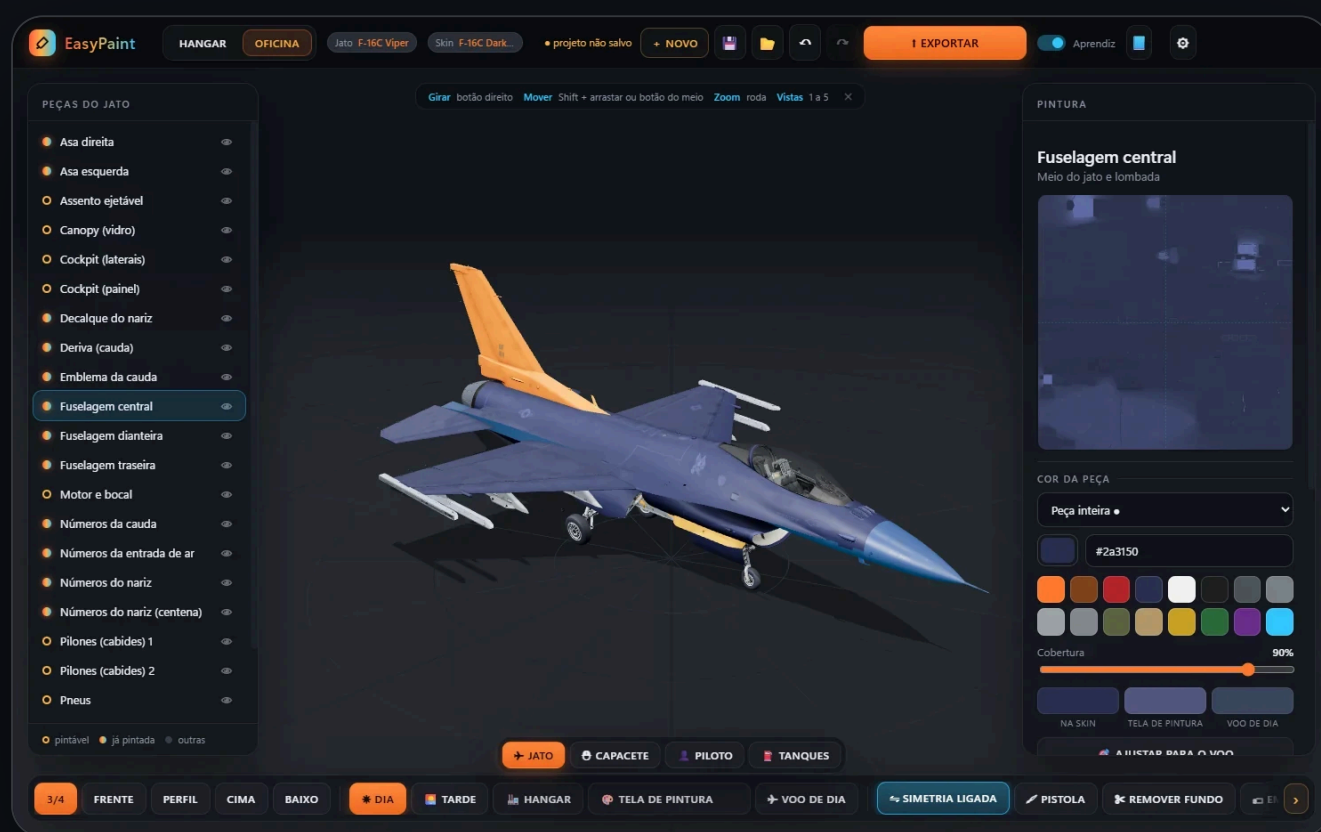


Paint your jet exactly the way you **pictured** **it.**

EasyPaint makes creating skins visual and simple: you see the actual jet on screen, click where you want to paint, and send it to the sim with one button. No Photoshop, no hassle.



About the language: the program's interface is in Brazilian Portuguese for now, and the screenshots show it as it is. Throughout this manual, every button appears **exactly as you'll see it on screen**, followed by its meaning in English — for example **↑ EXPORTAR** *Export*.

01

Welcome

With EasyPaint you create new liveries for your jets. The original skin is never changed: whatever you make always becomes a new skin, under the name you choose.



Paint part by part

Click a wing, the tail or the nose and pick a color. It's that simple.



Airbrush

Paint freehand, like a real airbrush: stripes, shading, grime and touch-ups.



Emblems and text

Place your squadron crest, your callsign or some nose art anywhere on the jet.



Metals and finishes

Chrome, polished aluminum, carbon fiber, matte, gloss... with wear and grime.



Camo

Splinter, digital, tiger, ghost, desert, arctic: one click and the whole jet changes.



Straight to the sim

One button saves your finished skin. Then just pick the livery in the sim.

