



## PHOTO UPLOAD PREPARATION TUTORIAL

This guide contains <https://www.photopea.com/> tutorials for creating a face textures to upload to WWE 2k18.

Following this guide should improve your final face upload. This is intended for personal face uploads, but with the correctly provided images, should work for custom wrestler images too.

This tutorial will involve an understanding of layers in image editing.

The PSD you'll need is located here:

[http://s000.tinyupload.com/?file\\_id=00036348902954396687](http://s000.tinyupload.com/?file_id=00036348902954396687)

The name of the file is **Face Texture Template Master.psd**

The screenshot shows the TinyUpload.com interface. At the top, there's a navigation bar with links: Start, Why TinyUpload.com?, How it works?, Advantages, Safety, and Contact. Below this, the main content area is divided into two columns. The left column lists 'Four simple TinyUpload.com's rules:' with a bulleted list: no download, upload limits; 50 MB per file; downloaded files hosted for ever; and 100% free. A link for '... more' is provided. The right column is titled 'Download file' and contains the following information: 'To download file click the link below: Face Texture Template Master.psd', 'Filesize: 10.974 MB', 'File upload date: 2017-10-20 15:58:24', and 'Number of downloads: 0'. Below this, there is a 'File description:' section with the text: 'WWE 2k18 - Face Texture Template PSD. Updated 20th Oct '17' Report abuse or copyright infringement'. At the bottom of the page, there are links for 'About us', 'Advertisement', 'Rules', and 'Privacy'.

## PHOTOPEA.COM TUTORIAL

### STEP 1

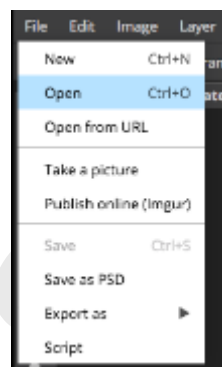
Open <https://www.photopea.com/> - an online, free PSD editor.

First time users of Photopea might see a MASSIVE ad bar on the top, close it with the X



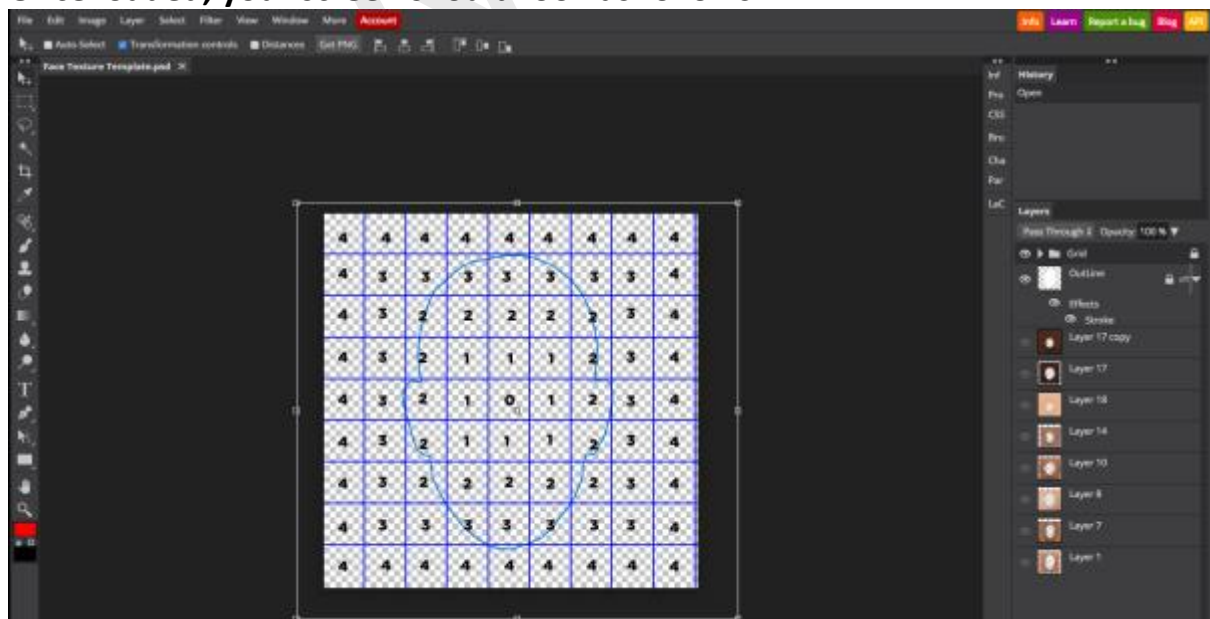
## STEP 2

Select File > Open



Pick your newly downloaded 'Face Texture Template Master.psd'

Once loaded, your screen should look as follows:



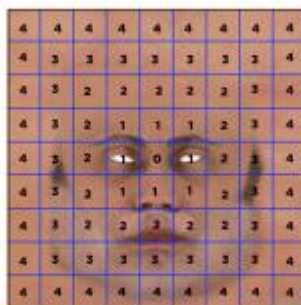
What you see is a grid, and a face outline. Below you will see an example of how the existing image will map to the models face.

\*Note how the sides fade out. Where the fading happens is where the outline is on the template.

