

Chronological Index

Subject	Chapter	Part	Time
Introduction	1		0.00
Parametric objects	2		0.50
UV Polygons Explained	2		1.26
UVW Tag	2		1.50
Menu	2		3.00
Display UV Polygons	2		4.00
UVW Tag	2		4.15
UV Polygon Mode	2		4.20
Selecting UV Polygons	2		4.30
Wizard (Paint Setup Wizard)	2		4.50
Bump Channels	2		5.30
Painting	2		6.30
Multi Channel Painting	2		6.40
Paintbrush settings	2		7.40
Troubleshooting – Can't Paint	2		8.05
Undo Command	2		8.10
Multi Channel Painting	2		9.25
Material Manager	2		9.50
Layers	2		9.50
Preferences	2		10.50
Tif file format	2		11.40
PSD file format	2		11.40
OpenGL Shading	2		14.20
Fit to Screen	2		14.40
Refresh Command "A" Key	2		15.30
UV Polygons Explained	2		16.00
Draw Line Tool	2		17.05
New Texture View	2		17.40
Lock Texture View	2		17.55
Texture Channels	2		18.30
Text Tool	2		18.50
Colour modes	2		19.20
Eyedropper Tool	2		20.20
Foreground and Background Colours	2		21.20
Changing UV Polygon Colours	2		22.00
UV Polygon Mode	2		22.10
UV Point Mode	2		22.45
UV Coordinates	2		23.10
Structure Manager	2		23.15
Texture Preview Size	2		25.30
Troubleshooting – Can't see texture	2		25.30
Move Tool	2		26.00
Texture Tag	2		26.20
Scale Tool	2		26.50
Max UV Command	2		27.00
Draw Polygon Shape Tool	2		27.30
UV Point Mode	2		27.50
Modifier Keys	2		28.30
Rotate Tool	2		29.55
Rectangular Texture Maps	2		30.10
Wizard (Paint Setup Wizard)	2		30.25
Structure Manager	2		31.20
Non-Uniform Scale Tool	2		33.10
Texture Map Size	2		34.35

Chronological Index

Close All Textures Command	2	35.40
Menu	2	35.50
Projection Painting	2	37.00
Tablets	2	38.30
Paintbrush settings	2	40.00
Brush Presets	2	40.30
Colour Presets	2	41.00
Abstract Image Tutorial	3	Part 1 0.00
Wizard (Paint Setup Wizard)	3	Part 1 1.00
Material Manager	3	Part 1 2.00
Multi Channel Painting	3	Part 1 2.20
Paintbrush settings	3	Part 1 3.00
Lock Texture View	3	Part 1 4.10
Filters	3	Part 1 4.25
Photoshop Filters	3	Part 1 4.25
Gaussian Blur	3	Part 1 4.30
Execute Last Filter Command	3	Part 1 5.15
Colorizer Shader	3	Part 1 7.15
Wizard (Paint Setup Wizard)	3	Part 1 8.10
Context Sensitive Settings	3	Part 1 9.00
Lock Attribute Manager	3	Part 1 9.25
Layers	3	Part 1 9.40
Layer Manager	3	Part 1 9.50
Show UV Polygons	3	Part 1 10.40
Painting on Multiple Materials	3	Part 1 11.00
Lock Texture View	3	Part 1 12.30
Rectangle Selection Tool	3	Part 1 13.20
Tile U Option	3	Part 1 13.55
Deselect All Command	3	Part 1 14.05
Hide Selection Command	3	Part 1 14.40
Fill Bitmap Tool	3	Part 1 15.00
Selecting UV Polygons	3	Part 1 15.30
Grow Selection Command	3	Part 1 15.45
Snapping	3	Part 1 16.00
Move Tool	3	Part 1 16.15
Add Single Channel Preset Command	3	Part 1 16.40
Colour Presets	3	Part 1 17.00
Interface Customizing	3	Part 1 18.00
Add Single Channel Preset Command	3	Part 1 18.35
Selection Tool	3	Part 1 19.00
Fill Bitmap Tool	3	Part 1 19.15
Duplicate Layer	3	Part 1 19.20
Move Layer Tool	3	Part 1 19.30
Fill Polygons Command	3	Part 1 20.15
Deselect All Command	3	Part 1 20.20
Seams	3	Part 1 20.40
Troubleshooting – Random Crashing with Paintbrush and Shift Key	3	Part 1 21.00
Eyedropper Tool	3	Part 1 22.05
Draw Polygon Shape Tool	3	Part 1 22.25
Text Tool	3	Part 1 22.55
Move Layer Tool	3	Part 1 23.25
Foreground and Background Colours	3	Part 1 23.50
Reflection Maps	3	Part 1 24.40
Colour modes	3	Part 1 25.15
Colour Presets	3	Part 1 25.35