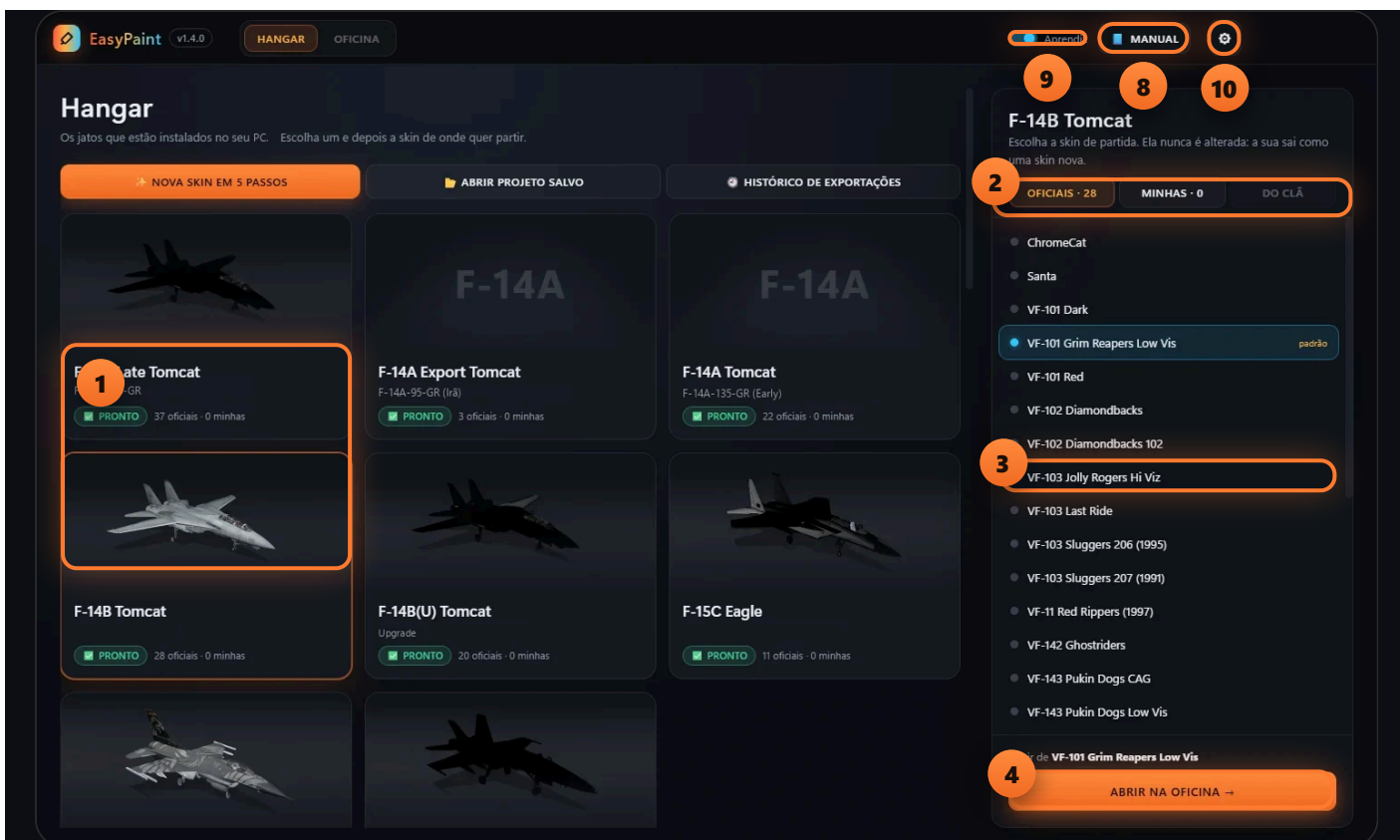


The program explains every button itself. Hover over any button and wait half a second: a card pops up telling you what it does, when to use it and its keyboard shortcut. That's **Modo Aprendiz** *Learner mode* (the switch at the top of the screen). Once you know your way around, turn the switch off to see just the name and the shortcut.

02

First steps: the Hangar

The first time you open EasyPaint, it finds your sim on its own and shows your jets. This screen is the **Hangar**: everything starts here.