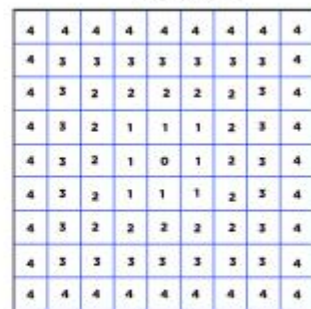


FOR BEST RESULTS ALIGN YOUR FACE TO THE FOLLOWING GRID

I'VE CREATED THIS IMAGE TO DISPLAY WHERE YOU CAN EXPECT YOUR FACE UPLOADS TO MAP ONTO THE DEFAULT CAW MODEL FOR WWE 2K18.



512 X 512



### STEP 3

Open your face photo in <https://www.photopea.com/> the same way you did the template.

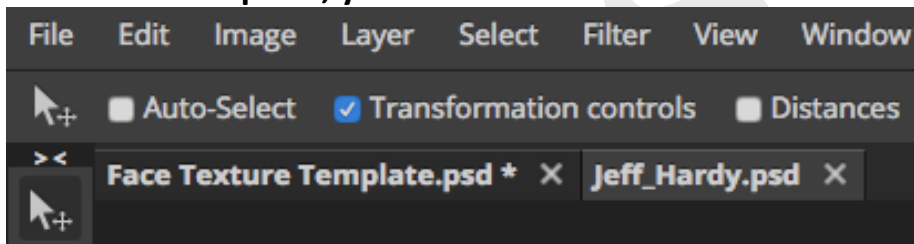
\*For this example we will use a Jeff Hardy Image.

\*\*When searching for existing wrestlers pictures, try using search terms like "NAME Photoshoot" or "NAME Render" for better quality pictures.

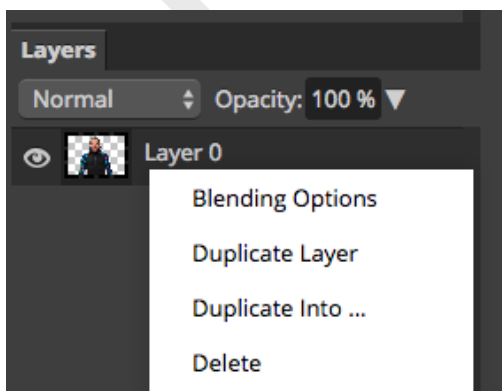
Your newly opened image will be displayed as below.



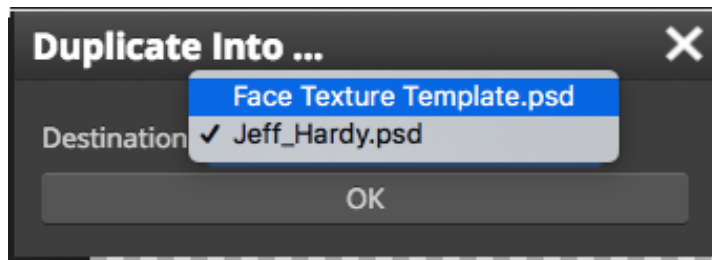
Towards the top left, you will see new tabs to switch between your images.



On the layers toolbar, located on the right, right click the 'Layer 0' and select 'Duplicate Into ...'

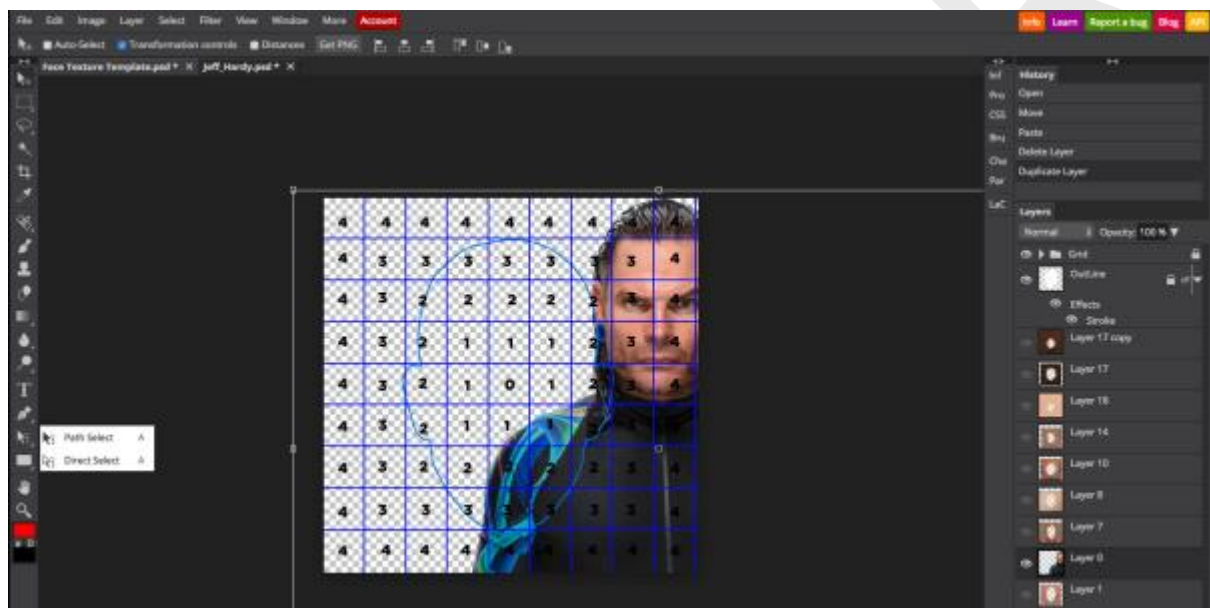


Change the Destination to 'Face Texture Template.psd'



