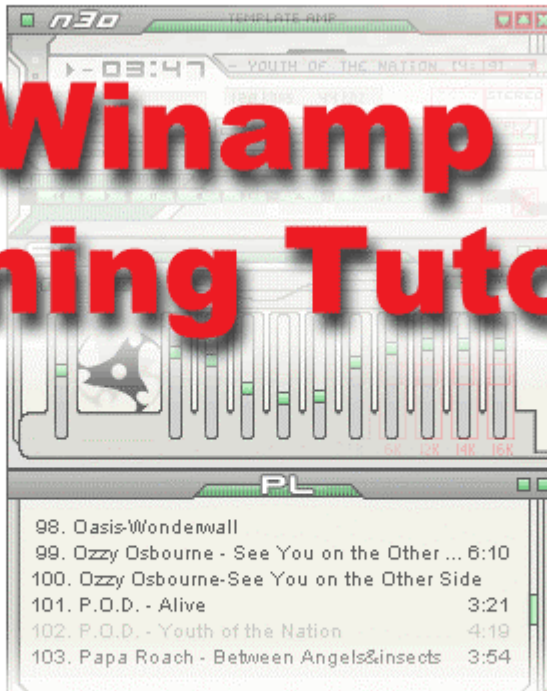




Winamp Skinning Tutorial

v 1.6.0 (RIP)



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Winamp 2.x skinning tutorial edition 1.6.0 (update)

Introduction for the last edition (obituary).

So here goes version 1.6.0 of the tutorial. I'm afraid it could be *the last* issue. You won't find anything completely new here: it's just a little fix and update for version 1.5.0. From the 1.3.0 I had to work alone, as Mary was too busy with her exams and didn't have free time. I've been working on this tutorial for many days and I'm glad many of you found it useful and interesting. As you could guess, creating such a work is not an easy task at all... I have neither wish nor strength to continue it, so, if any of you would like to save this "project" (the best WA skinning tutorial ever) and make some little changes and so on... feel free to ask me for the source file.

There are lots of things to add here: Winamp 2.90 has some interesting features, there are still lots of skinnable plugins...

A small note to those, who haven't read previous versions of this tutorial yet: it's available for free download at <http://sacrat.deviantart.com> or <http://www.1001winampskins.com>.

Skin/Art Zines

Hugi (<http://www.hugi.de>) #26 had excellent skinning section, created by me with the help of some other people. Highly recommended for all winamp skimmers!

SOFTWARE

Plain Text Editor

Editor² is an great thing, but for those, who have some \$ to get something better, I'd recommend using *Emeditor* by Emurasoft (<http://www.emurasoft.com>) instead, as it's far more powerful universal tool.

Configuration files generators

I've found one more interesting thing: CoordPad (sorry for not giving URLs, I don't remember any valis. It's hard as hell to find it), which seems to be created as a universal config generator, but it seems to be useless for winamp 2. Maybe, I was doing something wrong... Nevertheless tools, described in v 1.5.0 are much better. At least for me.

Cursor Editor

Surely my opinion is biased (as I worked on this company), but *Art Icons Pro* and *Art Cursors Pro* by Aha-Soft are the best commercial skin/cursor editors I've ever seen. Visit their page at <http://www.aha-soft.com>. As a former fan of AX cursors and stuff I've found nothing better, than ACP + Photoshop combination for making custom cursors (icons).

Creating BGs and Button Extraction

This process is not tricky at all. What shall you do? First of all, make main.bmp image, based on template. Remember, that it's better to use a separate layer for ever element or even element's fragment. You would possibly get a huge amount of layers, but, pals, it's much easier to operate layers, than fix a single image.

So you have finished it (main image). At least, you have created somewhat looking like a background, maybe even drawn some controls and so on. Next, make all the layers with control elements, which will be animated, invisible and create a picture, called, for example,

main_extract.bmp. So fun begins! You open any button extractor and extract pictures from main_extract.bmp. After that you may get a set of pictures: main.bmp, volume.bmp, cbuttons.bmp and so on (view Fyre's spec for the complete list)... What shall you do after?