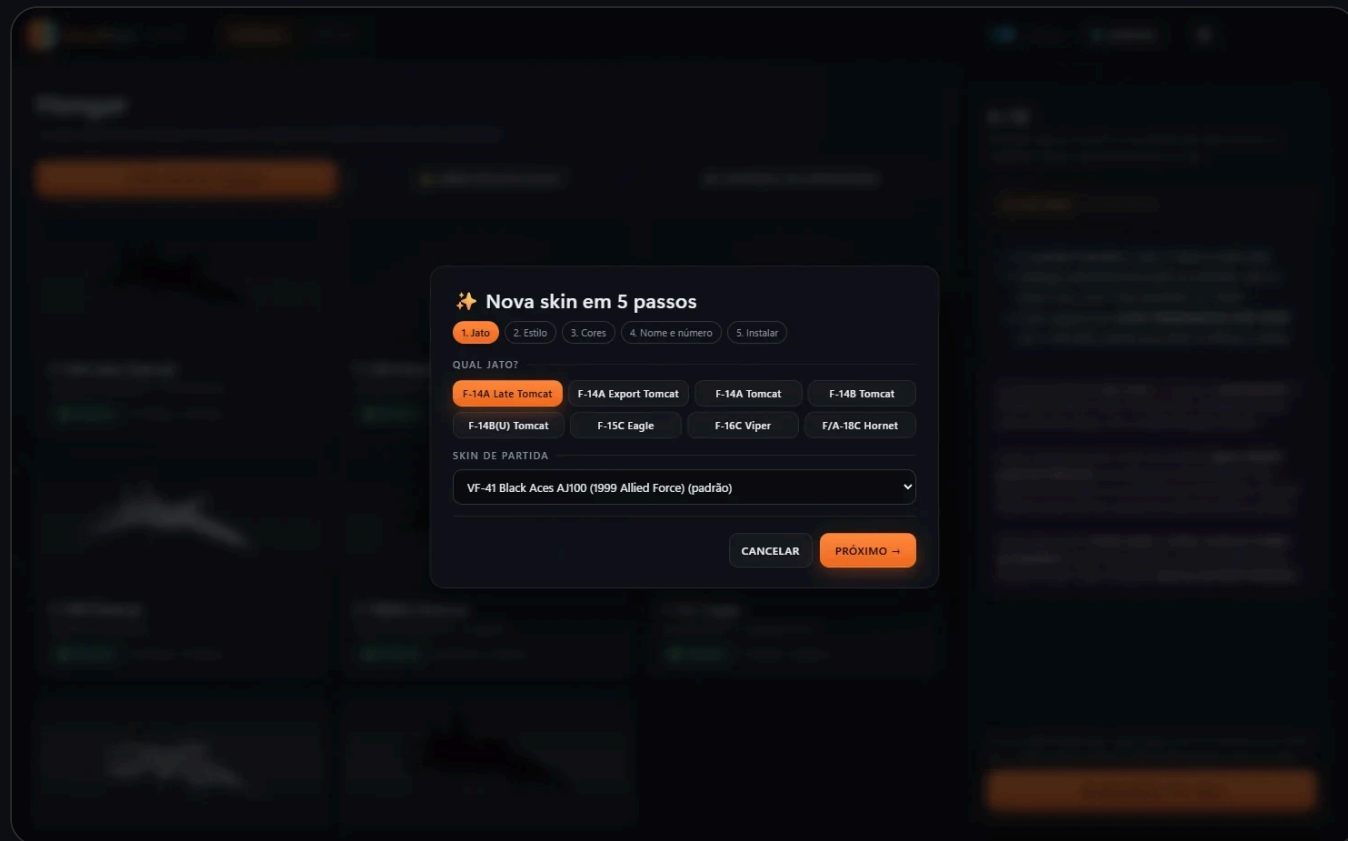


- 1 **Jet card.** Click it to see its skins. The green **PRONTO** Ready badge means the jet is ready to paint.
- 2 **Oficiais** Official or **Minhas** Mine: the liveries that ship with the jet, or the skins you've already made.
- 3 **The starting skin.** The livery you'll start from. It's never changed.
- 4 **ABRIR NA OFICINA →** Open in the Workshop opens the jet in 3D, ready to paint (or double-click the skin).
- 5 **NOVA SKIN EM 5 PASSOS** New skin in 5 steps: the easiest way to make your first skin.
- 6 **ABRIR PROJETO SALVO** Open saved project: picks up a livery you saved.
- 7 **HISTÓRICO DE EXPORTAÇÕES** Export history: every skin you've ever sent to the sim.
- 8 **MANUAL**: opens the manual at any time.
- 9 **Modo Aprendiz** Learner mode. When it's on, the help cards show everything.
- 10 **Configurações** Settings (see chapter 18).

⌚ The **first time** you open a skin, EasyPaint takes 30 seconds to a minute to build the jet. From then on, it opens instantly.

03 New skin in 5 steps

Never made a skin before? Start with the **✦ NOVA SKIN EM 5 PASSOS** *New skin in 5 steps* button in the Hangar. It asks the right questions and sets everything up for you.



1 Jato *Jet*: pick the jet and the starting skin.

2 Estilo *Style*: plain, camo, aggressor, commemorative or squadron.

3 Cores *Colors*: the main colors of the livery.

4 Nome e número *Name and number*: the name, number and emblem that go on the jet.

5 Instalar *Install*: the skin's name. EasyPaint opens the Workshop with everything applied, plus the window to send it to the sim.



You can change all of it afterwards in the Workshop, with every tool available.

04 Getting to know the Workshop

The **Oficina Workshop** is where you paint. The jet sits in the middle, true to life, just as it looks in the sim. Around it are the parts list, the paint panel and the tools.



- 1 The jet's parts.** The colored dot marks the parts you can paint. The eye hides or shows a part.
- 2 Mouse controls reminder** (the hides it).
- 3 Paint panel.** The options for the selected part or the active tool. Below them are the **skin layers**.
- 4 Tabs** Jato *Jet* · Capacete *Helmet* · Piloto *Pilot* · Tanques *Tanks* (on the jets that have them).
- 5 Toolbar:** views, lighting and painting tools (chapter 6).
- 6** **+ NOVO** *New* goes back to the Hangar to start another livery.
- 7** saves your project so you can carry on later.
- 8** undo and redo.
- 9** **↑ EXPORTAR** *Export* sends the finished skin to the sim.

Moving the camera around the jet

TO	DO THIS
Rotate the jet	hold the right mouse button and drag
Pan the view	Shift + drag, or hold the middle button (the wheel) and drag
Zoom in and out	scroll the mouse wheel
Preset views	1 3/4 · 2 front · 3 side · 4 top · 5 bottom



With the airbrush or emblems active, the **left button** paints or places. To rotate, always use the **right** one.

05

Painting a part

The quickest way to change the look of your jet: pick a part and a color.

PINTURA

1 Fuselagem central

Meio do jato e lombada

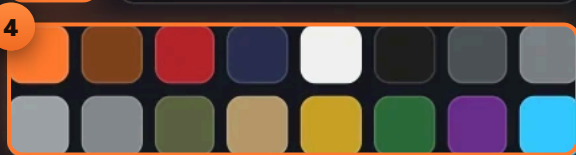


COR DA PEÇA

Peça inteira •



#2a3150



Cobertura

90%



NA SKIN

TELA DE PINTURA

VOO DE DIA

AJUSTAR PARA O VOO

- 1 **The selected part** and where it is.
- 2 **The part's paint, laid out flat**, like a paper pattern. You can draw on it directly.
- 3 **The color**: click the square to choose any color, or type in its code.
- 4 **Preset colors**, one click away.
- 5 **Coverage**: how much the new color covers the old one. Lower lets the skin's markings and grime show through.

6 How the color will look on the skin, on the sim's paint screen and in daylight flight.

1 Click the part **on the jet** or in the **list on the left**.

2 Pick the color. Done: the part is already painted.

3 Made a mistake? **Ctrl** + **Z** undoes it. To go back to the original color, use **✕ TIRAR COR**
Remove color.



The sim shows colors **lighter** than they really are, especially on the paint screen. The

AJUSTAR PARA O VOO

Adjust for flight button corrects the color so that, in the air, it looks the way you chose it.

Writing text

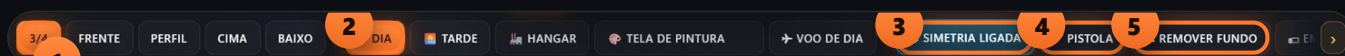
In the same panel, under **TEXTO** *Text*, type your name, callsign or squadron and click

+ ESCREVER NO JATO

Write on the jet. Then click the spot on the jet where the text should go. The text becomes an emblem: you can drag, stretch and rotate it, and change its font, color and outline (chapter 9).

06 The toolbar

Along the bottom of the Workshop are the views, the lighting and the tools. If the window is narrow, the bar scrolls sideways: scroll the mouse wheel over it, drag it, or use the < > arrows.



1 **Views:** 3/4, front, side, top and bottom.

2 **Lighting:** day, afternoon, hangar and the sim's own lighting (paint screen and daylight flight).

3 **ATIVAR SIMETRIA** *Turn on symmetry:* whatever you do on one side appears on the other (chapter 8).