Chronological Index

Raybrush Render	3	Part 1	26.00
Fill Bitmap Tool	3	Part 1	27.10
Alpha Channels	3	Part 1	28.25
Draw Line Tool	3	Part 1	29.40
Move Layer Tool	3	Part 1	30.00
Troubleshooting – Eyedropper – Can't select colours	3	Part 1	30.45
Eyedropper Tool	3	Part 1	30.45
Duplicate Layer	3	Part 1	31.45
Magic Wand Tool	3	Part 1	31.55
Selection from Layer Add Command	3	Part 1	32.25
Layer Mask	3	Part 1	32.45
Layer Manager	3	Part 1	33.10
Layers Moving	3	Part 1	34.15
Texture Map Size	3	Part 2	0.35
Colour Presets	3	Part 2	2.20
Gradient Tool	3	Part 2	2.30
Colour Quick Storage Panel	3	Part 2	3.00
Alpha Channels	3	Part 2	4.10
Exporting UV Map to external application	3	Part 2	4.40
Outline Polygons Command	3	Part 2	4.40
Render Settings	3	Part 2	6.20
Reflection Depth Setting	3	Part 2	6.20
Shadow Depth Setting	3	Part 2	6.20
Ray Depth Setting	3	Part 2	6.20
Troubleshooting – Textures not loaded	3	Part 2	7.35
Fill Bitmap Tool	3	Part 2	8.40
Changing UV Polygon Colours	3	Part 2	9.50
Polyline Selection Tool	3	Part 2	10.25
Gradient Tool	3	Part 2	10.40
Open Texture Command	3	Part 2	12.10
New Texture View	3	Part 2	12.30
Clone Tool	3	Part 2	12.50
Specular Channels	3	Part 2	14.30
Specularity	3	Part 2	14.30
Material Editor	3	Part 2	15.15
Raybrush Render	3	Part 2	16.30
Specular Channels	3	Part 2	17.00
Creating Texture Channels	3	Part 2	17.20
Texture Map Size	3	Part 2	17.45
Painting on Multiple Materials	3	Part 2	19.10
Opacity Settings	3	Part 2	20.50
Specular Highlight Colour	3	Part 2	21.30
Fill Layer Tool	3	Part 2	21.50
Open Texture Command	3	Part 2	25.00
Close All Textures Command	3	Part 2	25.25
New Texture Command	3	Part 2	25.30
Text Tool	3	Part 2	26.00
Opacity Settings	3	Part 2	26.40
Rectangle Selection tool	3	Part 2	26.50
Transform Bitmap Tool	3	Part 2	26.50
Flatten Layer Command	3	Part 2	27.40
Saving Textures	3	Part 2	27.40
Wizard (Paint Setup Wizard)	4		0.00
Creating UV Coordinates	4		1.20
Fit to Screen	4		2.35