Working on a Standalone Image

Remember, that a bit before I've given you an idea to make at least two images for extraction: with and without controls. Now you will take use of it... How? Open any extracted image, background and add a layer of the same element, but with controls on it... You better make layers interact in any mode you prefer to see them both at the same time. Read more about blending modes in a tutorial on my homepage... So, the easiest way is just to leave a layer with buttons untouched and get no animation at all? Easy? Sure. But do we need that? No! So here're are two possible solutions: if the animation is easy, for example, you just change the color of your buttons, when they are pressed, you may simply work on a layer with controls a bit and get needful result. But if you want to get something more difficult (and beautiful!), then just forget about it! Create new layer(s) and try to make controls on it, depending on the layer with controls. "What the hell do I need it, if it's done already?" You're right, buddy, but that time the image controls are only needful to show and remind you how it should look like. For sure, you may "transfer" these elements from your main image file. That's possibly one of the best solutions. Why having layers? One more answer is that you could get lots of nice animations by just working with layer effects. For example, swap the shadow's direction and get a pressed state for your button. You might adjust colors to make lightning effects, add new layers for highlight effect and so on... This is much harder, than just recoloring a simple image, but the business is that you only need to concentrate on your buttons: the background is done automatically. For example, while working on our *The Rusty One* skin we had to use lots of layers for some buttons and the work could be just impossible without a use of button extractor and many layers.

Transparency

Thanks to Peter now we have more-less real under Windows 2000. Just download and install his

[Transparency plugin v1.2 for Winamp2](#)

(c) 2001-2002 Peter Pawlowski

<http://www.blorp.com/~peter/>

It's possible to add plugin's configuration into any skin. Just add the configuration fil to your skin archive.

RIPS and COPIRIGHTS

A small hint for those, who submit their works to winamp.com: be careful with copyrighted stuff. If you use anyone's skin parts, write it in description clearly, as skin approval team members are quite lazy (if not to say more) and prefer to delete tens of suspicious works, but not leave a single one ripped. I've warned you ;)

SKIN PROTECTION

Note, that <http://www.1001winampskins.com> site any some others repack skins thus removing any comments from archives.

Hints and tricks

Skin files

- *WSZ* file is a simple *ZIP* archive.
- Try to make your skin *as small, as possible*. It shouldn't be more, than 300Kb. An average skin in True Color is usually less, than 200Kb.
- Use *maximum* *ZIP* compression to make smaller skins.
- *Remove* all the useless files, like *.bak, humbs.db, *.psd and so on from skin archive: the less useless stuff you add, the smaller is file.
- Most skins could be converted to 256 colors *without a visible loss of quality*. This could help you to reduce the size.
- A name of your file is a name of your skin in winamp skin browser. Note, that if this name starts from digit or any other non-alphabetical sign, it's placed *before* the rest.
- If you rename all your skins, so they all start from the same letter (word), it would be easier to look for them.

Images

- Many images (volume, balance, EQ) in your skin could be cropped in order to use some special effects.
- All the images are positioned relatively to their left top corner. Don't forget it, when cropping: only delete bottom and right regions.
- Use *button extractor* to ease your work in creating skins' backgrounds.
- Don't forget, that some buttons, like *shuffle*, *repeat*, *PL/EQ* and so on have different intermediate (pressed) states for each direction: on → off and off → on.
- Unlike in most other windows, AVS stripes are *not tiled*, but *stretched*. Remember this to avoid bugs.
- AVS window doesn't have working *close* button's *press* image.
- While working with *cbuttons.bmp* remember, that Eject button, unlike the rest is one px smaller and therefore displaced.
- Winshade sliders have 3 states: before the middle, middle and after the middle.
- When the *stop* button is pressed, *main.bmp*'s background is displayed on a place of posbar and visualization window.
- It's useless to draw anything on *main.bmp*'s header: it is normally replaced by a title from *titlebar.bmp*.
- There could be two files with digits in your skin: *numbers.bmp* and *nums_ex.bmp*.
- Tiny stripes on the left of playlist's file +/- /misc buttons could be used for design purposes. Don't forget to use button extractor, it's almost impossible to deal with them manually.
- Work with *templates* first: you will be able to edit details after extraction.
- Be careful with effects on *text.bmp*: a size of a single symbol's cell is quite small. And try not to replace "unnecessary" spaces – they're needful.