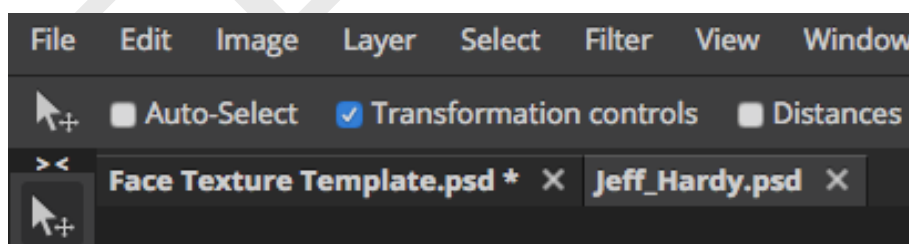
Press OK, then click on the 'Face Texture Template.psd' in the top left.

Now you will see the image pasted into your template.



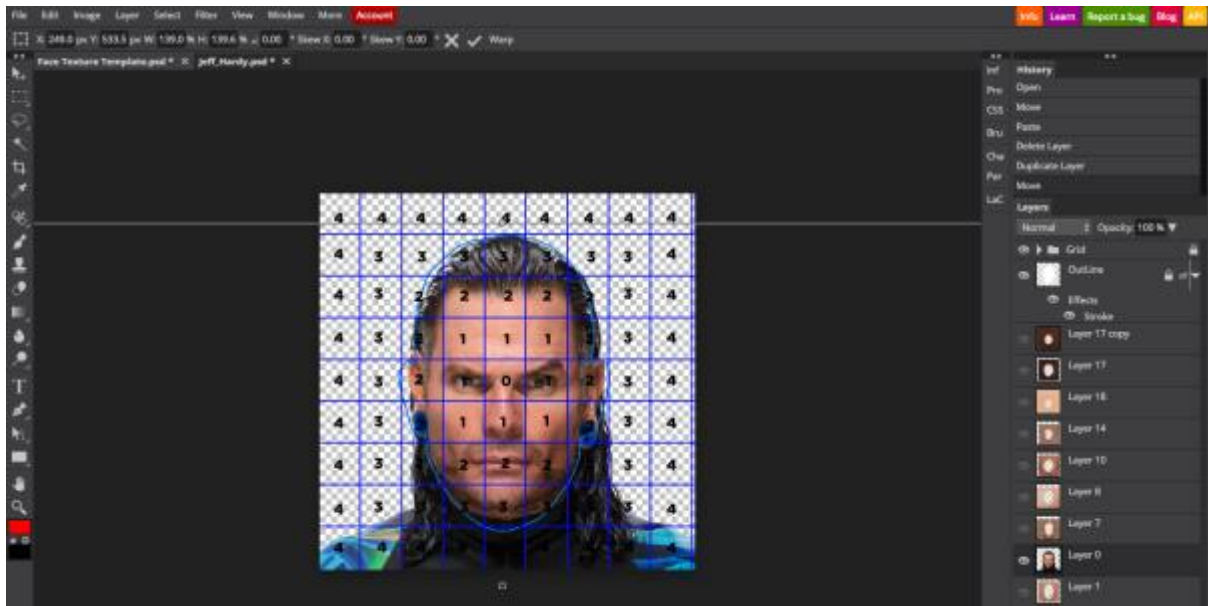
#### **STEP 4**

Resize your template so it fits into the mapped image as directed in the example above.



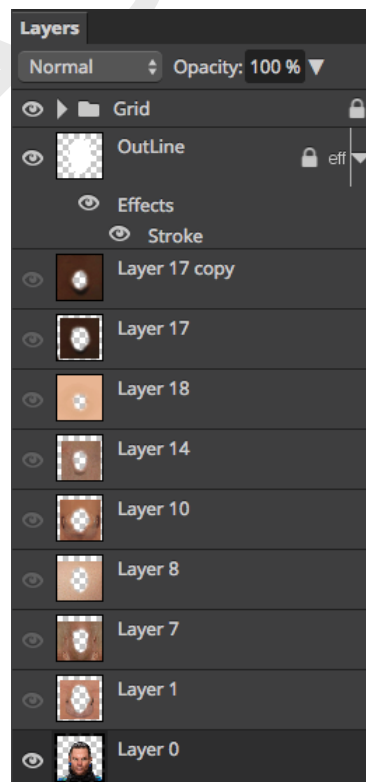
You resize by checking the 'Transformation controls' box. This will add a border around your image to resize it, hold Shift to maintain the correct ratio between height and width as you resize. Press Enter after resizing to fix the new size and location.

