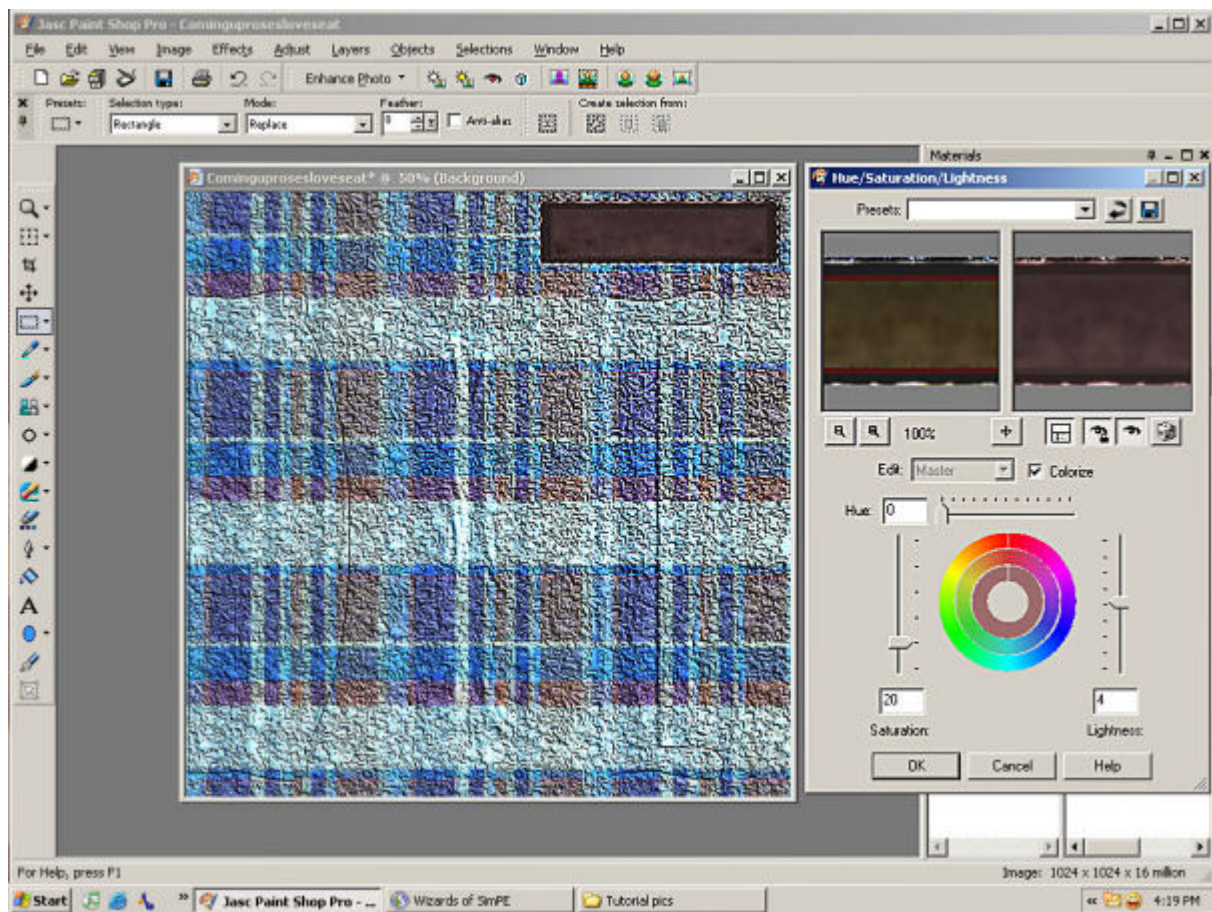




15. For this...I'm just going to change the color of the wood, so I'm going to my toolbar and choosing "Adjust -> Hue and Saturation -> Hue/Saturation/Lightness" (or Shift + H for short. lol)