Bonus section

Short note

This material was taken from Hugi#26, skinning section. The editor of this section is I, so no copyrights were violated. Nevertheless I'd recommend you downloading the whole issue at <http://www.hugi.de>, as it has *much more* interesting info, than I could submit here.

Interview with Poetess

Poetess (<http://poetess.deviantart.com>) is a well-known and greatly respected member of Deviantart community. Her amazing winamp skins, wallpapers, artworks, photos and poems are loved by lots of people and had been signed as Daily Deviation several times.



Could you introduce yourself to our readers?

My first name is Diwa last name Fernandez. My background is in Fine Arts and majored in Visual Communications. I am 22 currently living in Makati City, Philippines. I work as freelance web designer.

The range of works you make is very wide: from poetry to photos. You draw pictures manually, create graphics in Flash, Photoshop and so on.

And all your works are amazing... How do you do manage to do this?
Ever since I was a child. I love making designs, doing illustrations, and any other forms of art. Creating images are sometimes natural to me. Whenever I get the time to sit and think I always try to think creatively and productively. Poetry is a form of therapy for me and not really my forte. I do love to try out different things so maybe that's why I get to do so much.

What instruments do you use for creating your artworks? Just a graphical editor + mouse and keyboard?

Well... I started using Photoshop 4 back then and as they upgrade so did my skills. I don't have a pentablet since I couldn't afford one and I still don't have one. So I just do with what I have. A mouse and yes... keyboard. I often use the shortcut keys so that i use both of my hands. Sometimes I draw my illustrations on paper, scan them, and trace it in Photoshop as well as rendering. ^_^

Do you need to be in any special mood to create your works or you just take a pen (keyboard, mouse) and start writing or drawing a picture?

Sometimes, I need to be...but sometimes I just take a pen, or pencil, or a mouse and just make what comes into my head. :)

You've tried your skills in different kinds of modern computer art. Which one is your favorite?

Photoshop and flash, I guess. Those two are my favs. :)

If it's not a secret, what are you working at now?

Hmmm, right now I'm doing a collaboration with Rival and also I'm doing a huge project with my dad.

Could you tell a bit more about it?

My dad and I are like a group exhibit along with the other artist that is in the family; we still don't know how soon we are done. And the one with Rival is more like a collaborative work from one of his stories. Soul Core.

Could you name your favorite digital artist?

I guess there's a lot... but right now... my most fav is Rival.

And what about your own works? Do you have favorites?

Oh... well... let's see now...

My first one is the "poetess christmas special" because I drew that for devinartART.

Then there's the "serenity in love", "dying dream", "the fallen", "aeloria" (series), "poetess" (series), "gold fish", there are lots more I guess. But those are the prominent one. :)

And the last question:

What would you like to say to our readers?

Well, I guess always try to look on the better side of things, have fun, and try almost everything once. :)

You could find more Poetess' works on her homepage: <http://poetess.deep-ice.com/>

[SacRat](#)

Interview with C-Specter



>Few words about yourself...

My name is Christian Schönrank and I live in a small town in Germany close to the Netherlands. In the Internet you will see me as c-specter or c(-)5pecter. Little Christian was born 18 years ago and goes still to school where he hopes to graduate next year to enroll at a university. In my spare time I used to hang out with friends, listening to music, doing some karate moves in the gym or sitting at my pc and pushing around some pixels for a new skin.

>When have you started to make your skins?

>What tools do you use?

I started skinning in 1999 when I saw that you can change the look of applications like winamp with simple ".bmps". Skins like "Receiver" by Fli7e had amazed me so much that I gave it a try. My first skins were not very good, because my skills were pretty low in gfx and the programs I was using at that time. So I took a long break to learn more about the usage of gfx programs and their features! In the beginning I made my skins with Corel Draw 6 Photopaint and MS Paint, but soon I got Adobe Photoshop and I started experimenting around. IMO it is the best tool for skinning applications. I started skinning again 9 months ago with more success than I thought.