Chronological Index

Show UV Polygons	4	2.35
Wizard (Paint Setup Wizard)	4	3.15
Close Texture Command	4	7.35
Transforming Parametric objects into polygonal objects	4	8.00
Wizard (Paint Setup Wizard)	4	8.35
Material Editor	4	9.40
Hypernurbs Objects	4	12.20
Reflection Channels	4	13.25
Optimal Angle Mapping	4	16.30
Default UV Maps	4	18.40
New Material Command	4	18.50
Changing Names of Materials	4	19.10
Creating Texture Channels	4	19.30
Applying Materials	4	20.30
UV Mapping Manager	4	21.10
Troubleshooting – UV Tools Grayed Out	4	21.20
Optimal Angle Mapping	4	21.40
Troubleshooting – No UV Tag	4	27.20
Generate UVW Coordinates	4	27.20
Stretch To Fit Option – Mapping Tab	4	30.25
Realign Mapping	4	32.00
Grow Selection Command	4	33.15
Relax UV Command	4	33.40
Fix Border	4	35.30
Keep Neighbours Option	4	36.20
New Material Command	4	37.25
Select Connected Command	4	38.00
Point Snapping	4	38.15
Snapping	4	38.15
Modifier Keys	4	38.20
Transform Tab Tools	4	39.45
Scale Tool	4	40.45
Toolbar Buttons Adding	5	0.50
Layouts Saving	5	2.55
Troubleshooting – UV Tools Grayed Out	5	3.20
Store UV Command	5	3.40
Optimal Mapping Command	5	4.00
Restore UV Command	5	4.25
UV Terrace Command	5	6.40
Point Snapping	5	7.50
Restore UV Command	5	9.40
Clear UV Command	5	10.00
Deleted UV Polygons	5	10.30
Texture Tag – Tiling Option	5	11.45
Generate UVW Coordinates	5	12.00
Spherical Projection	5	12.30
Texture Tag – Projection Options	5	12.35
Flat Projection	5	12.40
Cylindrical Projection	5	12.40
Cubic Projection	5	12.45
Frontal Projection	5	12.50
Max UV Command	5	13.40
Fill Layer Tool	5	14.00
Text Tool	5	14.05
Rectangle Selection tool	5	14.25

Chronological Index

Max UV Command	5	14.45
3 Sided UV Polygons	5	15.00
N-Gons	5	15.25
HUD Elements – Displaying	5	16.00
N-Gon Lines Displaying	5	17.20
Structure Manager	5	19.15
Fit UV To Canvas Command	5	19.55
Canvas	5	20.00
Invert – Command	5	20.20
Fit UV To Canvas Command	5	20.40
Select All	5	20.50
Fit Canvas To UV	5	21.05
Create Material	5	23.00
Text Tool	5	24.00
Move Layer Tool	5	24.20
Live Selection Tool	5	24.55
Copy UV Points Command	5	25.05
Paste UV Points Command	5	25.15
Mirror U Command	5	25.30
Mirror V Command	5	25.30
Remap Command	5	27.25
Snapping	5	27.45
Invert – Command	5	29.35
Remap Command	5	30.20
Magic Wand Tool	5	30.55
Eyedropper Tool	5	31.35
Deselect All Command	5	32.20
Transform Tab Tools	5	33.00
Snapping	5	35.00
Move Up Sequence Command	5	35.30
Move Down Sequence Command	5	35.30
Flip Sequence Command	5	36.15
Shear U Command	5	36.50
Shear V Command	5	36.50
Realign Command	5	37.15
Projection Tab Commands	6	0.00
Display UV Polygons	6	1.00
Create Material	6	1.25
Texture Channels	6	1.35
Overlapping UV Polygons	6	2.10
Store UV Command	6	2.40
Spherical Projection	6	3.30
Cylindrical Projection	6	4.40
Frontal Projection	6	4.55
Flat Projection	6	5.25
Cubic Projection	6	5.40
Cubic 2 Projection	6	5.45
Optimal Cubic Mapping	6	5.50
Box Mapping	6	6.00
Shrink Wrapping Mapping	6	6.15
Seams	6	6.55
Restore UV Command	6	7.10
Fit To Selection (Projection Tab)	6	7.25
Selection Tags	6	7.50
World System (Projection Tab)	6	9.45