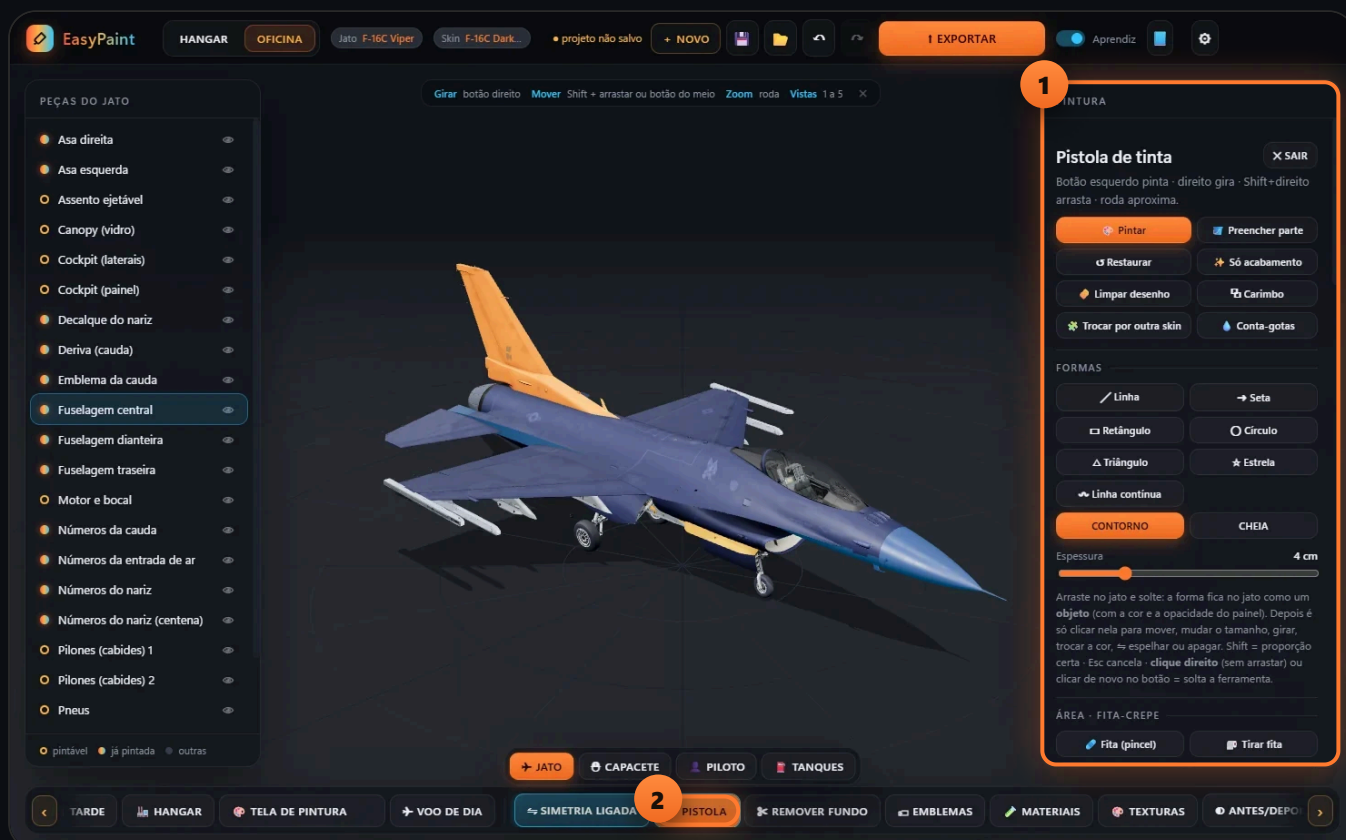
4 **PISTOLA** *Airbrush:* freehand painting (chapter 7).

5 **REMOVER FUNDO** *Remove background:* strips the background from one of your images (chapter 9).

Further to the right: **EMBLEMAS** *Emblems*, **MATERIAIS** *Materials*, **TEXTURAS** *Textures*,
ANTES/DEPOIS *Before/after*, **DE LONGE** *From a distance*, **GIRAR** *Spin* and **FOTO** *Photo*.

07 Airbrush

The **pistola** *airbrush* paints freehand, right on the jet, just like a real one. Brush size is measured in real centimeters on the jet.



1 **Airbrush panel:** modes, shapes, brushes, color and masking tape.

2 **PISTOLA** *Airbrush* turns it on and off (shortcut **B**).

MODE	WHAT IT DOES
Pintar <i>Paint</i>	paints wherever you move the mouse with the left button held down
Preencher parte <i>Fill part</i>	paints the whole part you click, in one go
Restaurar <i>Restore</i>	brings back the skin's original paint wherever you brush
Só acabamento <i>Finish only</i>	changes only the sheen (matte, gloss, metal) without changing the color
Limpar desenho <i>Clean artwork</i>	erases artwork from the skin (such as an old emblem) while keeping the grime and markings underneath
Carimbo <i>Clone stamp</i>	copies a patch of paint to somewhere else
Trocar por outra skin <i>Swap from another skin</i>	brings in a patch from another skin of the same jet
Conta-gotas <i>Eyedropper</i>	picks up the color from a spot on the jet

Shapes

Line, arrow, rectangle, circle, triangle, star and continuous line, outlined or filled. Drag on the jet and let go: the shape becomes an **object**. Then just click it to move, resize, rotate, recolor, mirror or delete it with the X.

Masking tape

Just like a real painter's tape: lay the **fita-crepe** *masking tape* wherever the paint must **not** go, then spray over it without worry. The tape protects against the airbrush, materials, textures and emblems, and it does **not** end up in the skin. When you're done, peel it all off at once.



Trava na parte *Part lock* is on by default: the paint stays on the part where you started, without bleeding onto the one next to it. A **right-click** (without dragging) drops the current tool.

08

Symmetry: both sides alike

Turn on **⇐ ATIVAR SIMETRIA** *Turn on symmetry* and whatever you put on one side of the jet (airbrush, shapes, emblems and text) shows up mirrored on the other side at the same time.