>How much time does it take from you to create an average skin?

Hard to tell, but I think I make an "average" skin in ca. 8 hours, spending only max. 1-2 hours a day on its development. But it really depends on the complexity of the skin, how many details you apply and what application the skin is for. Some skins took me very long (2 months) to finish them, because I do not "force" myself to find an solution how skin the volume bar region, for example. If I have no good ideas, I do something else... work on other projects or do other stuff. When I return to the skin I might have the right idea, if not I will try to figure it out on another day.

>You've seen lots of skins, you create your own... How should a "perfect" winamp skin look like? Your opinion?

It is hard to please everyone; everybody has a different taste of what is good or what is not. In my opinion a "perfect" skin should combine user friendliness with an appealing look. Many really cool looking skins are almost "impossible" to use for users who are not familiar with the application and many "clean" or simple structured skins become boring after some time. It is always good to add some details, but not too many. In

this case the skin becomes too busy. A perfect skin should have a harmony between color scheme and design. ... hm, I think that is it! But there is no tutorial how to create a "perfect" skin!

>Where do you get ideas for your skins?

I get the ideas in ordinary life situations... while I am taking a shower, during breakfast etc. I do not ask myself questions like: "Ok, how should the new skin look like?" or "What style would look best?" It is more a short vision, which can appear any time. If I get one it is hard to keep that vision in my mind, so I try to grab as fast as possible a pen and some paper to make ruff sketch. But sometimes I start a skin just from scratch, by just opening Photoshop and messing around to see if something "useable" comes out.

>But why Winamp? Why not to skin another player, like CoolPlayer, Sonique or WMP?

In my case it is because I am using Winamp everyday, it was the first skinnable application on my pc and everything (skinning) started with this player. I use the other players just frequently when I am in the mood or I want to see a certain skin etc... I am not only skinning media player I have made some skins for other applications like Switch a color picking tool. But I have looked at CoolPlayer a little bit closer and maybe I will make a skin for it in the future.

>Do you use any skins by other authors or prefer to use your own?

When I am working on a new skin I am using this skin to see what can be improved or what can be changed, but right after its competition I am using of course other skins depending on my mood, my current wallpaper etc., not on any author.

>Well, what kind of music do you like most of all: rock, synth-pop, classics or just something popsy? ;)
Does the music influence your works?

music is a big source of my inspiration and it helps while I am working. I like to listen to a big variation of music styles (accept "popsy" and most of the trendy techno stuff). From Noize (Atari Teenage Roit) to chill out music (Cafe Del Mar), from Industrial and heavier music (NIN, The Shizit, Static-X...) to Punk/Ska (Green Day, Hoobastank, etc.). My favorite bands are Incubus and Filter. They have influenced my work and me a lot. I not sure if you see this in my skins, but they did and still do.

>Prefer to work while listening to the music?

Yes, I am constantly listening to music while I am working in Photoshop. I can not do it without music! :)

>What do you think about skinning applications in general?

I think skinning is a good way to train/improve your skills in designing and if you like to solve problems etc. skinning should be the right thing for you. Of course companies make their applications customizerable in their look, because of marketing strategies. They want their applications/products to become more popular and in this way their products and so their name/brand spreads easily on the Internet. Besides this, there is another point, which I think is most important. Skinning has become a new art style with a growing skinner scene and fan base.

>Your «Vitalizor» skin was selected as "featured" at www.winamp.com, my congratulations. What do you think about it? Could you name it your best work?

Thank you very much for your congratulations! I am really happy about that www.winamp.com features one of my skin on their homepage. I never really expected, one of my skins would be worth to be featured at one of the biggest mp3/mediaplayer related site on the Internet. The taste of each person is different. Due to this award I can share the skin with many people around the world. They can get information about me and my work, are able to download other skins I have made and it is always nice to see, that other people like my stuff and all the time and effort you spent on creating the skin was not for "nothing". I would not say «Vitalizor» is my best skin. I have no favorite skin among my skins. They all have elements that I really like and actually «Vitalizor» is not my newest skin. Currently I am working on two skins, which are quite different to my usual style, and I can already tell you ... they kick ass!