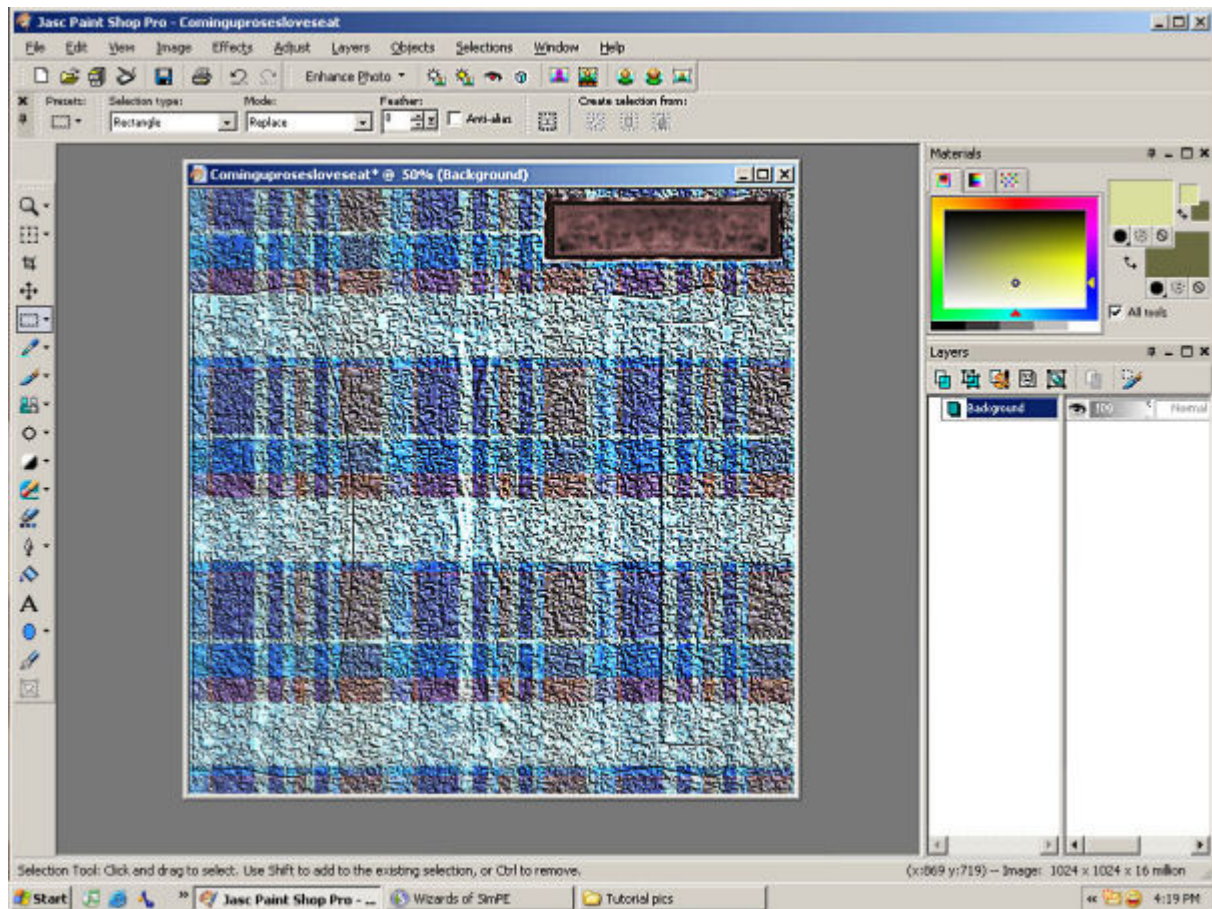


16. I adjust the settings of color, saturation, and the lightness to where I get something I like, and click okay.

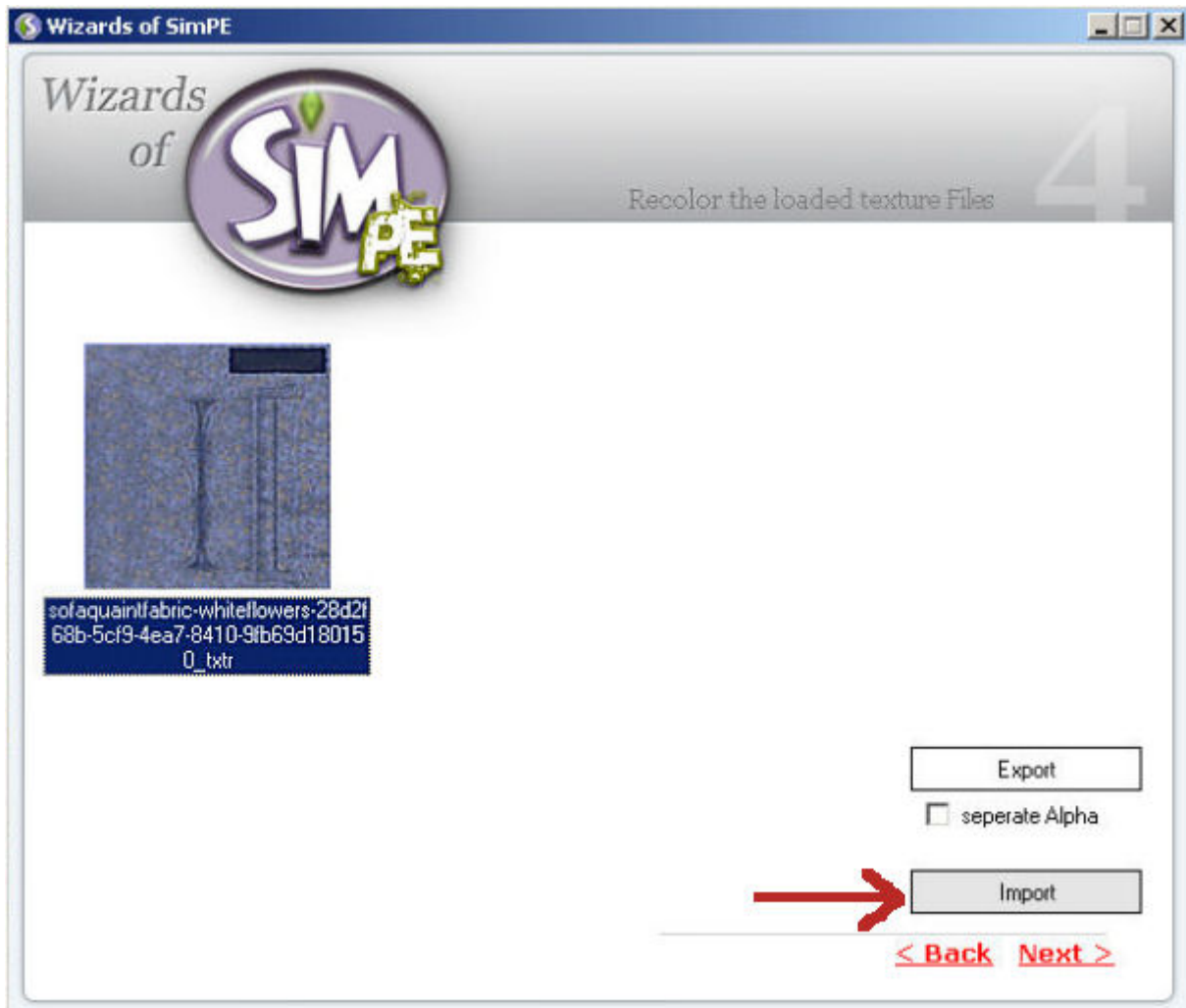




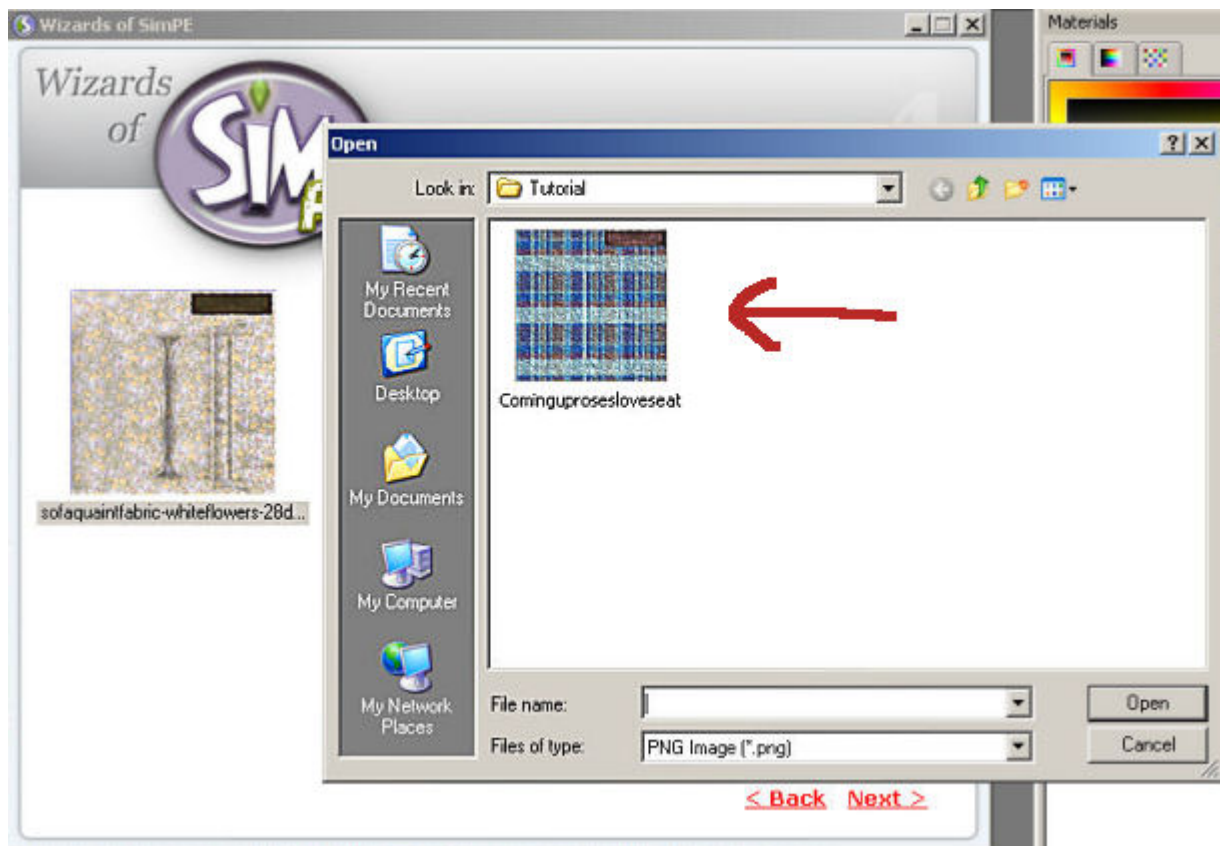
17. And now the recolor is complete! I save the recolor, and go back to SimPe



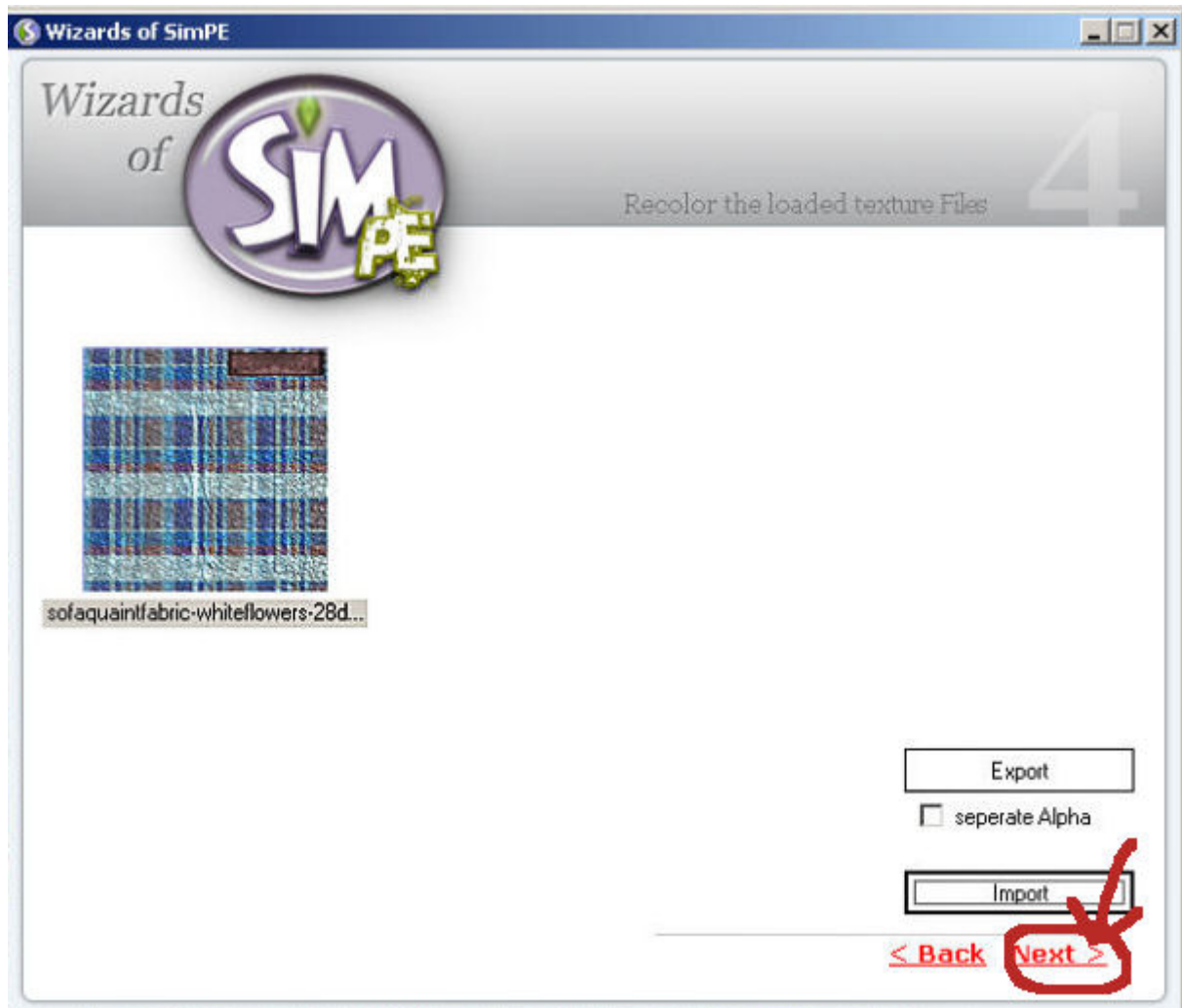
18. I select the picture in SimPe again, and choose **IMPORT**



19. I go to the folder that I am saving the recolors to, and open the file that I just recolored and saved.

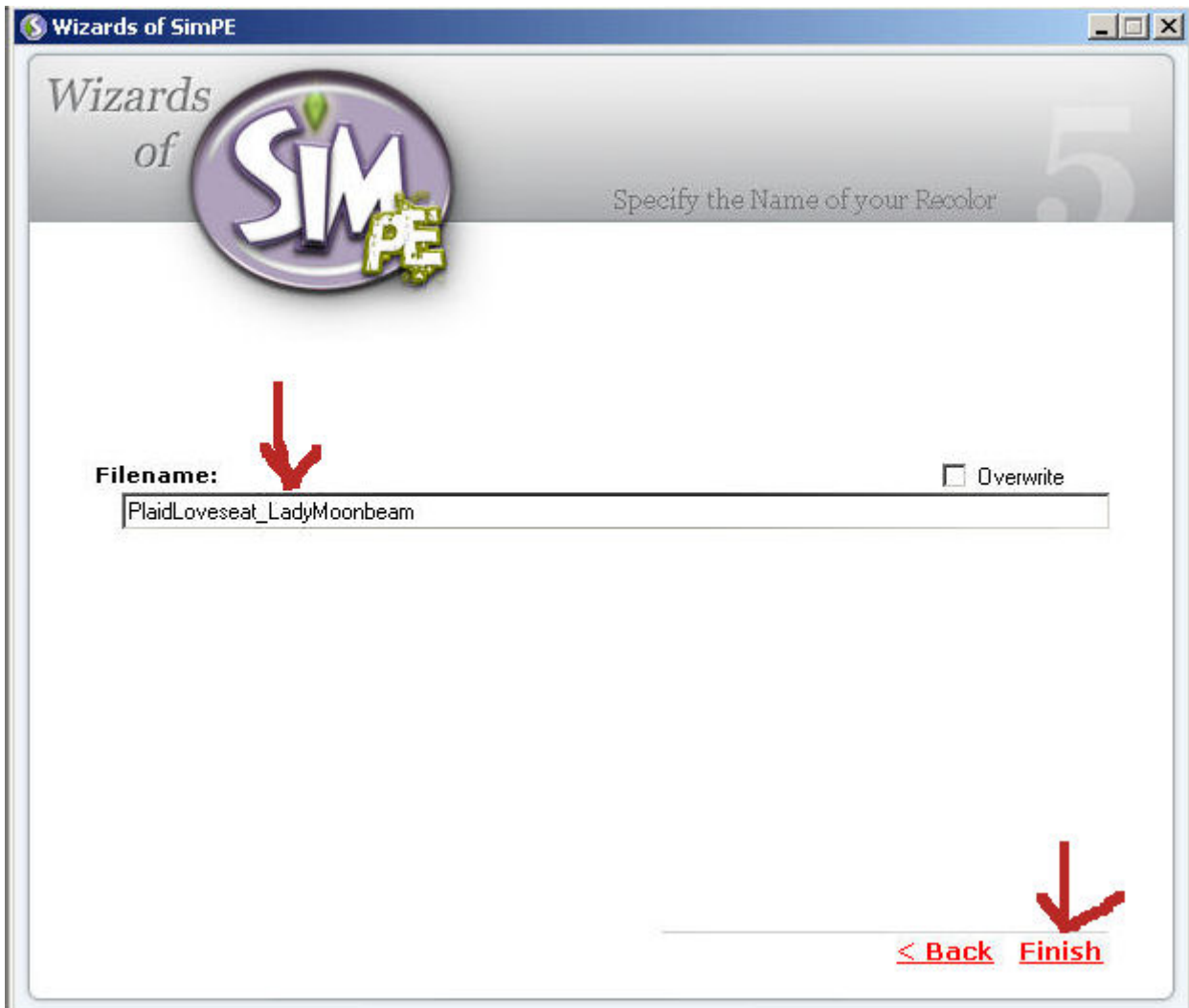


20. YOU will see the change take place as it replaces it with your new coloring (if it doesn't, click anywhere on the screen, and it will) now hit NEXT