The space between both eyes, should be the center where the 0 is.  
\*Reference the image on Page 3.



## **STEP 5**

Ensure that your Face layer is at the bottom of the list. If it is not, simply drag it down.



## **STEP 6**

Have a look through the provided textures (layers) in the template to see which one best suits the face you've uploaded. You do this by pressing the

eye logo next to each texture to turn visibility on, or off.

Visibility ON



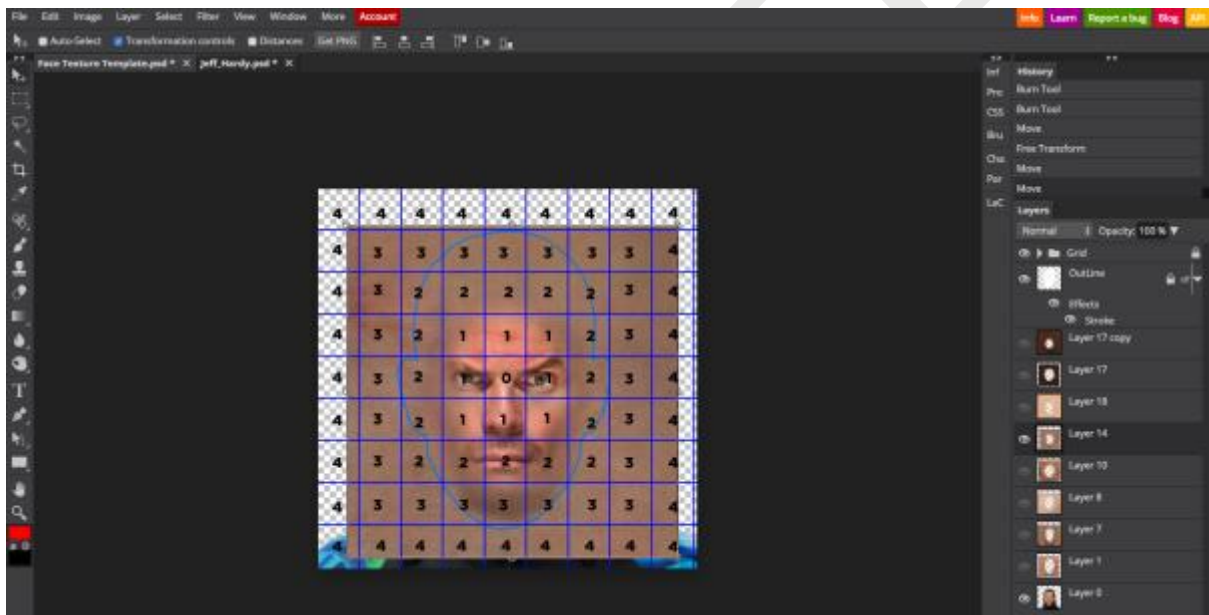
Visibility OFF



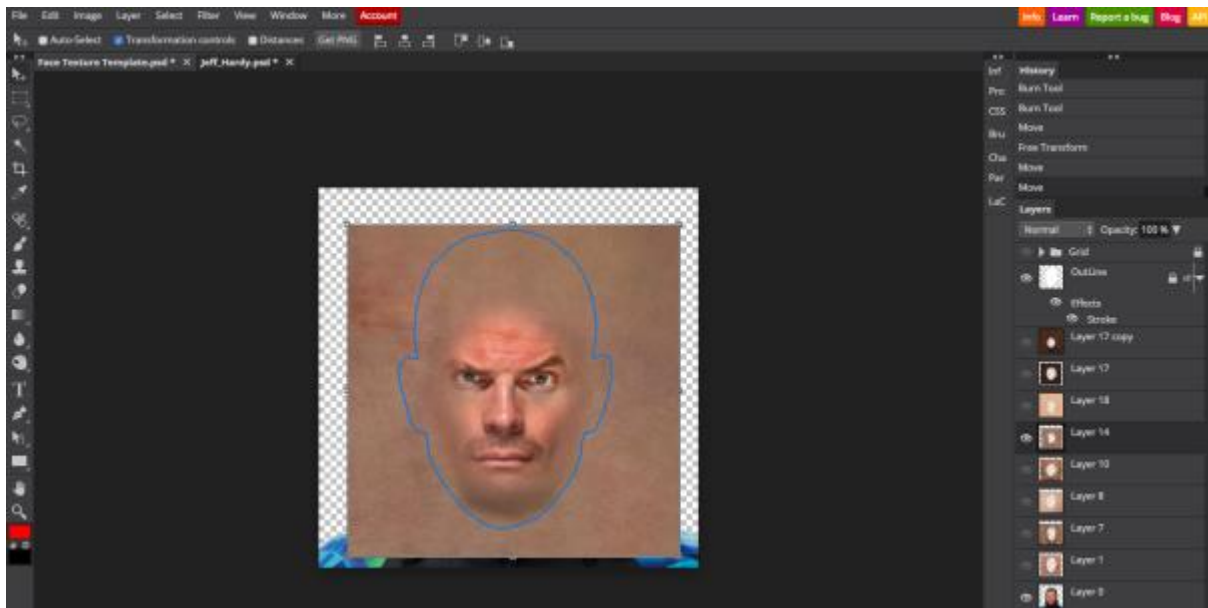
Make sure you turn visibility off on textures you're not using, of it will affect the results.