>Now you have a word... Wanna tell something to our readers?

Yes, I would like to thank all the readers for reading this article and you (SacRat) for being a nice and kind interviewer. I also would like to send greetings to my parents, my friends here in Germany and all around the world, my classmates: the 12.3 (now 13.3) English-History class of the Betty-Reis Gesamtschule Wassenberg and to the art communities Deviantart and Velocityart! If you have not visited them before just do it you won't be disappointed!

>Thanks for the interview.

P.S.: you could find all the C-Specter's skins on his homepage at <http://c-specter.deviantart.com/>
Taras Brizitsky [AKA SacRat]
<mailto:sacrat@newmail.ru>

Interview with T-K

>You're two brothers, living in Sri Lanka, more known as T-K... Could you add a little bit more about yourselves?

Well, we are Anuja and Arjuna Navaratna. We're both 18 ... we are twins, a fact most people don't seem to realise :) . We started out as winamp skimmers about 2 years ago, though we've spread out from that, we still mainly do winamp skins. Oh, we're in our final year of school.



>Unlike many other designers creating their masterpieces alone, you work in pair. Why?

Simply b'cos two heads are better than one. Almost all our art is a collaboration of our individual styles. This way we almost always have fresh ideas. There's alot of constructive criticism the way we work, which helps to make our art as close to how we both imagine it to be. Besides, we're brothers and we've always done things together, so it wouldn't make sense to do things seperately :)

>When have you started making skins?

About two or so years ago we got a copy of photoshop 5.5 and we were just learning it when a friend of ours, thk-cable, showed us a winamp skin he'd made. That inspired us to try our hand at it.

>Do you have any ideas why Winamp 2.X (not Sonique, CoolPlayer, WMP or even Winamp 3) remains the most popular software audio player? There are lots of players with more features and even more powerful (Sonique, Winamp 3 and so on...) and flexible (CoolPlayer) skin formats...

A lot of ppl started out with WA2 and loved it from the start. Somehow it grows on you. We have all the players you mentioned, but we don't use them.

WA2 is home! We doubt any hardcore user/fan of WA2 could totally give it up for other players! As for the skinning, compared to most of the players you mentioned, WA2 skinning is mush more simpler. No real coding necessary so you don't need a coder and you don't need to know how to code.

>After Winamp 3.0_final has been released are you planning to make WA3 skins? You know, it's skin format is much more powerful and flexible...

WA3 is every winamp skimmers dream! We actually have one in mind but it's still quite literally, in the mind! We want to complete a few more winamp 2 skins first. 'Cos a Winamp 3 skin would take some time to finish we thought we'd take it slow.

>Do you use any other skinnable applications, excluding Winamp?

We got Coolplayer, Sonique and Winamp 3 on our pc. But we don't use Coolplayer and Sonique much. Just Winamp. We've so far only attempted WA2 skinning.

>What does the word "design" mean to you?

Design would mean our favourite pastime! It would probably be the only useful thing we do on our PC (besides the games and music :D). To us that's the meaning of the word :)

>What do you think is more important in Winamp skin: design or usability?

We'd definitely put design as first priority and usability second. When you think too much about usability you limit the design of the skin. Frankly, a button etc. in winamp 2.xx is in the same place. It's not freeform, so no matter what the skin looks like, the play is between the previous and the pause and the shuffle is to the left of rewind.

>Most of your skin look aggressive. Just take a look at these: The Crypt, Truespawn, AddictorAMP v1 Demon.Green, HeavyMetal and so on... Dark colors, rusty metal textures, tentacles... The overall style is almost always the same: metal machine. Do you like "techno" so much or it's because of a fashion to skins with industrial designs?

Well, we DO have a fancy to metal skins! We're more comfortable doing metal than doing other styles. But in our recent skins like Prizmic Degeneration and Kironex, we've done away with rust and big tentacles and gone for a shabby metal look. We're just doing what we want to do and what we feel comfortable with.

>IMHO your truespawn is one of the best proofs of that. This skin looks great, but it's very hard to use, as all the text and digits have a lack of contrast.