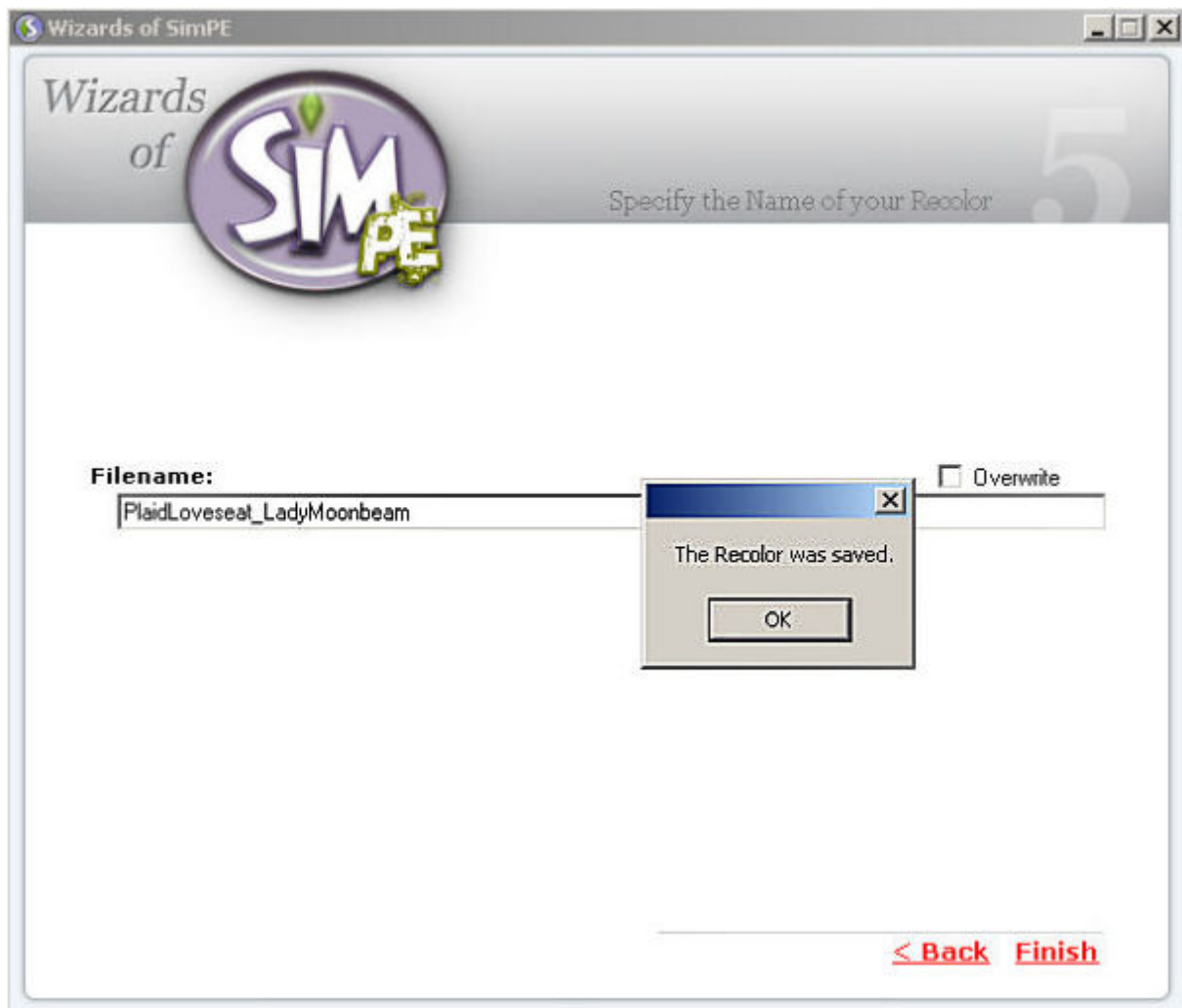




21. Now name your recolor! I chose "PlaidLoveseat\_LadyMoonbeam". The PlaidLoveseat is the description of my item...then I follow it with an underscore and the name I am using for this recolor. This will not only identify it as a creation of my own....but also set it so that in your downloads folder, that's how it will appear! After naming, choose FINISH

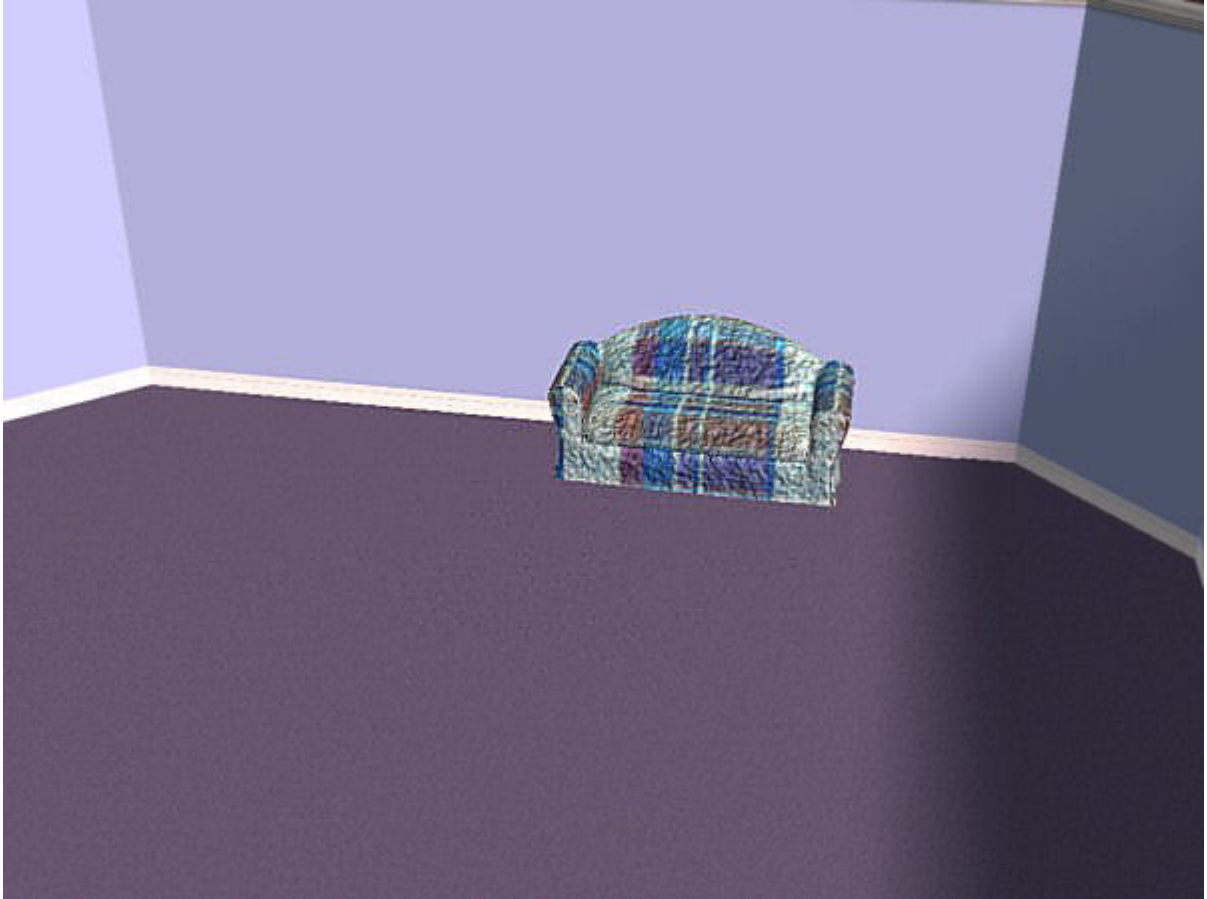


22. AND you are done! The file is now in your downloads folder, and ready to use in your game.



23. And now it's time to preview in game!!

Ugh....that's pretty ugly! lol Normally, I would delete this and start over, using the same sculpture effect (if I so wished) and adjust the settings until I found something I like....but you guys get the idea



So that's recoloring a simple couch!

And here we go with part 2!

I created this part to show what it looks like when you choose an item that has more than one option to export. It's the same basic Idea, but I wanted to make sure that no one gets nervous when they have more than one file to work on. lol

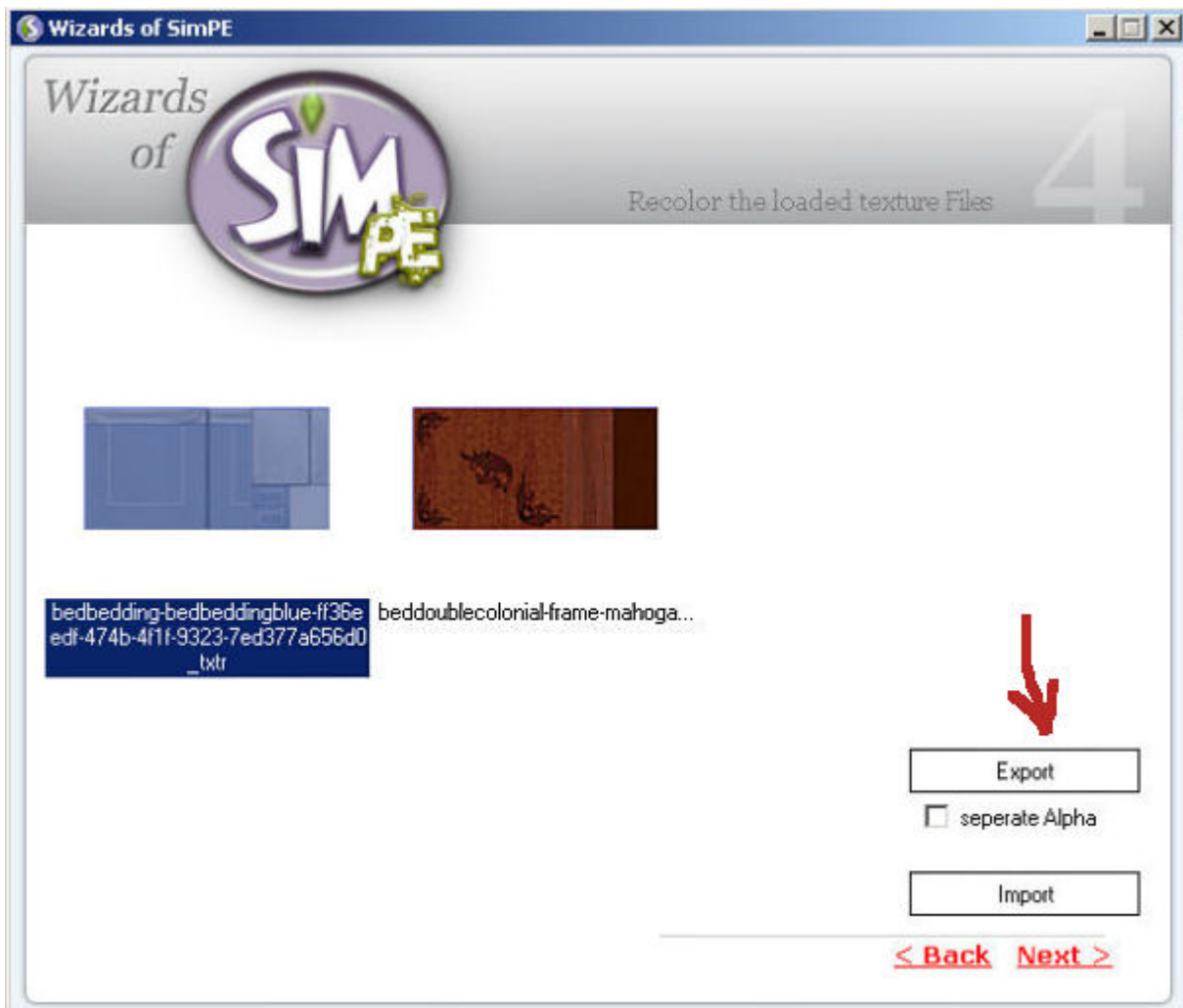
**1. Click on recolors, and then select the item that you want to recolor and choose NEXT. I chose a bed this time.**