Chronological Index

Object System (Projection Tab)	6	9.45
Object Axis	6	10.55
Frontal Projection	6	12.30
Average Normal (Projection Tab)	6	13.15
Normals Defined	6	13.20
Displaying Normals	6	13.45
Isoline Editing Mode	6	13.50
Weight Normal Option (Projection Tab)	6	16.20
Spaceship UV Mapping	6	18.20
Planning UV Mapping	6	18.25
Polygon Selections	6	18.45
Spherical Projection	6	19.40
Cylindrical Projection	6	20.10
Hide Unselected Command	6	20.25
Grow Selection Command	6	20.30
Relax UV Command	6	20.35
Transform Tab Tools	6	21.15
Hide Selection Command	6	21.25
Selection Tags	6	21.35
Flat Projection	6	23.00
Hide Selection Command	6	23.55
Select All Command	6	25.10
Unhide All Command	6	25.35
Point Snapping	6	26.05
Select Connected Command	6	26.20
Texture Scaling Problems	6	27.30
Checkerboard Test	6	27.35
Refresh Command	6	27.55
Texture Painting – Demonstrate Scaling Problems	6	28.25
Projection Painting	6	28.50
Scale Tool	6	29.30
Invert Command	6	29.50
UV Point Mode	6	30.30
UV Point Editing	6	30.30
Rectangle Selection tool – Using “0” Short Cut Key	6	34.05
Interactive Mapping	7	0.00
Optimize Command	7	2.05
Selections – Creating	7	3.30
Set Selection Command	7	3.35
Start Interactive Mapping	7	5.10
Texture Axis Tool	7	5.35
Interactive Mapping – Temporary / Missing Material Tag	7	5.50
Flat Projection	7	6.25
Quantize Settings	7	7.35
Interactive Mapping – Coordinates	7	7.50
Interactive Mapping – Scaling Using Length X & Y	7	9.00
Interactive Mapping – Tiles X & Y	7	9.35
Stop Interactive Mapping	7	9.50
Texture Tag – Temporary Tag when Interactive Mapping	7	10.20
Store UV Command	7	10.35
Start Interactive Mapping	7	11.00
Cylindrical Projection	7	11.15
Troubleshooting – Interactive Mapping. Texture View not Refreshing	7	11.25
Interactive Mapping – Coordinates	7	11.50
Interactive Mapping – Scaling Using Length X & Y	7	12.10

Chronological Index

Stop Interactive Mapping	7		12.40
Texture Menu – Fit To Object Command	7		13.35
Texture Menu – Fit To Region Command	7		13.50
Texture Menu – Fit To Image Command	7		14.05
Texture Menu – Fit To Object Command	7		14.20
Troubleshooting – Interactive Mapping	7		15.20
New Material Command	7		16.30
Changing Names of Materials	7		16.40
Create Texture Channels	7		16.55
Restricting Materials with Selection Tags	7		17.40
Colour Table	7		19.30
Applying Materials – Assignment Tab	7		19.40
Hypernurbs Objects	7		21.40
Text Tool	7		22.25
Troubleshooting – Distortion Under a Hypernurbs Object	7		24.00
Texture Preview Size	7		24.15
Hypernurbs – Options	7		25.10
Hypernurbs - Subdivide UV's Options	7		26.00
Subdivision Editor	7		26.45
Subdivision Renderer	7		26.50
Interactive Mapping – Stingray	8	Part 1	0.00
Deformers and UV Mapping	8	Part 1	0.45
Symmetry Object	8	Part 1	1.40
Hypernurbs - Subdivide UV's Options	8	Part 1	2.20
Selections – Creating	8	Part 1	2.40
Selection Tool Options	8	Part 1	2.45
Isoline Editing Mode	8	Part 1	4.00
Rectangular Texture Map	8	Part 1	6.30
Photoshop PSD File Format	8	Part 1	6.50
TIF File Format	8	Part 1	6.50
Preferences	8	Part 1	7.20
Start Interactive Mapping	8	Part 1	9.25
Troubleshooting -Texture Map Changes to Square	8	Part 1	10.45
Troubleshooting – UV Polygons Scaled When Rotating with Transform	8	Part 1	12.30
Frontal Projection	8	Part 1	14.35
Troubleshooting – Rectangular Texture Map	8	Part 1	16.15
Interactive Mapping – Scaling Using Length X & Y	8	Part 1	16.55
Texture Axis Tool	8	Part 1	17.10
Fit UV To Canvas Command	8	Part 1	18.20
Fit Canvas To UV	8	Part 1	18.40
Store UV Command	8	Part 1	20.30
Overlapping UV Polygons – Fixing up	8	Part 1	20.45
Backface Culling	8	Part 1	21.20
Relax UV Command	8	Part 1	21.25
UV Point Editing	8	Part 1	21.50
Magnet Tool	8	Part 1	22.00
Modifier Keys - “O” & “9” Keys For Quick Selection of Points	8	Part 1	22.30
Magnet Tool	8	Part 1	23.25
Modifier Keys - “O” & “9” Keys For Quick Selection of Points	8	Part 1	24.35
Live Selection Tool – Changing Radius size	8	Part 1	24.45
Troubleshooting – Isoline Editing – Point Editing Bug in rel 9 / BP2	8	Part 1	26.00
Refresh Command	8	Part 1	27.05
Relax UV Command	8	Part 1	27.20
UV Polygon Editing	8	Part 1	28.40
Magnet Tool	8	Part 1	29.40