### **STEP 7**

Once you have found a texture that is close to your faces skin tone it will look like this.



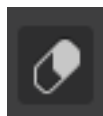
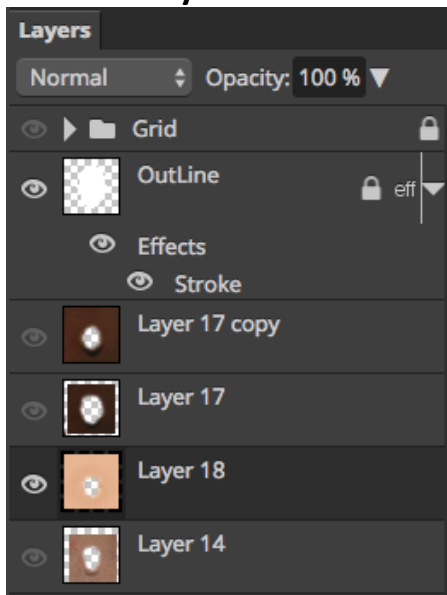
At this point, you can turn the grid off, do this by clicking turning off the visibility next to the 'Grid' layer.



You may find some of the Skin layers, overlap some facial features. That's ok, don't expect a perfect fit immediately.

### **STEP 8**

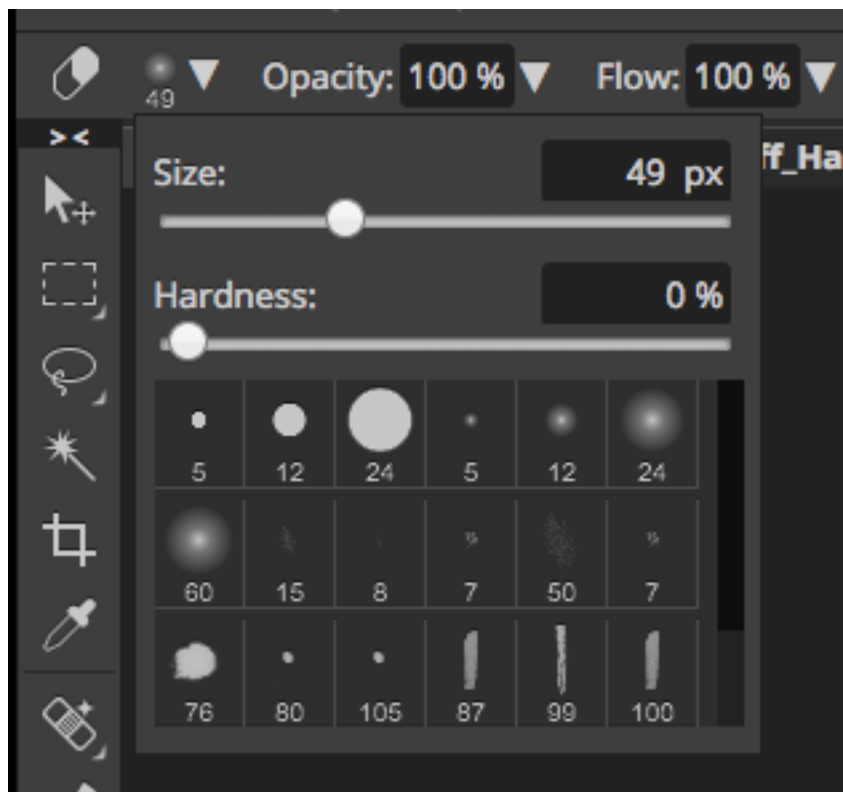
Make sure your chosen Skin layer is selected.



Select the Eraser tool.

Now adjust the size and type of brush in the top left. For good results, use roughly 50-75px size, and 0% hardness. The 0% hardness is the most important part here, as it will help with blending.





The next part you click on the **INSIDE** of where the already visible face area is. I usually start over the eye area, then nose and mouth.

**IMPORTANT:** Do not drag, or draw the cursor. It has to be **TAPS** of the mouse button. Tapping on the same spot multiple times will also expand how much gets get erased.

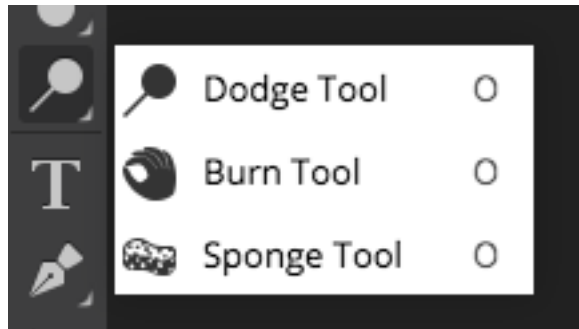


### **STEP 9** (optional)

Improving the lighting of the photo.