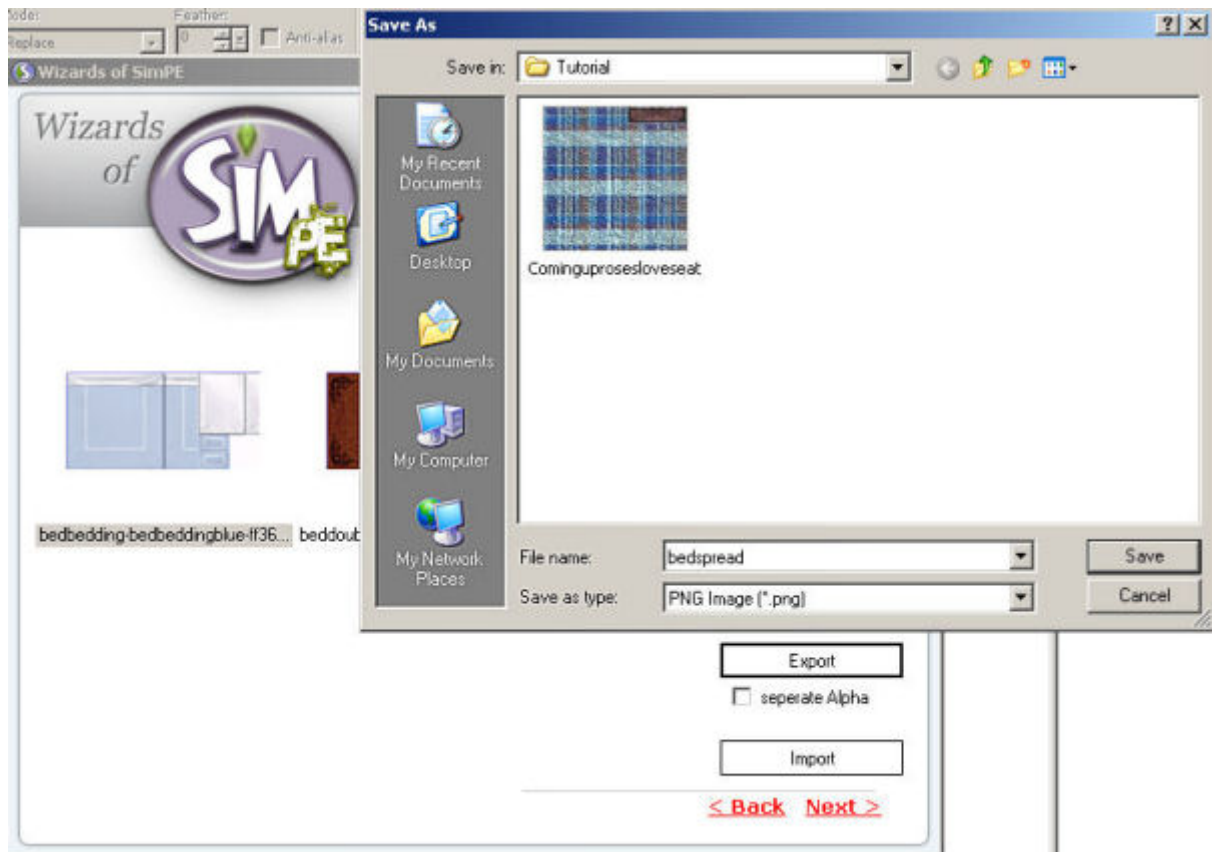


2. You will now see all the options that are for that bed...ALL the maxis bedspreads on top, and all the bed frames on the bottom. Choose a bed and a frame...and then click NEXT



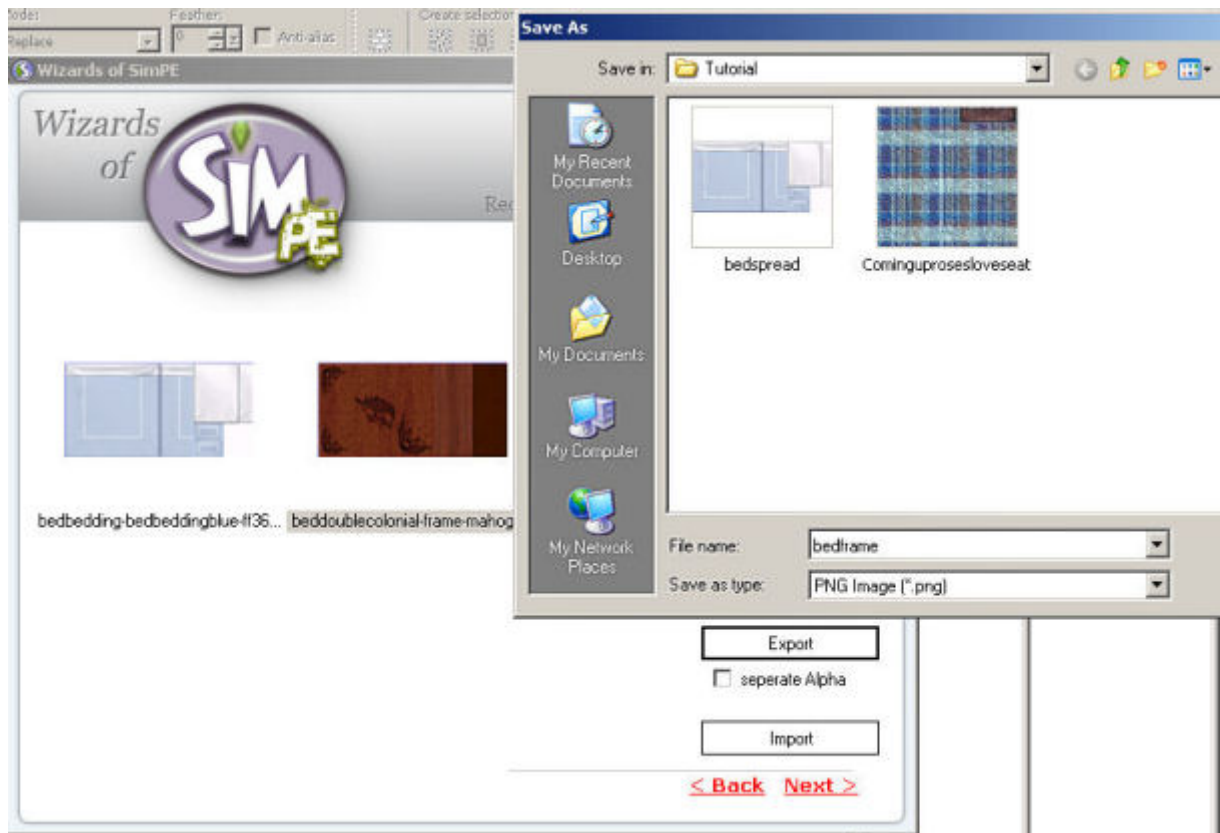
3. Click on the bedding first, and choose **EXPORT** and save to your folder you are using for these, just as above with the couches.