Chronological Index

Checkerboard Test	8	Part 2	0.00
Refresh Command	8	Part 2	0.15
Outline Polygons Command	8	Part 2	3.15
Texture Preview Size	8	Part 2	4.15
Texture Distortion – Insufficient Pixels	8	Part 2	5.00
Texture Bleeding – Insufficient Pixels	8	Part 2	5.10
UV Point Editing	8	Part 2	6.00
Outline Polygons Command	8	Part 2	7.50
Refresh Command	8	Part 2	7.55
Isoline Editing Mode	8	Part 2	10.35
Symmetry Object – Making Editable – What happens to UV's	8	Part 2	13.00
Mirror U Command	8	Part 2	15.05
Point Snapping	8	Part 2	15.25
UV Terrace Command	8	Part 2	17.20
Mirror V Command	8	Part 2	20.15
UV Terrace Command	8	Part 2	21.25
Magnet Tool	8	Part 2	21.55
Transform Tab Tools	8	Part 2	24.55
Spitfire – Preparing for UV Mapping	9		0.00
Spitfire – HUD Elements	9		2.05
Spitfire – Points on mirror plane	9		8.55
Set Point Value Command	9		9.25
Weighted HyperNurbs	9		11.20
Phong Shading	9		12.00
Broken Phong Shading	9		12.05
Unbreak Phong Shading Command	9		12.15
Select Broken Phong Edges	9		12.35
Break Phong Shading Command	9		13.35
Troubleshooting – Isoline Editing – Selecting hidden Edges	9		14.45
Select Broken Phong Edges	9		16.20
Unbreak Phong Shading Command	9		16.50
Phong Tag	9		17.40
Weighted HyperNurbs	9		18.20
Weighted HyperNurbs – Adjusting Interactively	9		20.30
Weighted HyperNurbs – Displaying weighting map	9		21.00
Smooth Flow of Points and Edges	9		21.05
GeomCheck Plugin (http://www.lotsofpixels.com/geomCheck/)	9		28.50
Console	9		29.45
Structure Manager	9		30.35
Execute Last Plugin Command	9		32.10
Move Down Sequence Command	9		33.30
Polygon Internal Triangulation	9		33.30
Spitfire – UV Mapping	10	Part 1	0.00
Spitfire – Overlapping UV's	10	Part 1	1.30
Spitfire – Selection Tags	10	Part 1	2.55
Spitfire – UV Scaling Discussion	10	Part 1	3.20
Spitfire – Texture Map Size	10	Part 1	8.25
Frontal Projection – Zooming view issue	10	Part 1	12.00
Interactive Mapping	10	Part 1	12.45
Interactive Mapping – Scaling Using Length X & Y	10	Part 1	13.30
Generate UVW Coordinates	10	Part 1	16.30
Axis – Effect on position of UV polygons	10	Part 1	17.30
Store UV Command	10	Part 1	27.25
Spitfire – Aileron Mapping	10	Part 1	27.55
Highlight UV Polygons / Outline UV Polygons	10	Part 1	28.50