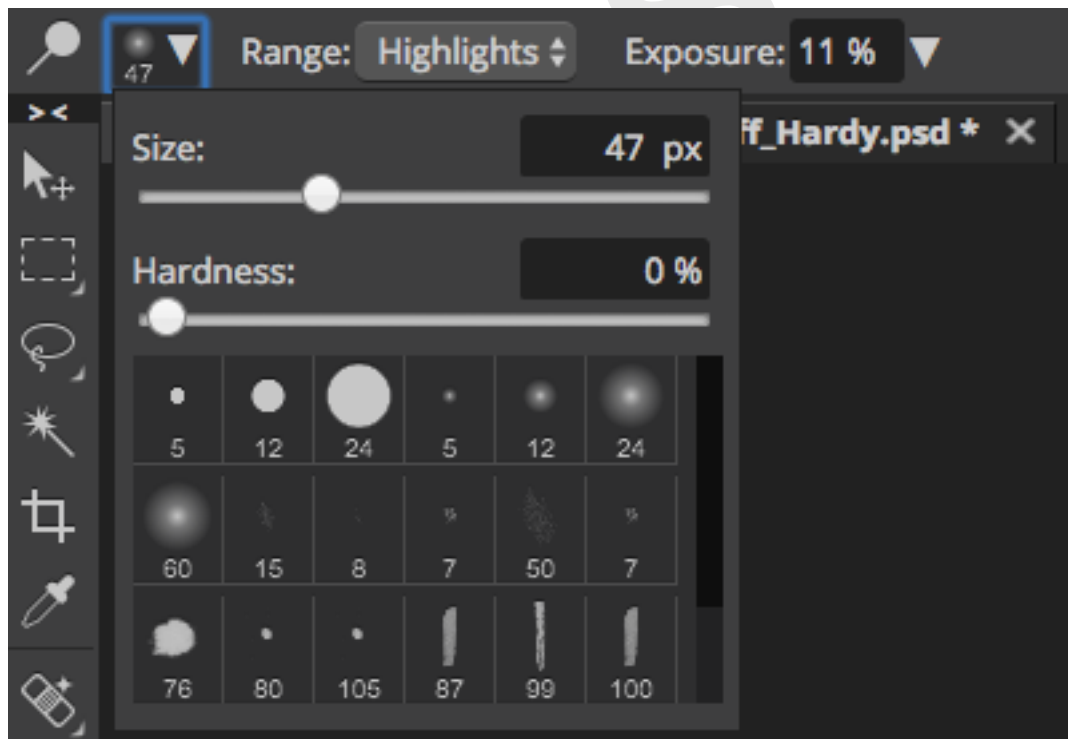
Select the face Layer again.

And now you will be using two tools, Dodge Tool (to make areas lighter) Burn Tool (to make areas darker)



### DODGE TOOL

Use the following settings for the Dodge tool, to gently lighten areas of the face. Including, Range and Exposure.



Example of using the Dodge tool on the eyes.



**BEFORE**



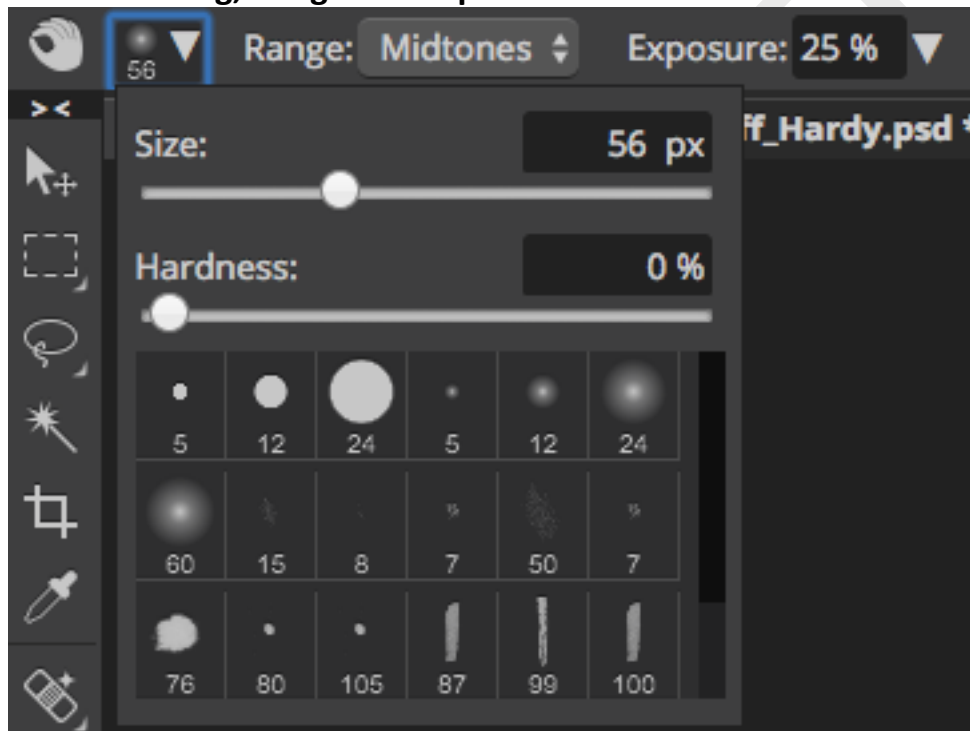
**AFTER**

Using this tool will take some practice.