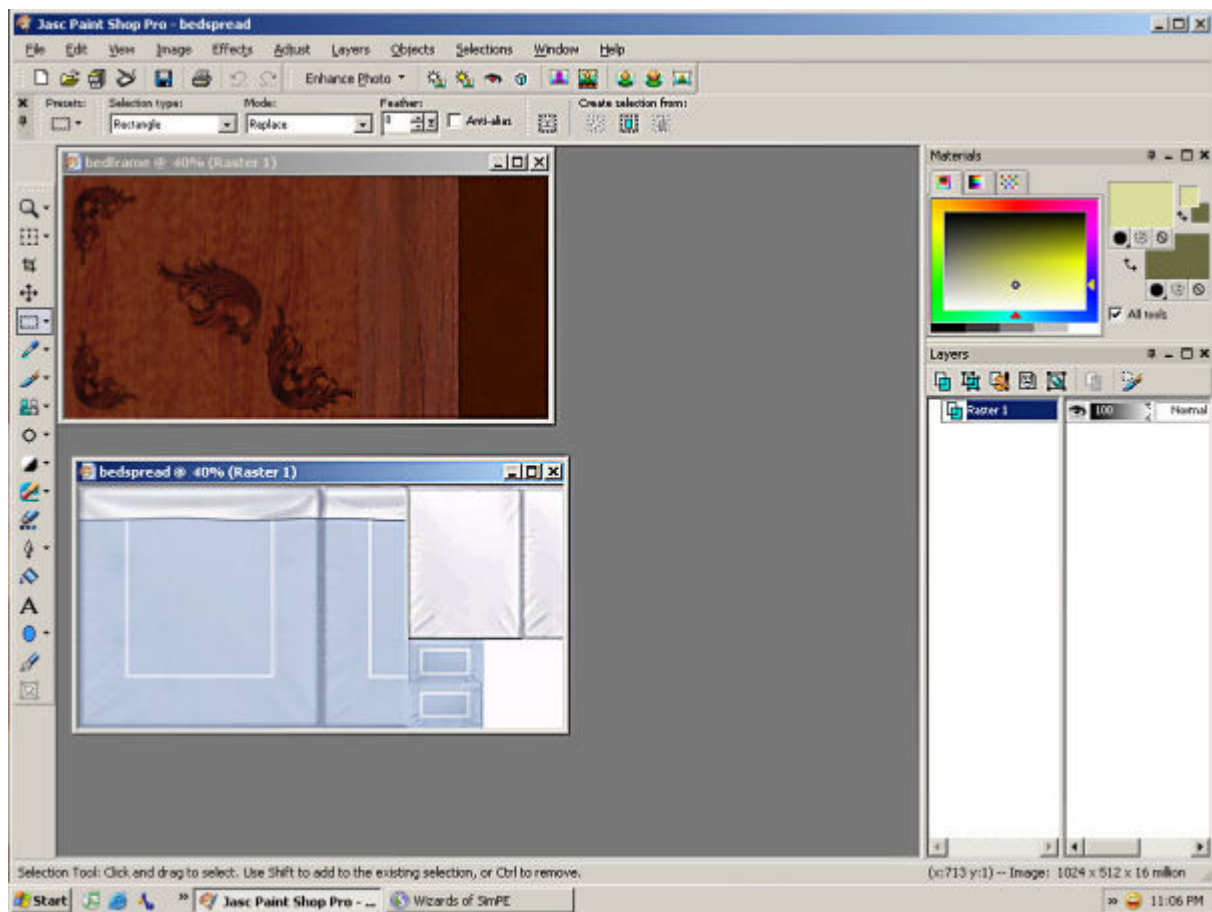


4. Now repeat the same process for the bed frame. when you are finished with this, go to your paint program

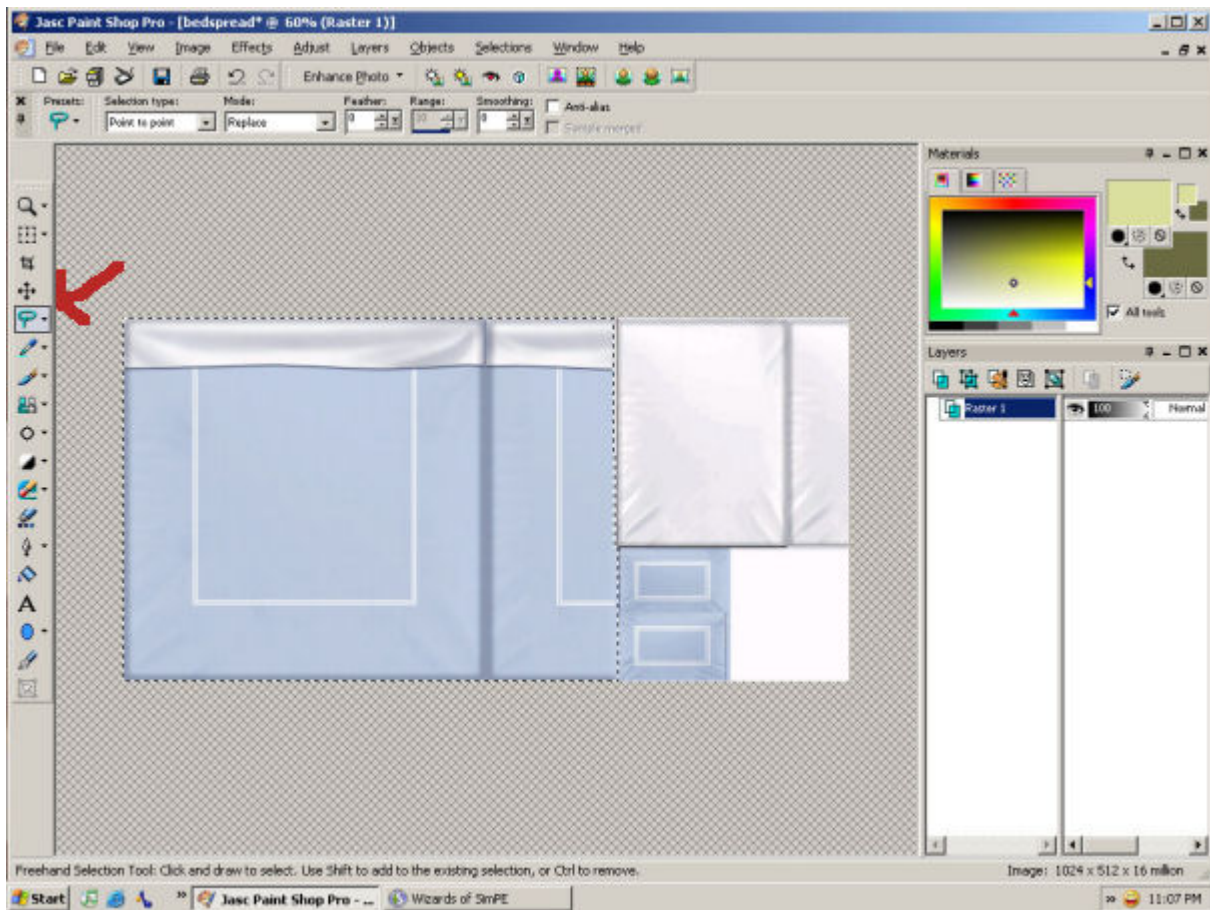




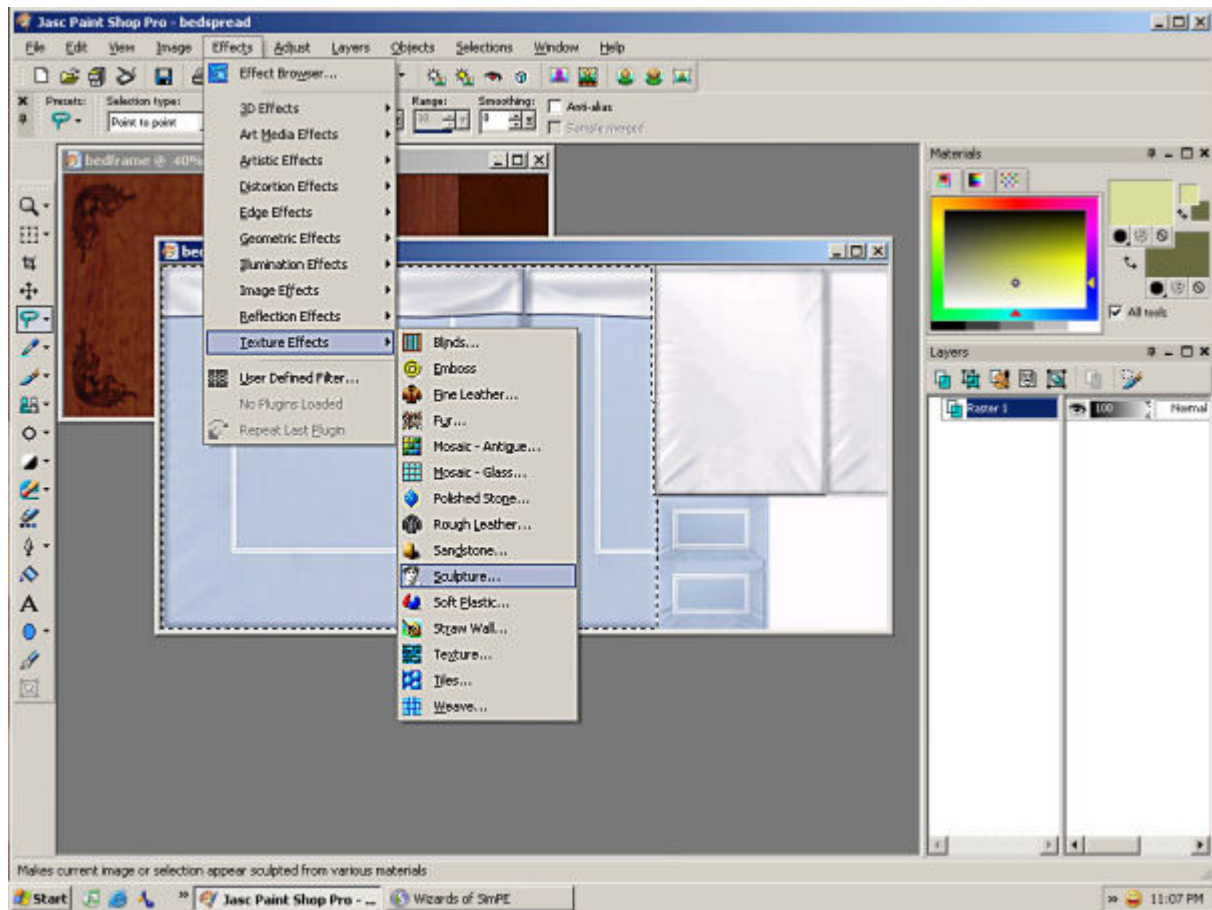
5. And here is what they will look like when you open them up. We will start with the bedding first.



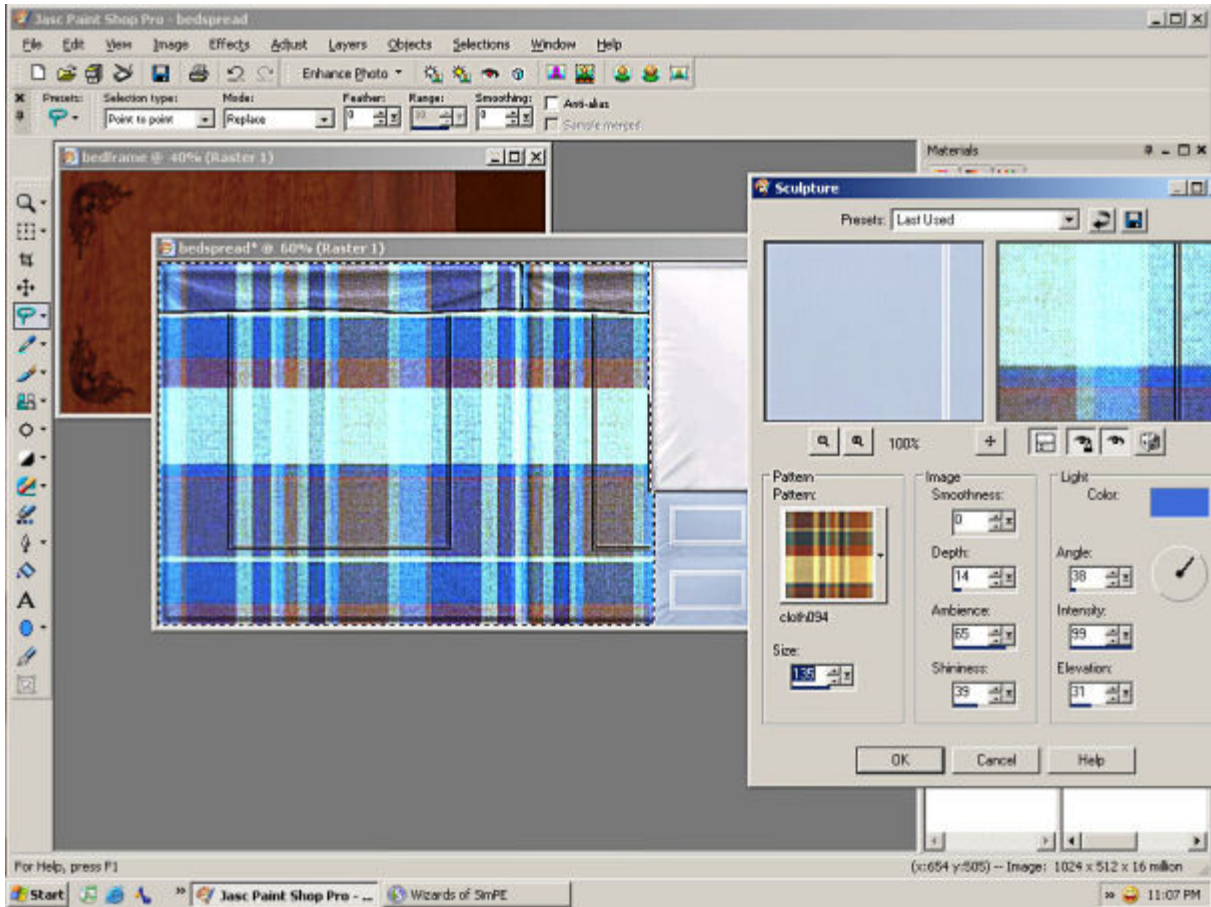
6. I like to make the pillows and sheets a bit different from the bedspread itself, so I am going to use my selection tool to choose just the bedspread part itself.