- Anything created mirrored becomes a **pair** : changing one (moving, scaling, rotating, recoloring, deleting) changes the other — **even after you turn symmetry off**.
- Want the two to be different? Use  **SEPARAR O PAR** *Split the pair* in the item's panel.
- Forgot to turn symmetry on? On any emblem,  **ESPELHAR NO OUTRO LADO** *Mirror to the other side* creates the pair instantly.

09 Emblems, text and decals

Place one of your own images (your squadron crest, a mascot, a logo) anywhere on the jet, at any size you like.



1 Emblems panel: import an image, giant art, text, the library, the list of emblems on the jet and the factory decals.

2  **EMBLEMAS** *Emblems* turns it on and off (shortcut **E**).

1 Click **+ IMPORTAR IMAGEM** *Import image* and choose the image (PNG, JPG, WEBP, AVIF or SVG).

2 **Drag the thumbnail** onto the jet. You see the emblem in place while you drag. Double-clicking the thumbnail drops it in the middle of the screen.

3

Adjust it with the handles: the corners resize, the sides stretch, the dot on top rotates and the × deletes. You can also type the width and height in centimeters.

BUTTON	WHAT IT'S FOR
+ TEXTO <i>Text</i>	name, callsign, number: with font, weight, letter spacing, color, outline and shadow
+ ARTE GIGANTE <i>Giant art</i>	a huge "tone-on-tone" design that darkens or lightens the paint (the style of display-team skins)
+ DA BIBLIOTECA <i>From the library</i>	ready-made pieces to build an emblem: circle, shield, pennant, wings, lightning bolt, stars, mascot...
Decalques de fábrica <i>Factory decals</i>	markings the sim itself always puts in the same place (like the "AF 91" on the F-16's tail): you can erase them or swap them for your own image

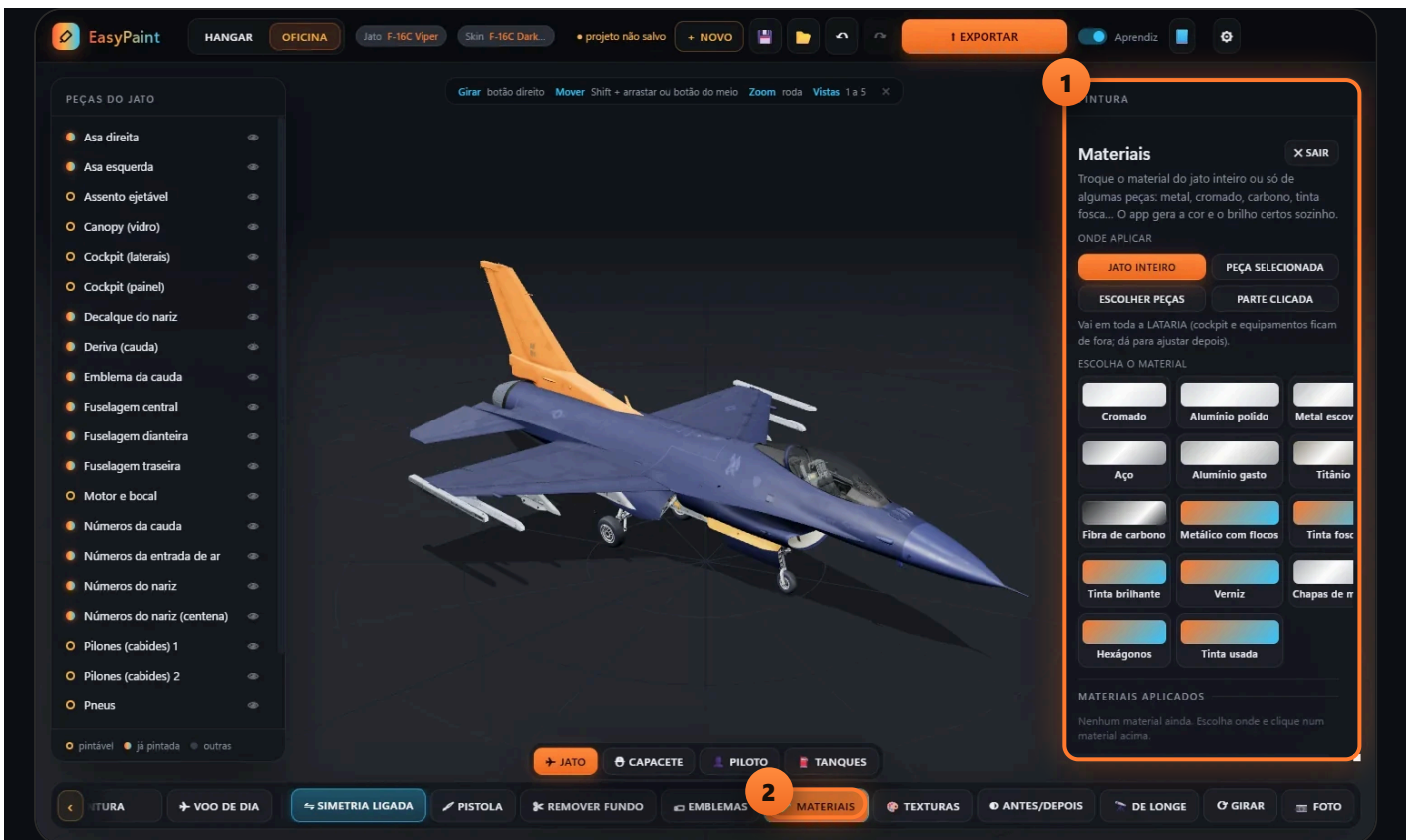
✂ Removing an image's background

Got a crest on a white background? Click **✂ REMOVER FUNDO** *Remove background*, pick the image and the AI strips the background for you. Then you can touch up the edges with the brush and use the image straight away as an emblem. The AI runs on your own computer; the first time, it installs with a single click.

10

Materials and metals

Change the material of the whole jet or just some parts: a "natural metal" jet, a titanium exhaust, a carbon-fiber nose...



1 Materials panel: choose the material, where to apply it and how weathered it looks.

2 **MATERIAIS** *Materials* turns it on and off.