Chronological Index

Texture Preview Size	10	Part 1	29.50
Spitfire – Tailplane UV Mapping	10	Part 2	0.00
Spitfire – Elevator Trim UV Mapping	10	Part 2	3.00
Highlight UV Polygons / Outline UV Polygons	10	Part 2	4.25
Spitfire – Wing Gun Bump UV Mapping	10	Part 2	6.05
Relax UV Command	10	Part 2	9.35
Optimize Command (C4D)	10	Part 2	11.15
Spitfire – Aileron – Relaxing UV's	10	Part 2	14.55
Spitfire – Wing – Relaxing UV's	10	Part 2	20.40
UV Polygons – How big compared to other UV polygons	10	Part 2	22.45
Spitfire – Tailplane UV Relaxing	10	Part 3	0.00
UV Polygons – How big compared to other UV polygons	10	Part 3	1.00
Spitfire – Elevator UV Relaxing	10	Part 3	2.45
Spitfire – Elevator Trim UV Relaxing	10	Part 3	6.50
Spitfire – Side UV Mapping	10	Part 3	10.00
Lock Texture View	10	Part 3	12.25
Spitfire – Side – Relaxing UV's	10	Part 3	14.45
HUD – Selected Points	10	Part 3	19.25
Spitfire – Rudder Actuator – Relaxing UV's	10	Part 3	22.10
Spitfire – Checkerboard Test	10	Part 3	26.10
Spitfire – Test Painting during UV Mapping	10	Part 3	28.15
Spitfire – Rudder UV Mapping	10	Part 4	0.00
Troubleshooting – Texture not loaded after restarting	10	Part 4	0.35
Lock Texture View	10	Part 4	4.25
Spitfire – Rudder – Relaxing UV's	10	Part 4	5.15
Spitfire – Rudder Bracket – UV Mapping	10	Part 4	8.15
Spitfire – Missing Polygon (C4D – Close Polygon Hole Tool)	10	Part 4	12.50
UV Terrace Command	10	Part 4	13.45
Spitfire – Rudder Trim UV Mapping	10	Part 4	14.25
Spitfire – Engine Bumps UV Mapping	10	Part 4	17.40
Generate UVW Coordinates	10	Part 4	19.25
Spitfire – Exhaust Fitting UV Mapping	10	Part 5	0.00
Generate UVW Coordinates	10	Part 5	0.35
Point Snapping	10	Part 5	13.35
Spitfire – Underneath UV Mapping	10	Part 5	15.10
Scaling up UV Polygons for extra painting detail	10	Part 5	27.10
Spitfire – Underneath – Elevator UV Mapping	10	Part 6	0.00
Spitfire – Underneath – Elevator Trim UV Mapping	10	Part 6	2.30
Spitfire – Underneath – Bottom Bump Object UV mapping	10	Part 6	5.20
Generate UVW Coordinates	10	Part 6	7.10
Spitfire – Dividing up texture map with division lines	10	Part 6	12.00
Create a Rectangle Selection Tool – Restricting Painting	10	Part 6	12.50
Spitfire – Oil Cooler UV Mapping	10	Part 6	15.00
Optimize Command (C4D Command)	10	Part 6	25.45
UV Terrace Command	10	Part 6	29.00
Spitfire – Radiator UV Mapping	10	Part 7	0.00
Shear V Command	10	Part 7	1.05
Troubleshooting – Can't paint on hidden layers	10	Part 7	1.55
Spitfire – Underneath Aileron Mapping	10	Part 7	2.40
Spitfire – Air Intake UV Mapping	10	Part 7	6.10
Spitfire – Wheel Cover UV Mapping	10	Part 7	11.00
Spitfire – Cannon Fairings UV Mapping	10	Part 7	15.00
Set Selection Command	10	Part 7	18.20
Mirror U Command	10	Part 7	25.10
Spitfire – Spinner UV Mapping	10	Part 7	27.00