7. Again, I am going to use my Effects-> Texture Effects -> Sculpture to create the pattern/color for the bedspread.

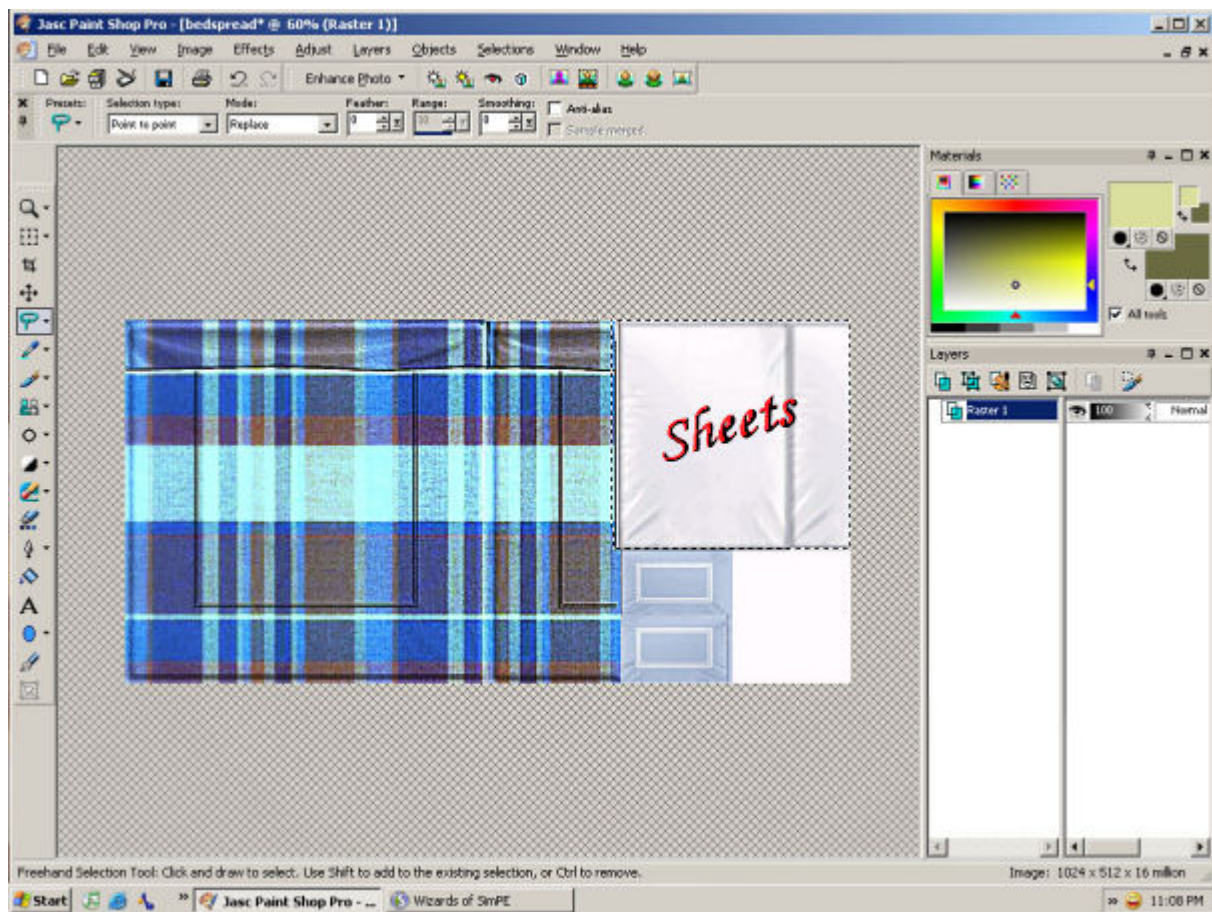


8. And you can see that it saved my last settings from when I made the couch! This is what makes it so easy to make a complete set in the same styles for me. so for ease, we will just use these settings.

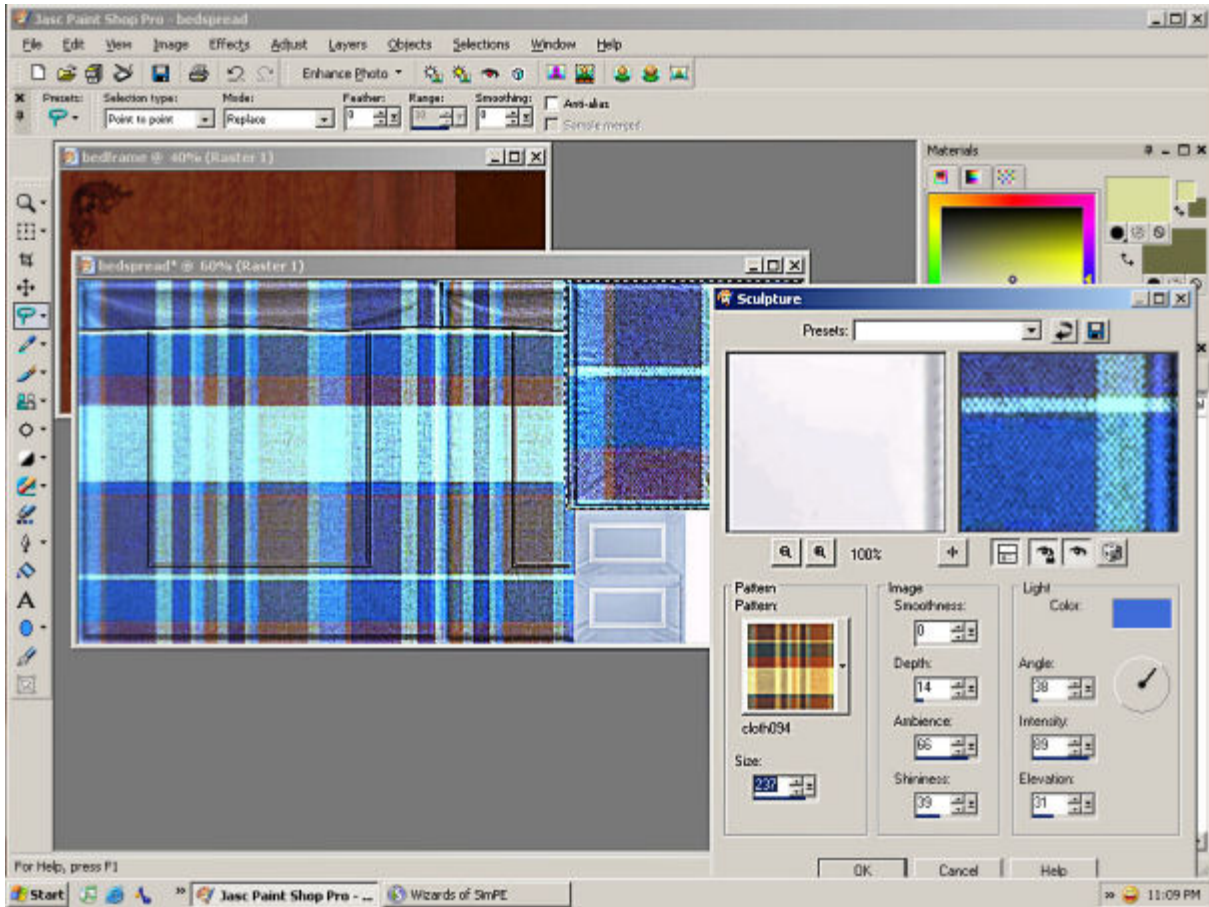




9. Now I'm going to recolor the sheets beneath the bedspread. I have these marked on the picture.

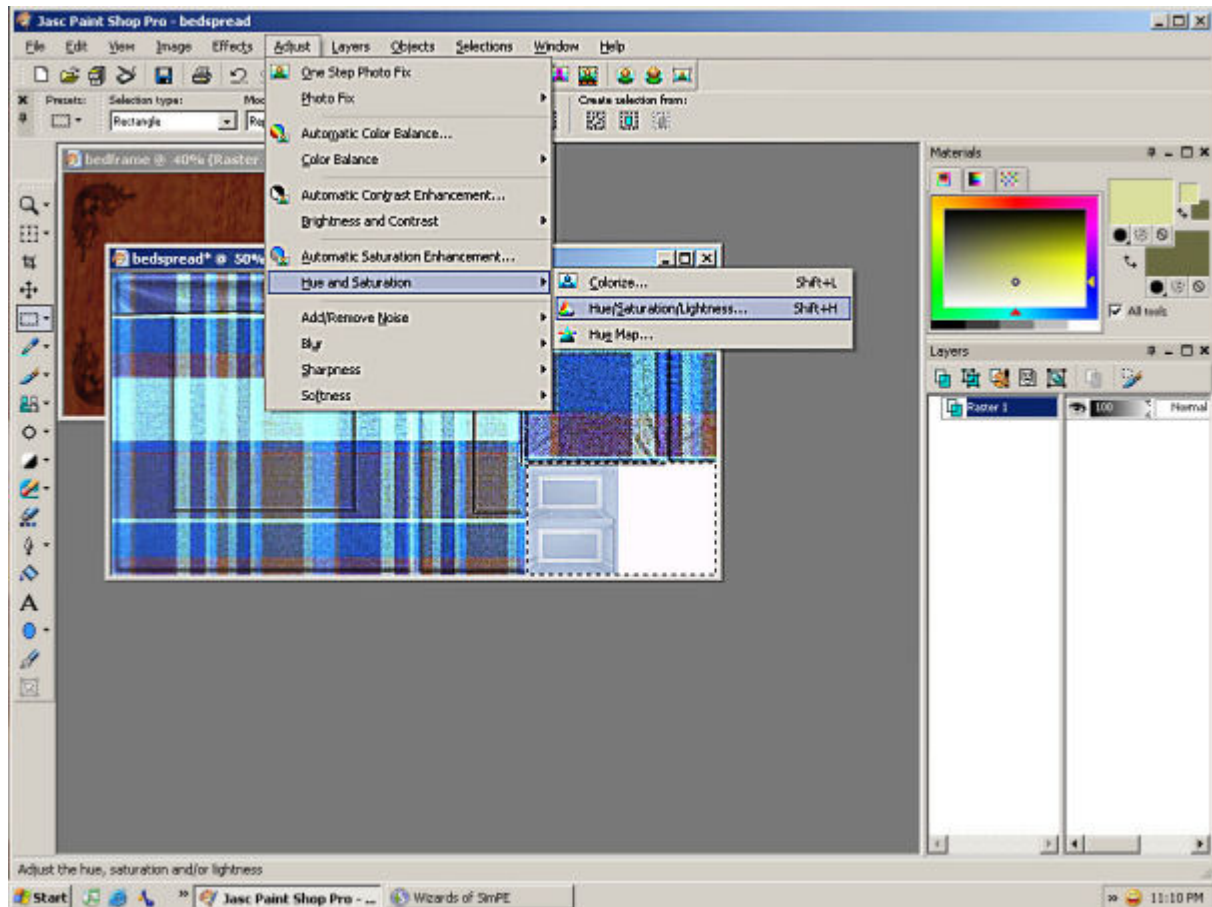


10. Again, I am going to use the effects ->Texture effects -Sculpture option to color the sheets. this time I played with the size of the patter to get it looking a bit different below. the blankets.

