Guns of Icarus Online – Dye Maps

How to create tone and dye maps which allow dyes to be applied to your item

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Making a Tone Map

The color map represents the default coloring of an item without any dye applied. To make this item dyeable we need to create a tone map by masking the parts of the item we want to receive the dye color.

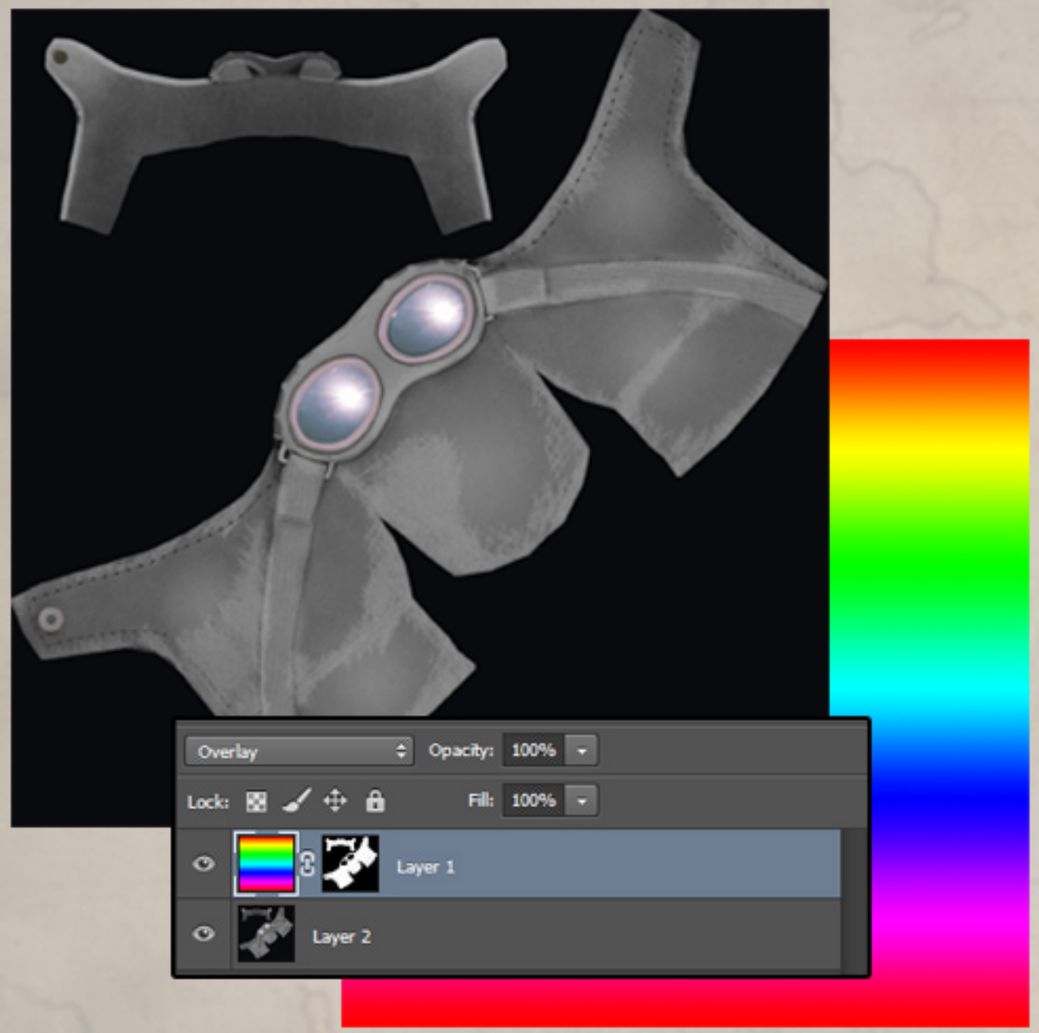
Save these areas as a selection and create a new document with a black background layer. Copy your selection into a new layer and fill the layer with pure 255 red. This map tells our shader what areas to apply color to.