What you are trying to achieve here is **EVEN** lighting, so white spots means you've used it too much.

### BURN TOOL

Use the following settings for the Burn tool, to gently darken areas of the face. Including, Range and Exposure.



Example of using the Burn tool on forehead highlights.



**BEFORE**



**AFTER**

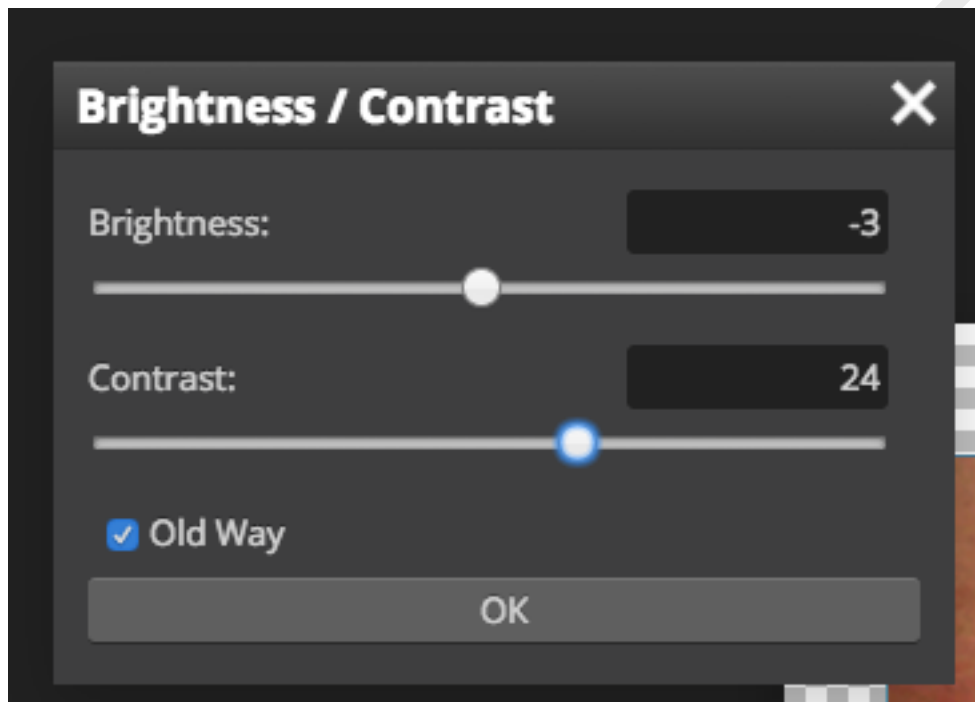
**\*\* USING THESE TOOLS WILL REQUIRE PRACTICE AND IN SOME CASES MAY NOT BE NEEDED AT ALL. PRACTICE AND MAKE USE OF THE UNDO BUTTON \*\***

### **STEP 10**

I have done my best to provide a variety of tones in the template, but not all will match your upload. You may need to further adjust the skin tone colour before upload.

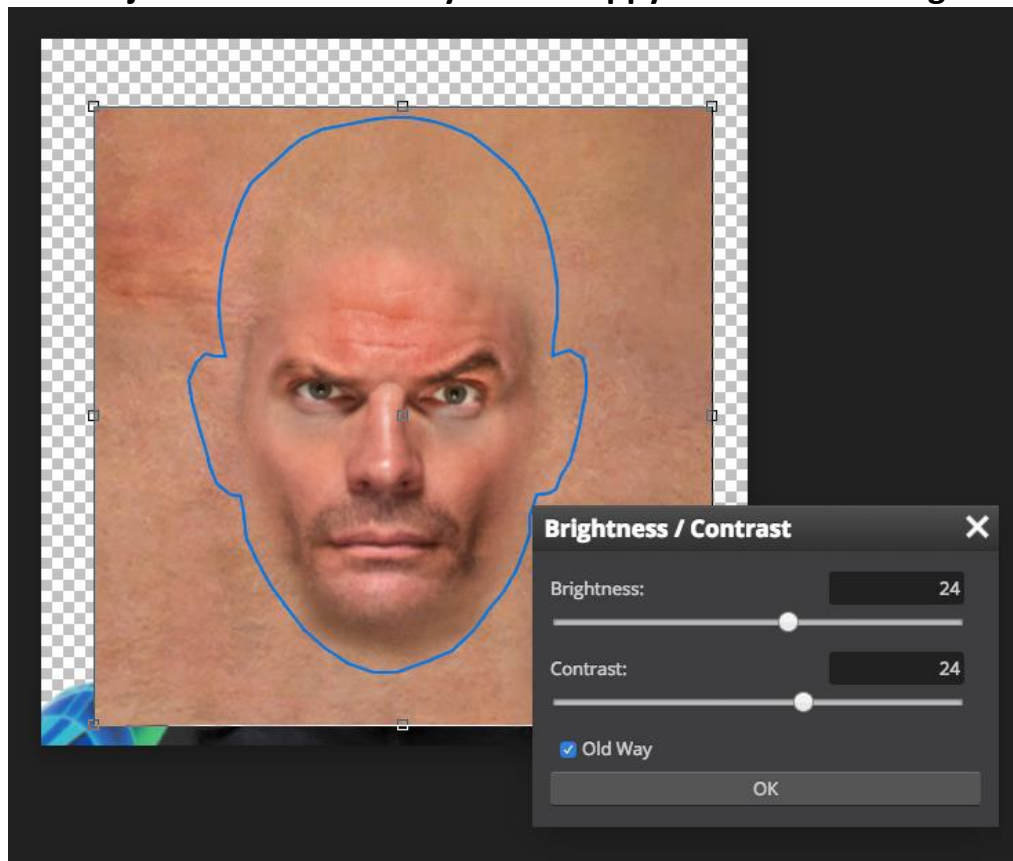
Select the Skin layer.