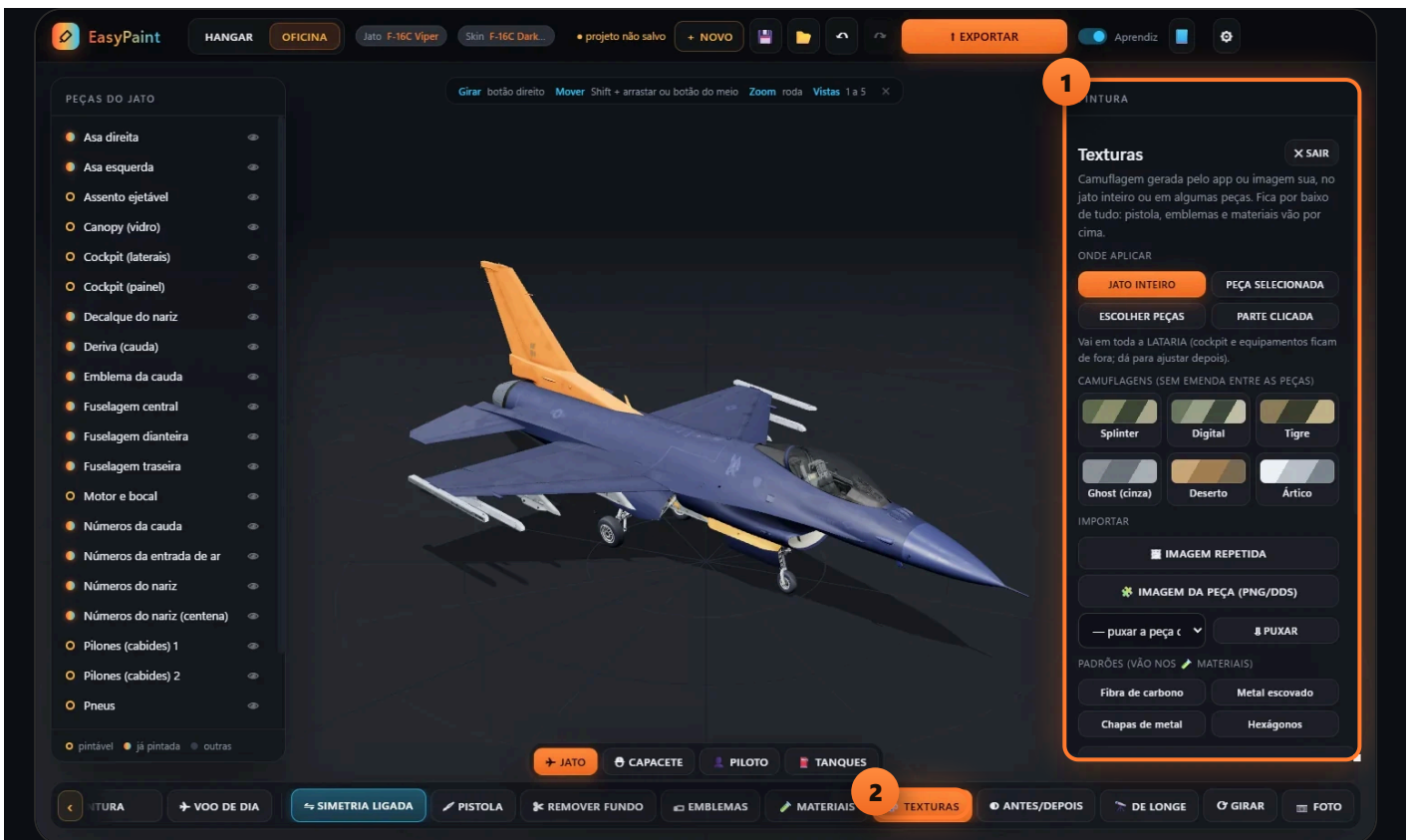
Materials: chrome, polished aluminum, brushed metal, steel, worn metal, titanium, carbon fiber, metal flake, matte, gloss and clear coat.

Weathering: wear, grime, scratches and fading, as much as you like.

✈️ **“Jato inteiro”** *Whole jet* **means the outer skin only:** EasyPaint automatically leaves out the cockpit, the seats and the equipment, so you don't end up chroming the instrument panel. The list shows everything, so you can tick or untick parts.

11 Camo and textures

Camo the whole jet in one click, or bring in your own work.



1 Textures panel: ready-made camo, tiled images and the full paint of a single part.

2 **TEXTURAS** *Textures* turns it on and off (shortcut **C**).

- **Camo:** splinter, digital, tiger, ghost, desert and arctic, in your colors. The 🎲 rolls a new pattern. The pattern flows across the jet with no seams between parts.
- **Tiled image:** one of your images repeated over the whole jet (panels, hexagons, patterns).
- **A part's full paint:** a ready-made image (made in another program, for example) or the same part taken from another skin.

🍷 The texture sits **underneath everything**: the airbrush, materials and emblems all go on top of it.

12 Helmet, pilot, tanks and canopy

On the jets that have them, the tabs at the top of the bar show just the 📡 **helmet**, the 👤 **pilot** or the 🚒 **tanks**, large in the middle of the screen. Use the same tools as on the jet: airbrush, emblems, text, materials and textures. The ✈️ **JATO** *Jet* tab goes back to the whole jet.

Canopy glass: click the jet's canopy (or **VIDROS DO CANOPY** *Canopy glass*) to choose the glass: smoked, mirrored, tinted... It's included in the skin.

13 Skin layers

Everything you do shows up in the **CAMADAS DA SKIN** *Skin layers* list in the right-hand panel, with the top layer first.

- Each layer's number shows the order it's painted in (from bottom to top).
- Grab the  handle and drag to change the order — for example, to put one emblem on top of another.
- You can reorder within the same type (emblems with emblems, materials with materials). Between types the order is always the same: colors → textures → materials → airbrush → tone-on-tone → emblems → factory decals.
- Symmetry pairs are marked with .

14 Checking the result

Before sending it to the sim, see how the livery will look.



1 Before-and-after panel.

- 2 **ANTES/DEPOIS** *Before/after*. a slider splits the jet. On the left, the starting skin; on the right, yours. Drag the  handle to compare (shortcut ).