Chronological Index

Spitfire – Fuselage – Making Symmetry Object Editable	10	Part 8	0.00
Mirror U Command	10	Part 8	1.05
UV Terrace Command	10	Part 8	3.40
Canvas Size Command	10	Part 8	5.30
Spitfire – Making the canvas larger for more detail	10	Part 8	5.30
Scale Texture Command	10	Part 8	8.20
Spitfire Cannon Fairing – Lining up UV Polygons to match wing	10	Part 8	11.55
Spitfire – Lining up UV polygons for continuous painting	10	Part 8	15.00
Spitfire – Tweaking UV Points	10	Part 8	15.40
UV Terrace Command	10	Part 8	22.25
Spitfire – Checking for bleeding	10	Part 8	22.50
Spitfire – Painting	11	Part 1	0.00
Spitfire – Colour Palette (Import Spitfire.b3d into Colour Presets)	11	Part 1	4.40
Spitfire – Painting Underneath Sky Colour	11	Part 1	5.40
Spitfire – Painting Dark Green Colour	11	Part 1	10.20
Tile U Option	11	Part 1	10.40
Spitfire – Painting Dark Earth Camouflage	11	Part 1	13.30
Using Foreground image to trace through	11	Part 1	13.30
X-Ray Option in Display Menu	11	Part 1	14.50
Open Texture Command	11	Part 1	16.55
Spitfire – Seams – use Projection Painting	11	Part 1	18.40
Close Texture Command	11	Part 1	20.00
Eraser Tool	11	Part 1	21.50
LOD – Level of Detail	11	Part 1	27.30
Spitfire – Weathering Wheels	11	Part 10	0.00
HDRI Settings	11	Part 10	1.50
Dirt	11	Part 10	3.00
Spitfire – Dirt on Undercarriage	11	Part 10	3.00
Spitfire – Spinner Weathering	11	Part 10	4.00
Rust – Multi Channel Preset	11	Part 10	5.00
Spitfire – Rust Test Painting	11	Part 10	5.00
Layers – Renaming	11	Part 10	5.35
Flatten Visible Layers Command	11	Part 10	10.30
Spitfire – Flaking Paint	11	Part 10	13.00
Spitfire – Rust Final	11	Part 10	17.00
Spitfire – Final Discussion of Settings and Weathering	11	Part 10	19.35
Paintbrush – Pixel Brush – Paint Chips	11	Part 10	20.05
Duplicate Layer	11	Part 10	20.40
Eraser Tool – Erasing through to Duplicate Layer	11	Part 10	21.50
Spitfire – Camouflage Painting Tidying Up	11	Part 2	0.00
Spitfire – Fixing edge on engine section	11	Part 2	5.00
Polyline Selection Tool	11	Part 2	5.40
Preferences – Redraw Limit	11	Part 2	10.10
Spitfire – Camouflage – Applying Gaussian Blur	11	Part 2	14.25
Spitfire – Applying Markings	11	Part 2	20.45
Hypernurbs - Subdivide UV's Options	11	Part 2	21.40
Constant Shading Mode	11	Part 2	26.45
Spitfire – Applying Markings – Fuselage Roundels	11	Part 3	0.00
Troubleshooting - Can't deselect a selection	11	Part 3	3.40
Spitfire – Squadron Codes	11	Part 3	14.30
Undo View Command	11	Part 3	18.20
Transform Bitmap Tool	11	Part 3	20.20
Spitfire – Wing Yellow Strips	11	Part 4	0.00
Fill Polygons Command	11	Part 4	2.45
Seams	11	Part 4	3.50

Chronological Index

Paintbrush – Square Shape	11	Part 4	6.00
Merge Layer Down Command	11	Part 4	15.00
Creating Std Materials from painted colours	11	Part 4	15.40
RGB Color Mode	11	Part 4	16.00
Spitfire – Applying Std Materials	11	Part 4	18.35
Search first active object command	11	Part 4	23.50
Locating Objects – Search first active object command	11	Part 4	23.50
Search first active object command	11	Part 4	26.55
Spitfire – Bump Channel Mapping – Panels	11	Part 4	28.00
Spitfire – Setting up foreground object and texture for bump mapping	11	Part 4	29.00
Troubleshooting – nVidia Graphics Card Drivers	11	Part 4	30.25
Spitfire – Bump Mapping	11	Part 5	0.00
HSV Color Mode	11	Part 5	0.25
Multi Channel Painting	11	Part 5	0.55
Multi Channel Preset – Saving	11	Part 5	1.45
Spitfire – Panels – Draw Line Tool	11	Part 5	3.00
Paintbrush – Profile Settings	11	Part 5	6.30
Paintbrush – Presets	11	Part 5	7.25
Opacity Layer Settings	11	Part 5	8.40
Troubleshooting – Foreground images distorting when zooming	11	Part 5	12.50
Troubleshooting – Random Crashing with Paintbrush and Shift Key	11	Part 5	19.40
Spitfire – Bump Mapping Underneath - Tail Ribs	11	Part 5	23.20
Spitfire – Bump Mapping Underneath – Rivets	11	Part 5	29.45
Paintbrush – Spacing setting	11	Part 5	32.40
Spitfire – Bump Mapping Underneath – Rivets	11	Part 6	0.00
Merge Layer Down Command	11	Part 6	3.10
Spitfire – Duplicating bump map from left underside to right hand side	11	Part 6	3.20
Copying and Pasting	11	Part 6	5.40
Transform Bitmap Tool – Flip Horizontal Option	11	Part 6	6.10
Spitfire – Duplicating Colour map from left underside to right hand side	11	Part 6	9.45
Transform Bitmap Tool – Flip Horizontal Option	11	Part 6	10.55
Merge Layer Down Command	11	Part 6	12.05
Multi Channel Painting	11	Part 6	13.35
Spitfire – Bump Mapping Top and Sides	11	Part 6	14.15
Spitfire – Duplicating Colour map on the top wing	11	Part 6	20.35
Merge Layer Down Command	11	Part 6	27.25
Save Texture / Save All Textures Command	11	Part 6	27.40
Spitfire – Bump Mapping – Sides	11	Part 6	28.25
Spitfire – Bump Mapping – Sides	11	Part 7	0.00
Default Light	11	Part 7	2.50
Spitfire – Opacity Settings	11	Part 7	10.10
Eraser Tool	11	Part 7	10.40
Spitfire – Panel Lines Jagged Discussion	11	Part 7	16.45
Spitfire – Increasing UV Polygon size for a problem area	11	Part 8	0.00
Draw Line Tool – Anti Aliasing Option	11	Part 8	5.55
Layer Manager – Expanded Layout	11	Part 8	13.25
Spitfire – Bump Mapping – Rivets on Top	11	Part 8	16.15
Default Light	11	Part 8	17.45
Spitfire – Bump Mapping – Engine Compartment Big Plugs	11	Part 8	19.00
Paintbrush – User Defined Profile – Making your own brush	11	Part 8	20.30
Paintbrush – Spacing setting	11	Part 8	24.35
Render Region Command	11	Part 8	26.05
Spitfire – Bump Mapping – Wing Struts	11	Part 9	0.00
Spitfire – Simple Light Rig	11	Part 9	3.25
Spitfire – Weathering	11	Part 9	8.30

