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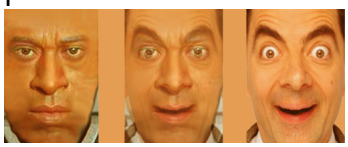
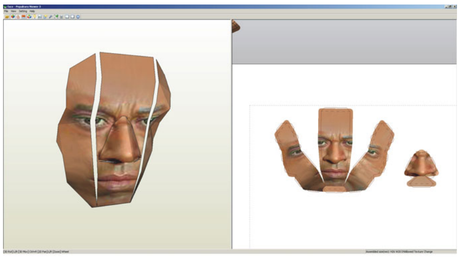
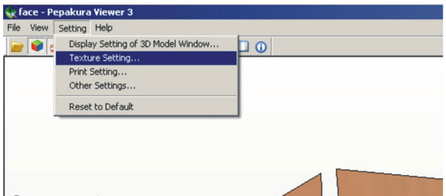
This is the first time I made a customized paper model, I mean almost because the only part that can be customized is just the face on your Iron Man 2 War Machine paper model that already released earlier. We're going to learn how to do that. It will be done by using Pepakura viewer and bitmap editing software such as Photoshop or others. I'm not going to share how to use Photoshop here, I'm going to focusing only on Pepakura. Download the file in the end of this article, we have 2 files, a pdo and a bitmap file in JPG. To change the face is easy, just simply replacing the face on face.jpg with your own. Then reload the texture on Pepakura and print it.

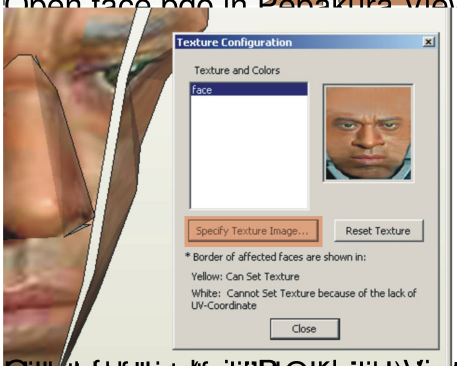


First you have to set up your face image. By using bitmap editing software such as Photoshop or Gimp align your face with the existing Rhodey's face (face.jpg) so all the key positions are aligned, such as eyes, nose and mouth. Look at the example image above, I aligned Mr. Bean face (Rowan Atkinson) to replace Rhodey's. This method has weakness to you who have rounded face, you may have to stretch your face. Then save it with different name, example : face-bean.jpg





Open face.pdo in Pepakura Viewer (download here). In Setting choose Texture Setting



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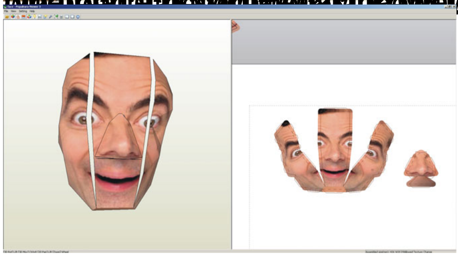

[illegible] Paper Model files - download