-  **TELA DE PINTURA** *Paint screen* and  **VOO DE DIA** *Daylight flight*: mimic the sim's lighting, so you know how the color will look in the sim.
-  **DE LONGE** *From a distance*: shows the jet at 1, 3 or 5 km, to check whether the livery still stands out from afar (shortcut ).
-  **GIRAR** *Spin*: the jet turns slowly, like in a showroom (shortcut ).
-  **FOTO** *Photo*: saves a screenshot without the panels, ready to show off on Discord (shortcut ).

15 Saving and coming back later

The skin that goes to the sim is the final result. To be able to work on it again another day, save the **project**.

BUTTON	WHAT IT DOES
  + 	saves EVERYTHING you've done (colors, text, airbrush, emblems with their images, canopy glass) in an EasyPaint project
  + 	opens a saved project and picks up where you left off
 NOVO <i>New</i>  + 	goes back to the Hangar for another livery. If anything is unsaved, it asks: SALVAR <i>Save</i> , DESCARTAR <i>Discard</i> or CANCELAR <i>Cancel</i>
  + 	undoes the last change ( +  redoes it). Feel free to experiment!

 **Autosave:** every minute, EasyPaint quietly saves a copy of what you're working on. If the program closes unexpectedly, it offers to recover your work the next time you open that same skin.

16 Sending it to the sim

Happy with the result? Click  **EXPORTAR** *Export* ( + .

Enviar para o jogo

A skin vai ser gravada como uma pasta nova. A skin de partida **Dark Viper** continua intacta.

NOME DA SKIN

1 EasyPaint Dark Viper

2 C:\Users\Piloto\Saved Games\...\Liveries\F-16C_50\EasyPaint Dark Viper

3 Nome livre: vai ser uma skin nova.

✓ 73,1 GB livres no disco onde ficam as skins do jogo.

CHECKLIST

✓ 6 peças repintadas: Números do nariz, Fuselagem central, Números da entrada de ar, Asa esquerda, Asa direita, Números da cauda

i Vidros originais (opcional)

i Sem textos (opcional)

✓ Gravada no formato que o jogo usa, em alta qualidade (o mesmo das skins já testadas no jogo)

i As outras imagens da skin de partida são copiadas como estão. Pode levar uns 30 s a 1 min e ocupar algumas centenas de MB.

COMO GRAVAR

4 Completa: a skin fica independente (algumas centenas de MB)

☐ Leve: só o que mudou (poucos MB; usa as imagens de "Dark Viper") - experimental

GRUPO DE VOO

☐ Uma skin para cada piloto do esquadrão (nome e número de cada um)

- 1 **The skin's name**, exactly as it will appear in the sim.
- 2 **Where it will be saved**, in the sim's skins folder.
- 3 **Checks**: whether the name is free, whether there's enough disk space and what goes into the skin.
- 4 **How to save it**: **completa** *full* (the skin stands on its own) or **leve** *light* (only what changed, takes up little space).

1 Choose the name and click to save. It takes 30 seconds to a minute.

2 Launch the sim and pick the jet. On the paint screen (Paint & Loadout), your skin appears in the list under the name you gave it.

- **Nothing is deleted or overwritten**: if the name already exists, EasyPaint asks for another one.
- **Grupo de voo** *Flight group*: saves one skin per squadron pilot, each with their own name and number.
- **Other variants of the jet**: on some jets (like the F-14s), you can save the same livery to the other variants as well.
- **Histórico de exportações** *Export history* (in the Hangar): reopens a skin so you can fix it, or saves a "v2" under a new name.

17 Painting other jets

Under **OUTROS JATOS INSTALADOS** *Other installed jets* in the Hangar, you'll find the other aircraft in your sim. EasyPaint can get them ready for you to paint.

EasyPaint v1.4.0 HANGAR OFICINA

Aprendiz MANUAL

F-16C Viper
Block 50
PRONTO 52 oficiais · 0 minhas

F/A-18C Hornet
Lot 20
PRONTO 73 oficiais · 0 minhas

OUTROS JATOS INSTALADOS · 34

1 **A-10**
A-10
JATO NOVO 95 skins

A-6E
A-6E
JATO NOVO 8 skins

AH-64D
AH-64D
JATO NOVO 32 skins

AJS37
AJS37
JATO NOVO 7 skins

AV8BNA
AV8BNA
JATO NOVO 19 skins

C-101
C-101
JATO NOVO 38 skins

C130J
C130J
JATO NOVO 25 skins

CH-47F
CH-47F
JATO NOVO 10 skins

ChinaAssetPack
ChinaAssetPack
JATO NOVO 112 skins

A-10
Este jato está no seu PC, mas ainda não está pronto no EasyPaint. Deixe que ele faz isso por você.

JATO NOVO 95 skins oficiais

2

1. O EasyPaint identifica o jato e todas as skins dele.
2. Cataloga cada parte que pode ser pintada e dá um nome a ela, como "Asa esquerda" ou "Nariz".
3. O jato aparece em **JATOS PREPARADOS POR VOCÊ**, com o selo lilás, pronto para abrir na Oficina e pintar.

3

Este jato é incluído **por você** e o recurso é **experimental**. O EasyPaint identifica o jato e as skins dele, cataloga tudo para você, parte por parte, e faz o trabalho pesado sozinho.

Como cada jato do jogo é feito de um jeito, **algum detalhe pode sair diferente**: uma peça com nome estranho, uma pintura fora do lugar ou um detalhe que não aparece. Este jato também ainda não tem as abas de capacete, piloto e tanques.

Achou algo assim? **Anote o jato e a skin e conte ao criador do EasyPaint**: sempre que possível, o jato fica melhor numa próxima versão. Fique tranquilo: **nada no seu PC é alterado**.

Leva só alguns segundos. Alguns jatos vêm em mais de uma versão (A-10A, A-10C e A-10C II): cada versão aparece como um jato.

4 **PREPARAR ESTE JATO**

- 1** A new jet (orange **JATO NOVO** *New jet* badge).
- 2** What's going to happen, in 3 steps.
- 3** The experimental notice: read it before you start.
- 4** **JATO NOVO** *Prepare this jet*: a few seconds later, the jet is ready.