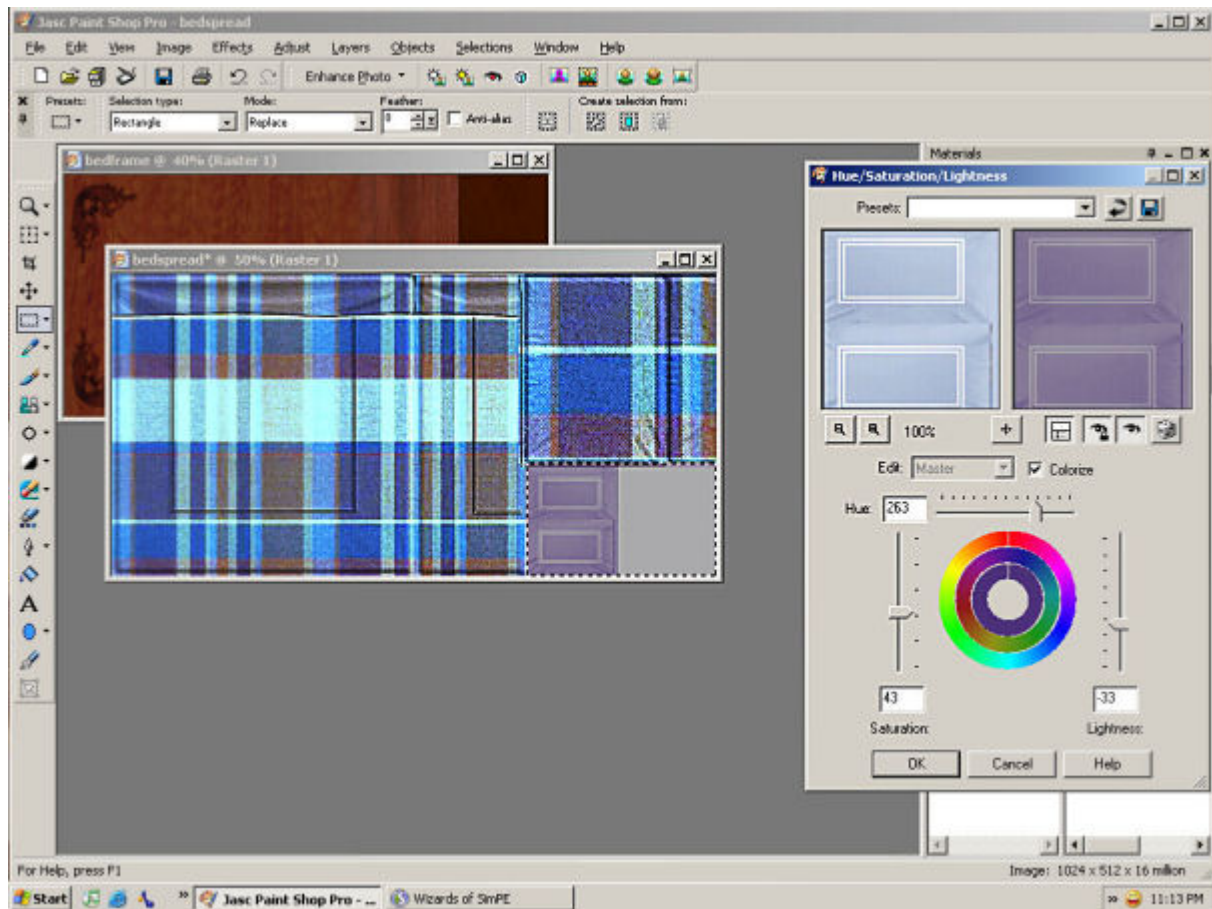




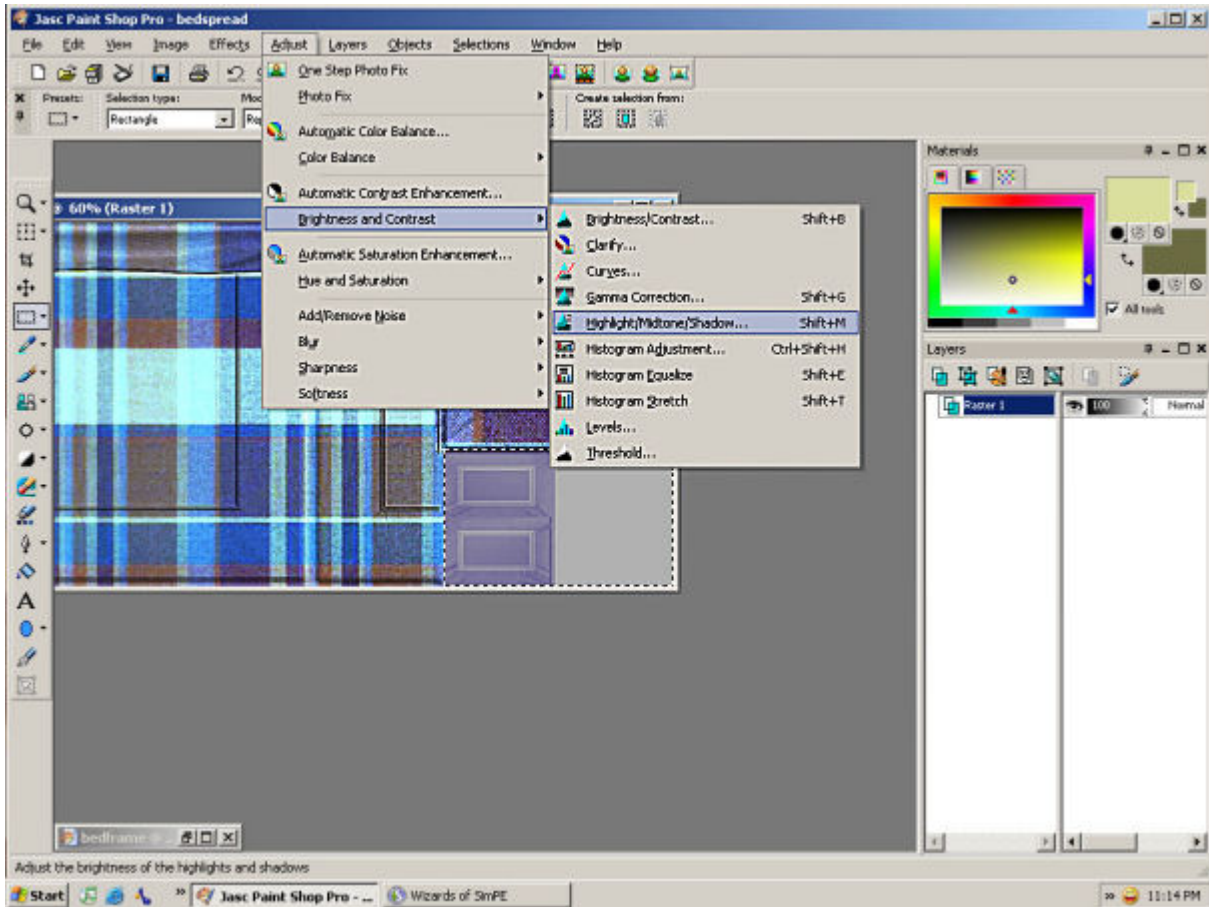
11. Now I am going to recolor the pillows. I like my pillows to contrast slightly from the bedsheets, so instead of using the same sculpture pattern for the bed, I'm just going to change the color of the pillows. I go to my upper toolbar and choose "Adjust -> Hue and Saturation -> Hue/Saturation/Lightness".



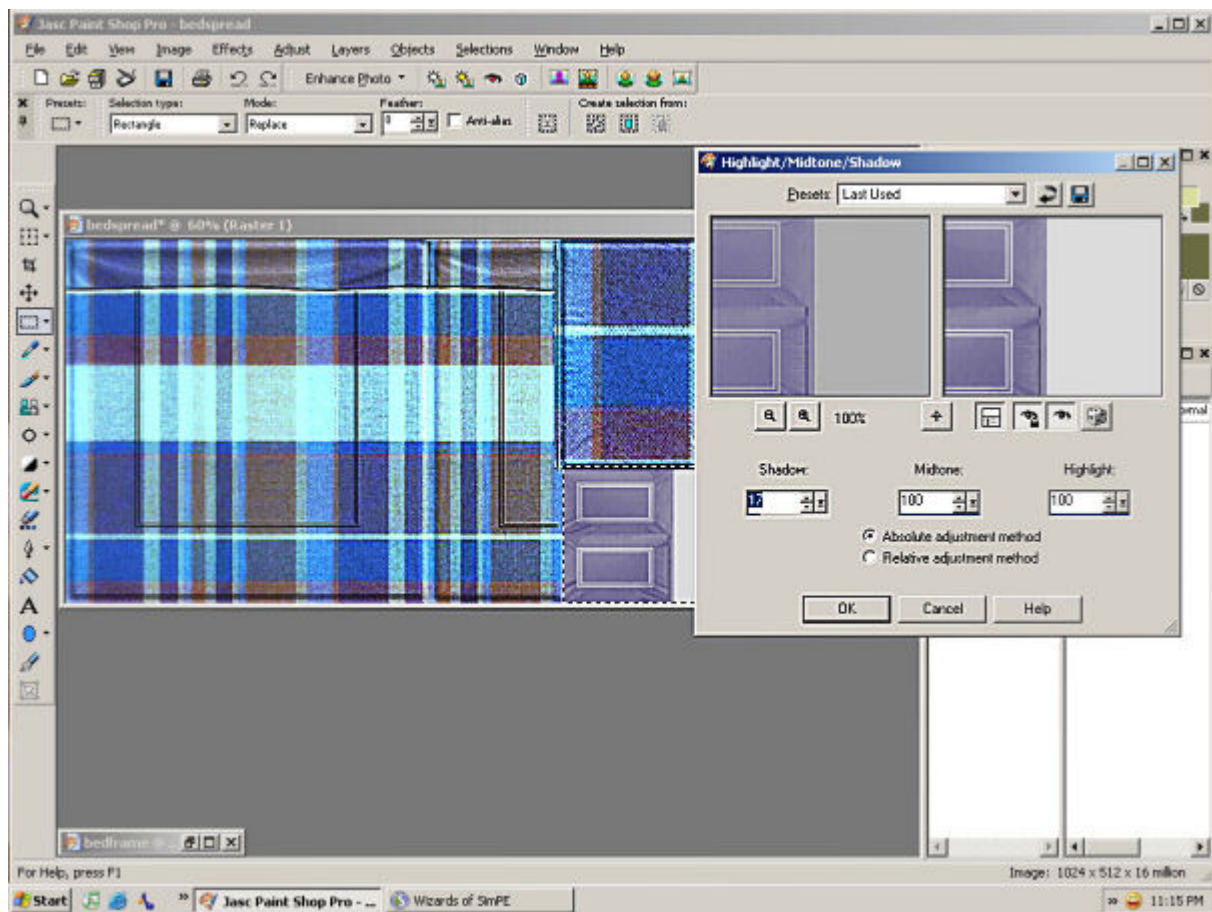
12. I adjust the color, saturation, and brightness, until it's where i want it to be.



13. And now for a little tip that i LOVE to use on all my creations! This is a great way to get more dimension to the items I think. Notice teh pillow color is a little flat? To liven them up, I go to Adjust -> Brightness and Contrast -> Highlight/midtone/shadow".

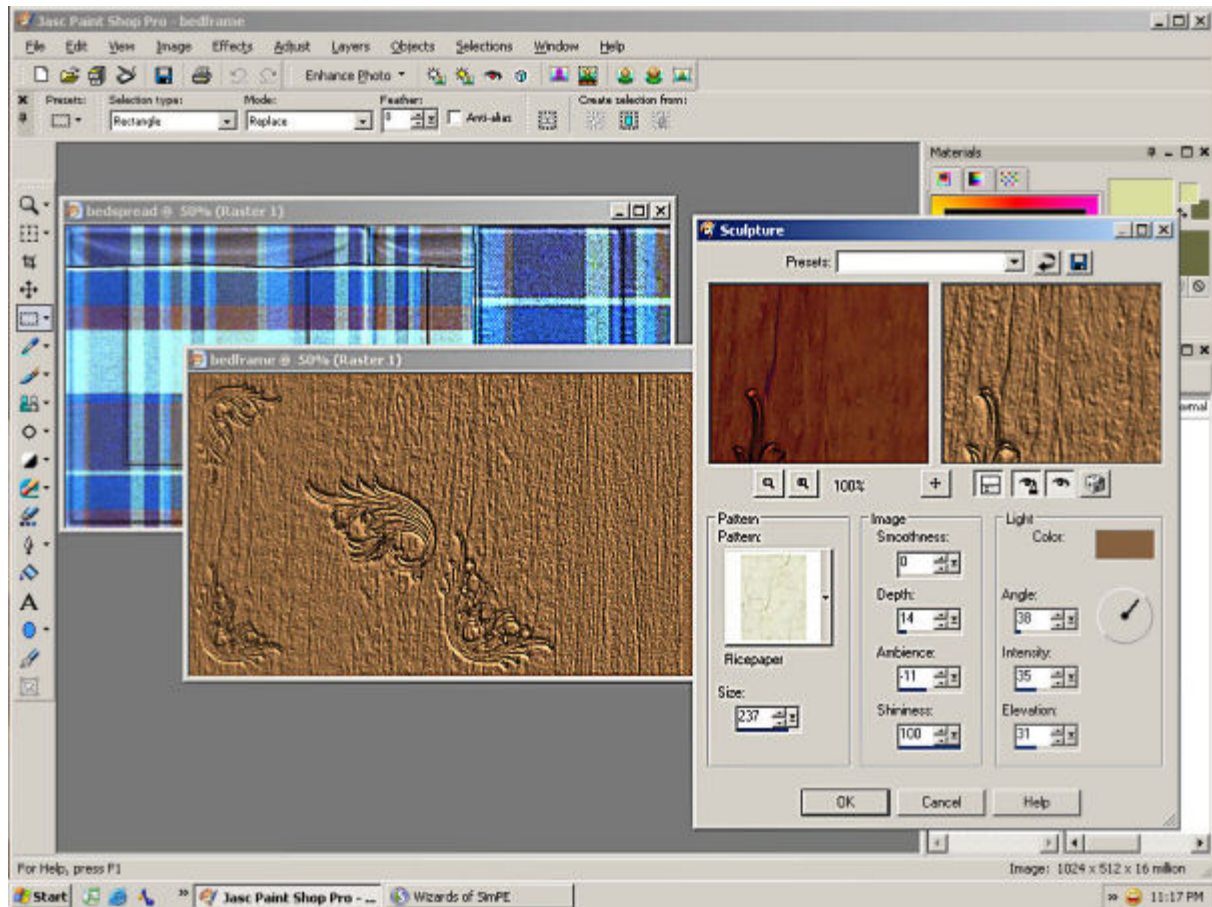


14. You can see the before and after effects in the little side by side windows. I adjust the three settings until I get the effect I want, and click ok.