Chronological Index

Spitfire – Reflection Channel	11	Part 9	8.55
Spitfire – Environment Channel – HDRI or Std Image	11	Part 9	9.50
HDRI Settings	11	Part 9	11.00
Spitfire – Specular Colour Channel / Weathering	11	Part 9	12.40
Spitfire – Weathering	11	Part 9	12.55
Paintbrush – Chalk Brush	11	Part 9	15.00
Spitfire – Dirtying Up with the Diffusion Channel	11	Part 9	20.00
HSV Color Mode	11	Part 9	20.50
Paintbrush – Keyboard Shortcuts for Pressure	11	Part 9	21.30
Paintbrush – Keyboard Shortcut Keys	11	Part 9	22.30
Bodypaint 2.5	12		0.00
Bodypaint 2 Stand alone (8.2)	12		1.40
Bodypaint 2 Module version (9.102)	12		3.10
Bodypaint 2.5 Module version (9.5)	12		3.55
Full Screen mode (Ctrl + Tab) (2.5)	12		4.45
Bodypaint 2.5 Stand alone	12		6.45
Xpresso	12		7.20
Hud Elements – Adding in	12		7.50
Isoline Editing Mode – Bugs Fixed in 2.5	12		10.15
Display Settings (Shift + V)	12		10.55
Hud Elements	12		11.05
Renaming objects (2.5)	12		12.35
Layer Sets (2.5)	12		13.20
Layer Menu (2.5)	12		14.00
Blend Modes (2.5)	12		14.35
Layer Sets (2.5)	12		14.45
New Layer Set Command (2.5)	12		15.05
Linked Layers	12		16.05
Lasso Selection Tool (2.5)	12		18.15
Merge Linked Command (2.5)	12		19.05
Spitfire – Fin Flash (2.5 Version)	12		19.45
Display Modes (2.5)	12		20.05
X-Ray Option in Display Menu	12		20.45
Projection Painting (2.5)	12		21.20
Projection Painting Layers (2.5)	12		21.30
Selections in Projection Painting Mode	12		23.30
Detach Projection Plane (2.5)	12		24.10
32 Bit Preview Options (2.5)	12		27.30
Convert Texture from 32 bit Command (2.5)	12		28.45
Burn Tool		Bonus	
Dodge Tool		Bonus	
Smudge Filter		Bonus	
Sponge Tool		Bonus	
Wet Edges Filter		Bonus	
Smear Tool		Bonus	
Wallpaper		Bonus	