We're working on this lack of contrast. The thing is our monitor's display kind of darkens up after using it a while. Probably through age :D We pick colours for the text and the backgrounds on our skins and they all seem to contrast well on our pc. But it's when we see it on another that we realise the difference. So we are now trying to stick to colours that will have a high contrast no matter what. Like in "Heavymetal", the colours contrasted very well (we think!). We're going to keep to that.

>Who are your favorite Winamp 2.XX skinner? Could you name some?

There are SO many. We really like Monaux's and Dj-Design's work and since joining Deviantart, we've also come to admire highly, the work of Xcaponious, Vida, Jocpoc, Kriptoner, Intolerant3D, Jason, Zkreso, Mikkeh, 883-design and C-specter. We also like thk-cable. We and thk were all in the same class in school since 7th Grade and it was his work that helped us take our skinning to another level. We owe alot to him!

>What skin are you using now?

Right now we either use our new skin, "Prizmic Degeneration" or Mikkeh's "naquila" and "old school", or Vida's "EnergyAmp".

>What do you think about so-called "generated" skins? Have you ever used any skingenerator for your own works? ;)

We guess, generated skins we're made by blokes who wanted to try there hand at skinning without trying TOO hard. Fine, but if you use a skingenerator...you're not skinning. What you're doing is giving a program a simple bitmap or two and the program does the skinning...not you. And no, we do NOT use generators!

>Which programs do you use for creating skins: graphical and text editors, button extractors or something else...

We use Adobe Photoshop 5.5, notepad and nothin' else :P

>Is it possible to create nice looking skin entirely in MS Paint?

Yeah, we made one. It wasn't that nice though ;) But we've seen alot of skins made using MS Paint and we think they're pretty nice. But, due to the lack of tools we wouldn't recommend using paint. A proper graphics software would be the best thing.

>What about music? What's your favorite artist/band?

>Do you both listen to the same kind of music or have different tastes?

Music? We're into all sorts of music, but mostly listen to rock and industrial. We like Nirvana, Staind, Pink Floyd, Creed, Bon Jovi and Linkin Park alot but no real favourite. Yes, we do have just about the same tastes in music.

>Should we await new skins from you in the nearest future?

>What could they look like?

Yes, yes! Await new skins! In fact we have 2 in the making at this very moment. We work very slowly on our skins cos we're tied up with other personal stuff. But this time we've decided to work on a skin each. Not that we haven't done this before. Many of our skins were actually started individually, but we never really mention which one of us started. This time we will. What are they gonna look like? Well, it would spoil the fun if we told you!
;)

>P.S.: If you still haven't seen any T-Ks' skins yet, go to <http://t-k.deviantart.com> and download them all: they're far from the average level!

Taras Brizitsky aka SacRat (sacrat@newmail.ru)

Interview with Smar

>As always: few words about yourself...

Allright, my nickname is SMAR as you know, realname is Stefan. I'm 18 yrs old (born on June the 2nd 1984), and I live in Amsterdam, the Netherlands. Err, I'm 1.90meters tall (for the people who are interested (:<) And I'm a skinner :D.

>How has it all began? Were you working with PS or computer graphics before?

It began because a friend brought me WinAmp to use MP3's and later I found out the skinning part of WinAmp.

The skinning actually got me into the computer graphics. I started skinning with (yes!) MsPaint, followed by Corel Draw and I found Photoshop later when I skinned for some time The skinning actually got me into the computer graphics. I was more a games addict before all that (still am from time to time).

>Is Winamp the only application you work with?

At the moment yes, although I have made a skin once for a app. named Quicknotes. But I am going to try out more applications, so I can offer more of a variety of skins.

>What does the word "skinning" mean to you? :)

Nice questions you got there.

Err, well I think ofcourse making a new sort of "interface" for a application, but I think my fellow skimmers agree that it is more than just that.

It's a way to kill time for me, it is a way of expression, and showing what you can do with graphics.

>How long has it taken from you to learn skinning?

>Where did you find needful information?

Well, when I started with skinning, only the main part for Winamp was available. I learned it then by looking at excisting skins and see how they've done it. Then along the way new parts like the eq/pl/mb/avs where added. And I learned them step by step at the WinAmp Dev. Network.