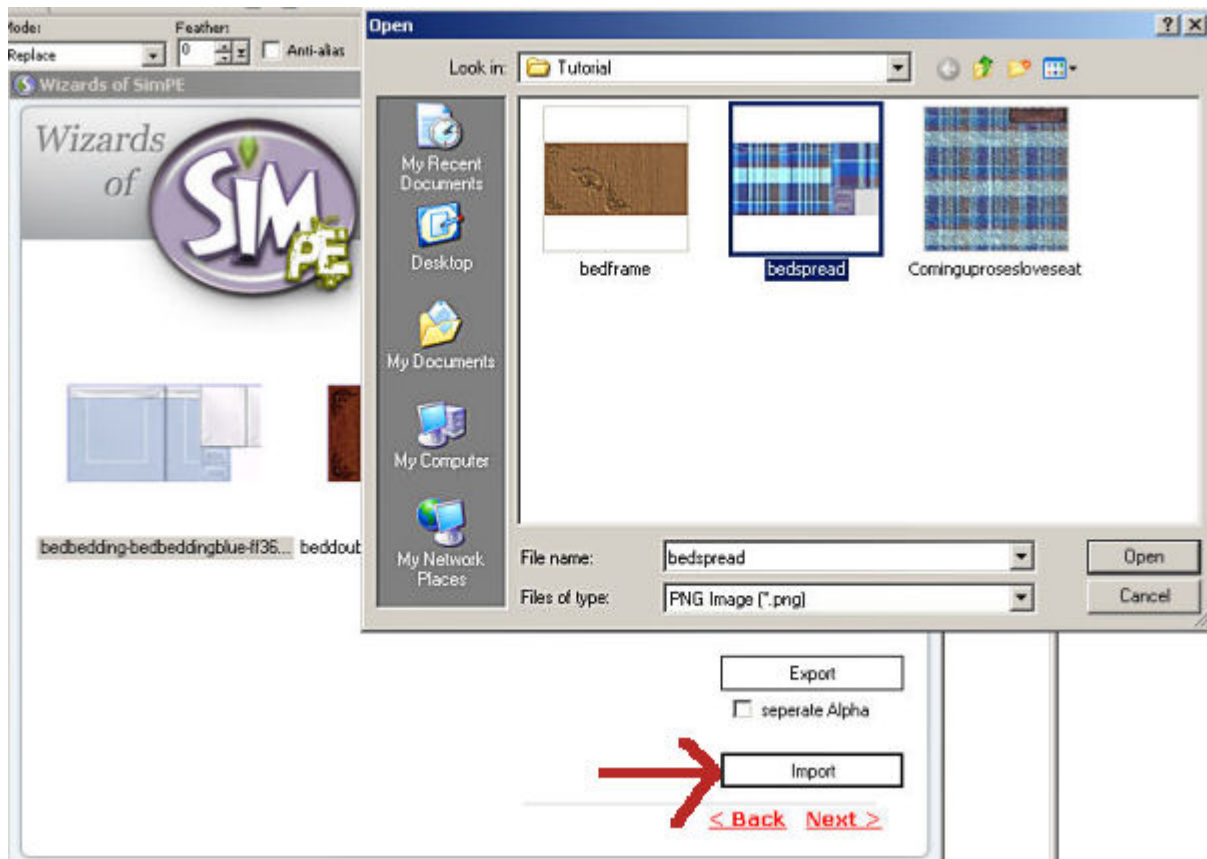




15. And now it's time to work on the bedframe! I bring up the bedframe, and choose "Effects -> Texture Effects -> Sculpture yet again. lol This time I choose a different pattern to start with, and choose a different color, depth, intensity and such.



16. Happy with how it looks, It's time to save both and import them into Wizards of SimPe

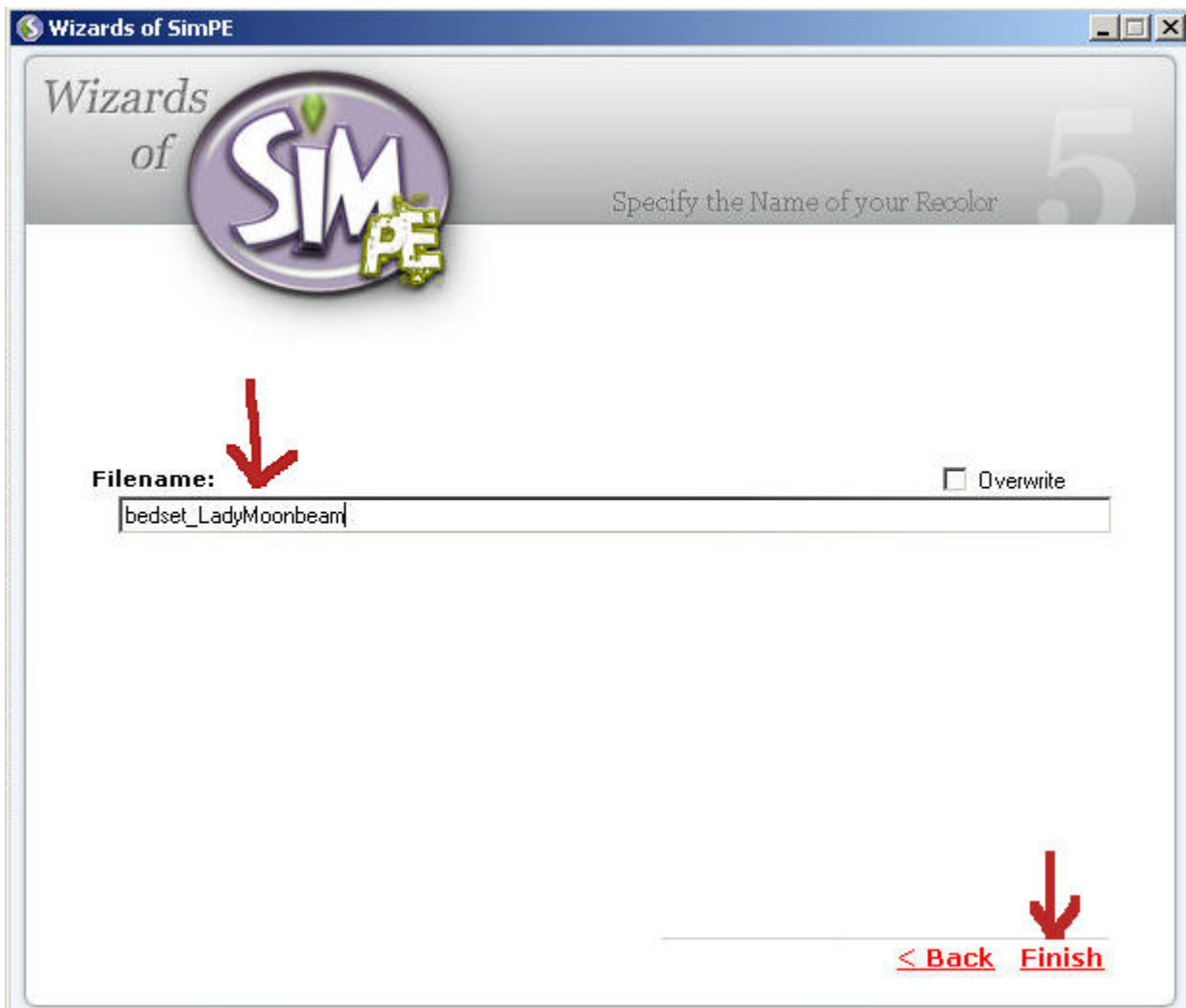


17. Just as I did with the couch, I select first the bedding and choose **IMPORT**, and choose the bedding i just saved. Then I repeat the same steps for the frame. After this is complete, I choose **NEXT**

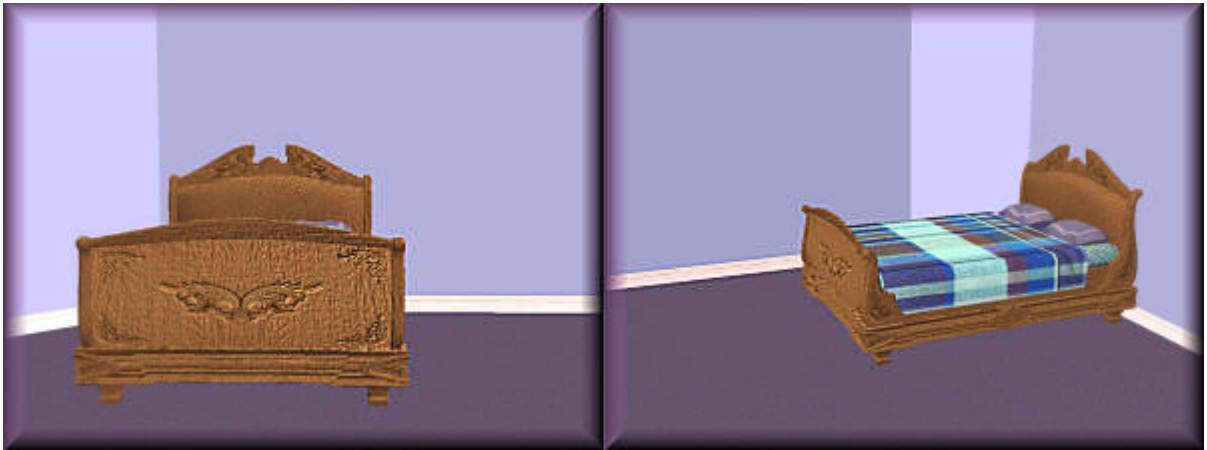




18. I name my file (bedset\_LadyMoonbeam) and click FINISH and get ready to check it out in game!



**19. And here is how it is in game! This worked much nicer on the bed than it did on the couch...but there are still adjustments that I would make.**



**And that's the tutorial! I hope that it was easy to understand!!!! If you have ANY questions, please feel free to ask, and I will do my best to answer!**

**Have fun!!!**