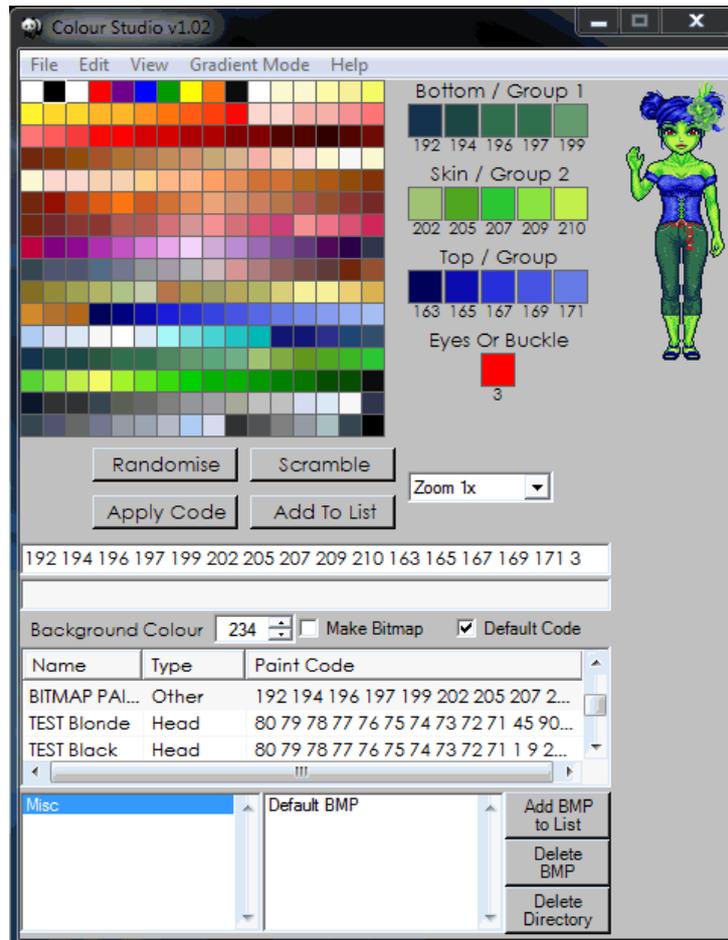


# Creating paintable Bitmaps.

VZones Art Tutorial #1

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You will need;

1. Houston's Colour Studio program (pictured above).
2. A turf room with a solid coloured wall, preferably white.
3. An object glued down in the centre of the wall (I use a vendo head, see **Fig. 1**).
4. The img code of the object you want to make a bitmap of.
5. A paint code with a unique and separate colour for every number (to successfully map the colours of the image).

Bitmap mapping colour code:

192 194 196 197 199 202 205 207 209 210 163 165 167 169 171 3

**Note: If you want to make your own code for mapping bitmap colours, do not use any black colours or similar colours.**

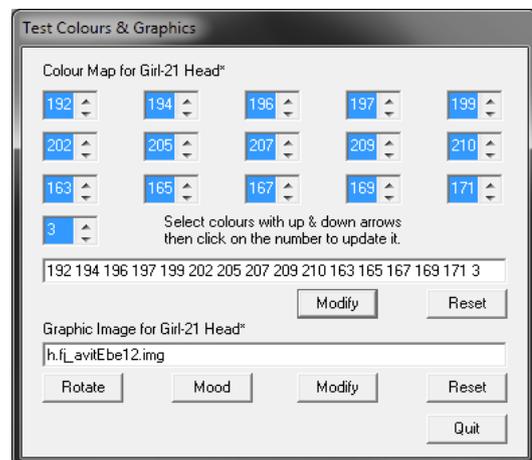
1. Left-click the object glued in the centre of the wall, and click **Test Colors & Graphics**. In the Test Colors & Graphics box (**Fig. 2**), delete the existing colour code and copy/paste the bitmap mapping colour code into the colour code field. Click **Modify**, and the object should turn the same colour as the head in **Fig. 1**.
2. In the **Graphic Image** field, replace the existing img code with the img code of the object you would like to make a bitmap of, click **Modify** and the image should change.
3. There are two sizes for the VZones graphics, **large 200%** and **small 100%**. If you will be editing your bitmaps to create art for VZones it is important to use the **small 100%** window size. Drag the VZones window border in until the window becomes small.
4. Open **Windows Paint**. On **Windows 7**, Click **Start** and type **Paint** into the search box. In **Windows XP**, click **Start**, click **Run**, and type **mspaint**.
5. Select your VZones window and press your **PrtScn** (print screen) button on the keyboard. This captures your screen. Select your Windows Paint window by clicking on it, and press **CTRL + V**. This should paste your screen image into Windows Paint. Locate your image in Microsoft Paint and drag a box around it, and press **CTRL + C** to copy your selection.
6. Open Houston's Colour Studio. Right click on the default image (the avatar) and click **Paste Image**.
7. First ensure that Colour Studio is set to "Advanced Mode". In **View > Advanced Mode**, make sure the box is ticked. Copy and paste the **bitmap mapping colour code** we used earlier into the top colour code box in Houston's Colour Studio. Uncheck the "**Default Code**" checkbox. Now paste the same **bitmap mapping colour code** into the bottom colour code box.

Check the “**Make Bitmap**” tickbox. Did your bitmap change colour? If yes, now you can save it. Go to **File > Save Picture**, and select the directory you want to save your new bitmap.

8. To make different views of the same object, you can **rotate** your object using the **Test Colours & Graphics box**, and repeat **step 5**. Copy and paste the different views into a new Windows Paint document and arrange your images, then select and paste your image into Houston’s Colour Studio.
9. To paint your newly created bitmap, close Houston’s Colour Studio and reload it, then load your bitmap by clicking **File > Load Bitmap**.



**Fig. 1** – My bitmap room where I create bitmaps. It has a white solid background and the head is a special “bitmap creating” colour.



**Fig. 2** – Test Colors & Graphics box. This is where you modify your object.