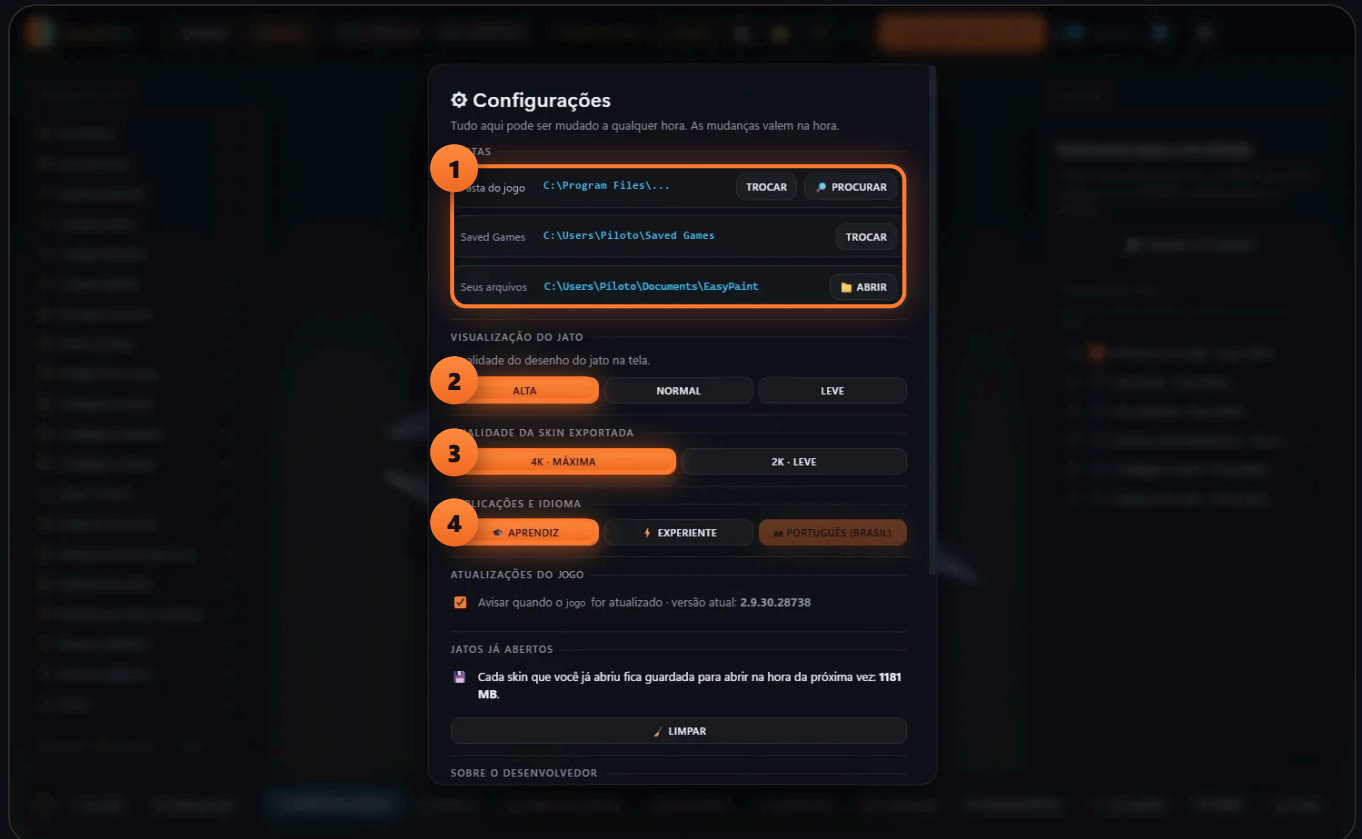
EasyPaint identifies the jet and its skins, catalogs every paintable part and does the heavy lifting for you. The jet moves to **JATOS PREPARADOS POR VOCÊ** *Jets you prepared*, with the purple

JATO DO USUÁRIO *User jet* badge.

It's experimental. Since every jet in the sim is built a little differently, some details may come out wrong (a part with an odd name, paint in the wrong place), and these jets don't have the helmet, pilot and tanks tabs yet. Spotted something like that? Write down the jet and the skin and let the EasyPaint developer know. Nothing in your sim is changed. If you like, **DESFAZER PREPARO** *Undo preparation* removes the jet from the list.

18 Settings

The  button in the top corner opens **Configurações** *Settings*. Every change takes effect right away.



- 1 **Folders:** where your sim is and where your skins and projects are kept. Only change these if EasyPaint couldn't find them on its own.
- 2 **Jet display quality:** high, normal or light. If the jet stutters when you rotate it, use NORMAL or LEVE *Light*.
- 3 **Exported skin quality:** 4K (maximum) or 2K (light, good for sharing with your squadron online).
- 4 **Modo Aprendiz** *Learner* or **Experiente** *Experienced* mode for the help cards.

Further down: the alert for when the sim gets updated, cleanup of jets you've already opened (frees up disk space),  **MANUAL DO USUÁRIO** *User manual*, the EasyPaint version and the developer's contact.

19 Keyboard shortcuts

KEY	WHAT IT DOES
1 to 5	views: 3/4, front, side, top, bottom
B	airbrush
M	with the airbrush on: symmetry
E	emblems · with an emblem selected: R rotates, I I resize, the arrow keys move it
C	textures and camo
A	before and after
L	view from a distance
G · F	auto-spin · take a photo
Ctrl + Z · Ctrl + Y	undo · redo
Ctrl + S · Ctrl + O · Ctrl + N	save · open project · new
Ctrl + E	export to the sim
Esc	cancels whatever you're doing



Can't remember them? No problem: each button's shortcut shows up on its help card when you hover over it.

20

FAQ

Can I ruin one of the sim's original skins?

My skin doesn't show up in the sim.

The colors look lighter in the sim.

The jet took a while to open.

The program feels sluggish.

I closed it without saving. Did I lose everything?

Where are my projects saved?

I want to share the skin with my squadron.