<http://www.winamp.com/nsdn/winamp2x/dev/skins/>

That's really how I learned what is what on the skin(s).

>Without offence: are you trying to imitate someone? For example some of your works look very similar to some skins of Monaux.

No, I never tried and never will try to imitate anyone but myself :).

That a skin looks like someone else's can always happen.

I always try to make skins as different as possible form any skin I've seen, and made myself before.

> Some skimmers have already turned their eyes to Winamp 3, which is harder to skin, but does not limit your fantasy. How do you think is it able to replace Winamp 2 in the nearest future?

I think the freeform skinning is why people are turning to WA3. And what you say about harder to skin, that depends if you have an imagination or not :).

I think when the skinners are going to make more skins for WA3, it will automatically replace WA2 slowly. The main thing why there are still a lot of WA2 users/skinners, is simply because they don't like change, or they simply need to get used to it (incl. me).

>Do you use your own skins? Whose skins do you use most of all?

I use my own skin only while creating, afterwards I'm kinda tired of looking at the same skin, and put on someone else's or start a new one. The skins I use most of all are Monaux's Petrol Flange, Joc's Nightfly and ViDA's Mecha.

>And the last question: what for? Why making Winamp skins instead of spending that time on girls, discos and so on? :)

Q1: What for? err... I grew up with a computers around me.

It kinda came natural and making skins is just something I had fun with. Started as a hobby and became more and more part of my life (didn't had a personal life at that time :~)

Q2: Who say's I don't have time for that? Well, it's true I spend a lot of time on it... but don't forget I DO have a personal live NOW :P.

Btw, girls, discos and so on cost a lot of money :D. Skinning is cheaper.

>Now you could send a couple words or send some greets.

Greetz go out to: DJ Speed (SpeedDesign/Amorenite95), DJ Designs, the BreedArt artists, all the skin/art sites such as deviantart/deskmod/artuproar etc.

(you're the one's keeping the community alive), and everyone I forgot.

And thanks to you Sacrat for the interview, was nice talking to you for some time 8).

Oh yeah.. Don't do drugs... or something.

Visit Smar's homepage at <http://smar.deviantart.com>.

Taras Brizitsky alias SacRat

sacrat@newmail.ru

Jocpoc: few words about himself

>Jocpoc... In his 16 years that guy has been able to show us, that Winamp skinning haven't died yet. If you think, that it's impossible to create something new, while browsing through tons of crap on www.winamp.com, just take a look at his Carbinat 2, Down with time or King agdas skin. Somehow he's able to use a limited format of Winamp 2.X to make something original and impressive. I asked Fredrik to tell us a couple of words about himself...

My full name is Joakim Fredrik Hogberg. I live in central sweden. Some people think that sweden is cold and snowy but that is just in the winters. In the summer it's always hot. I am 16 years old and have just started to drive for practice. You see, we get our drivers license by the age of 18 here. I



live with my two parents in a boring little suburb of Uppsala, a very nice town. I started out in the graphics scene when I looked at some of my friends, friends websites and thought they were cool as hell. So I started experimenting with websites and graphics. I used programs like paint shop pro, ulead photo impact, paint and of course photoshop but it was not until later that photoshop would become my standard program. And somehow I ended up on winamp.com and downloaded skins like crazy. And from there I came to sites like deaddreamer.com, hl-design.com and many other skin/graphic sites. So I wanted to start skinning on my own and chose winamp as the program to skin. And by now, I threw away all of the other graphic programs and used ONLY adobe photoshop. It is the best. No matter what people say. I use version 5.5. I find version 7.0 a little hard to

work with. maybe I'll have to go from 5.5 to 7.0 some day. But not for now. I've done some work in 3D studio max and other 3D programs but I quickly grew tired of it. 3D is not my thing. I did some wallpapers before too. That is more fun than 3D but right now I'm concentrating on skinning.

So that's it!

Thank you //jocpoc

>Yes... And don't forget to visit <http://falddesign.cjb.net>

Taras Brizitsky alias SacRat

Outro

That's all, folks...

My work on this tutorial is over... Feel free to send your wishes/comments to sacrat@newmail.ru
Good luck.

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