Making a Dye Map

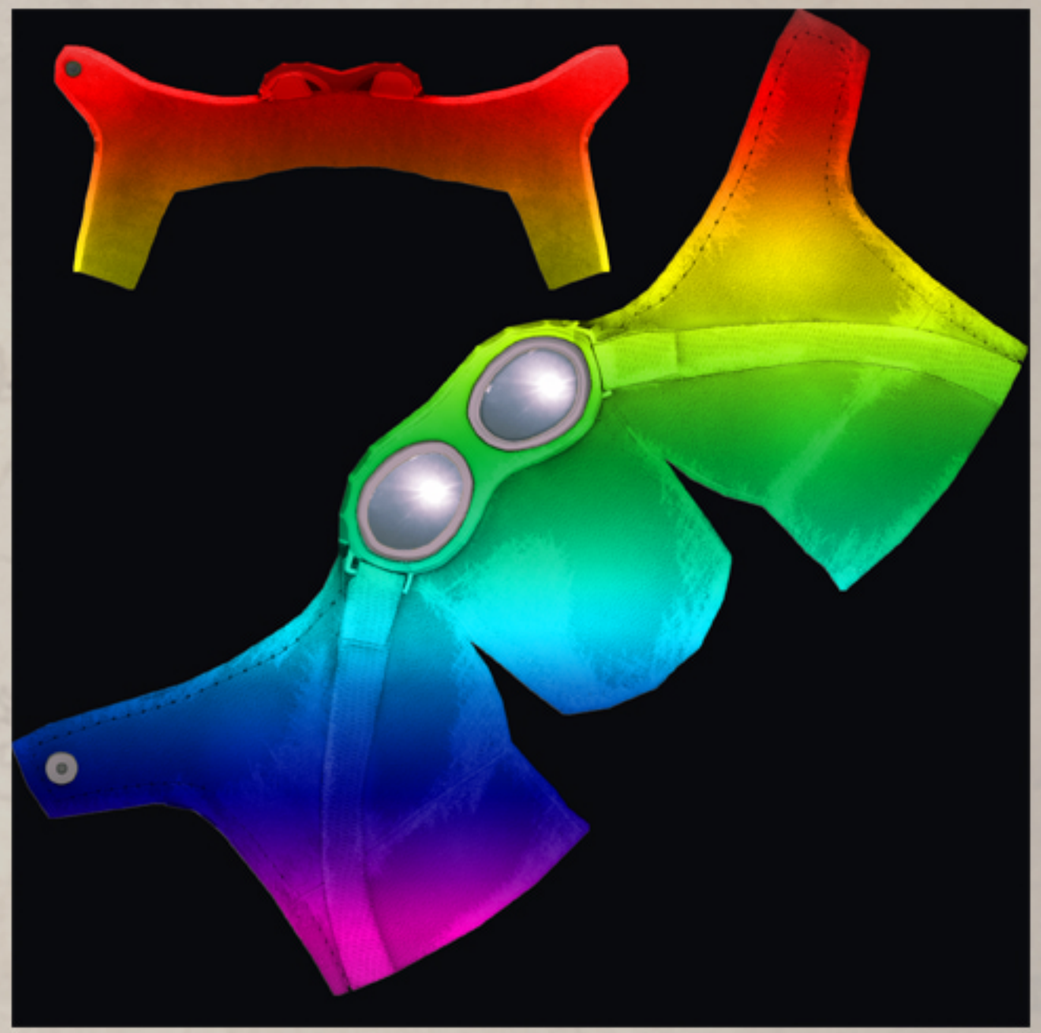
Now we'll need to create a clean surface to apply our color to. Once again, we can start with our color map. Use the same selection we used to make the tone map and gray–scale the region

Once the region is grayscaled you may need to tweak the region with a levels ad–justment until the region is close to 50% gray. This will ensure colors transmit accuately. This dye map combined with the tone map is all you need to enable dyes on your item.

Dye Test



If you'd like to test your dye map, make a rainbow gradient and apply to your dye map using "overlay" blending mode. You can then mask the gradient with a selection of your tone map.



If the colors of the rainbow remain true, you have a succesful dye map.