Select Image > Adjustments > Brightness / Contrast



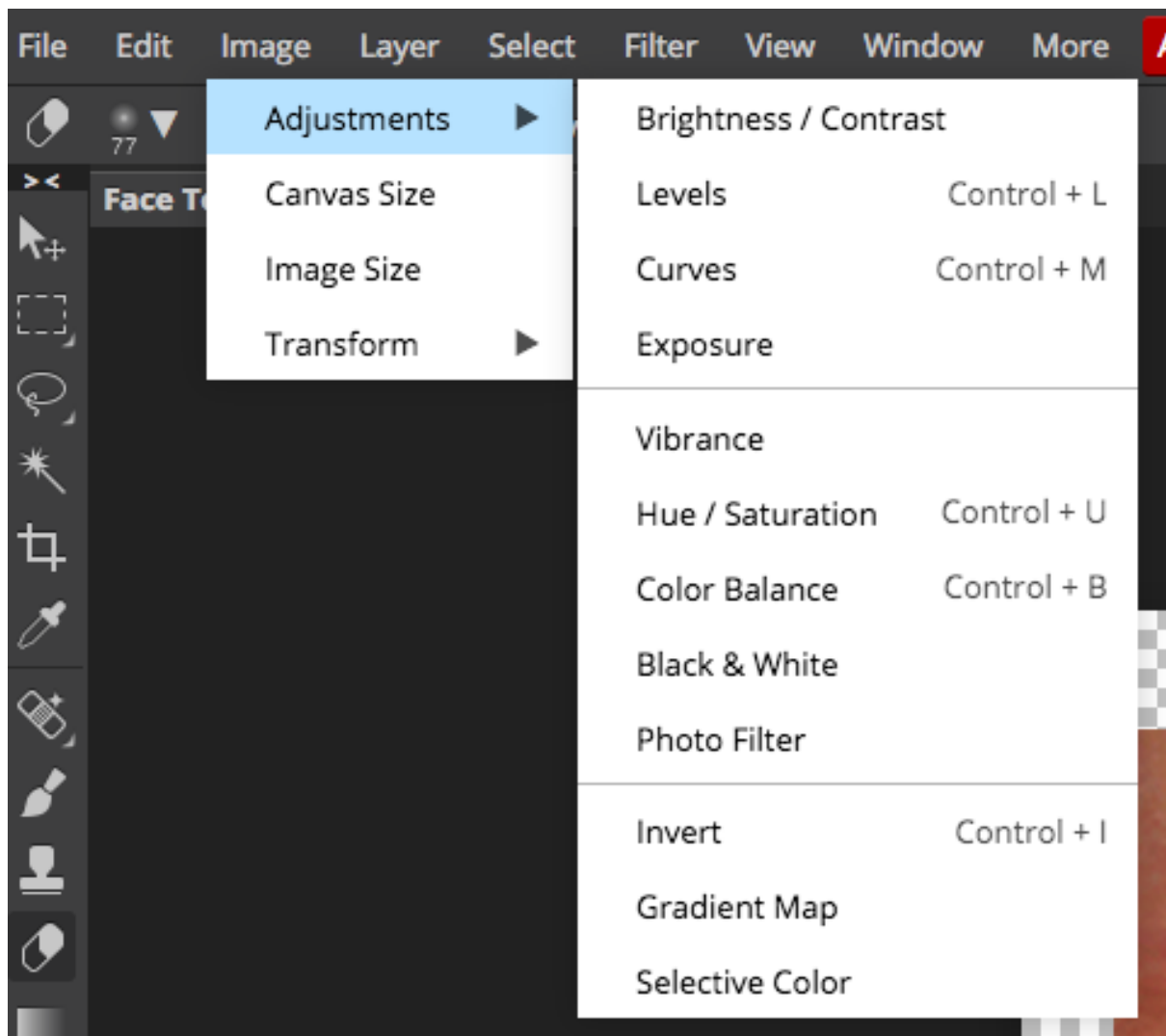
Select 'Old Way' to preserve the blending effect between the overlay and the face.

Now adjust the sliders until you are happy with the blending.

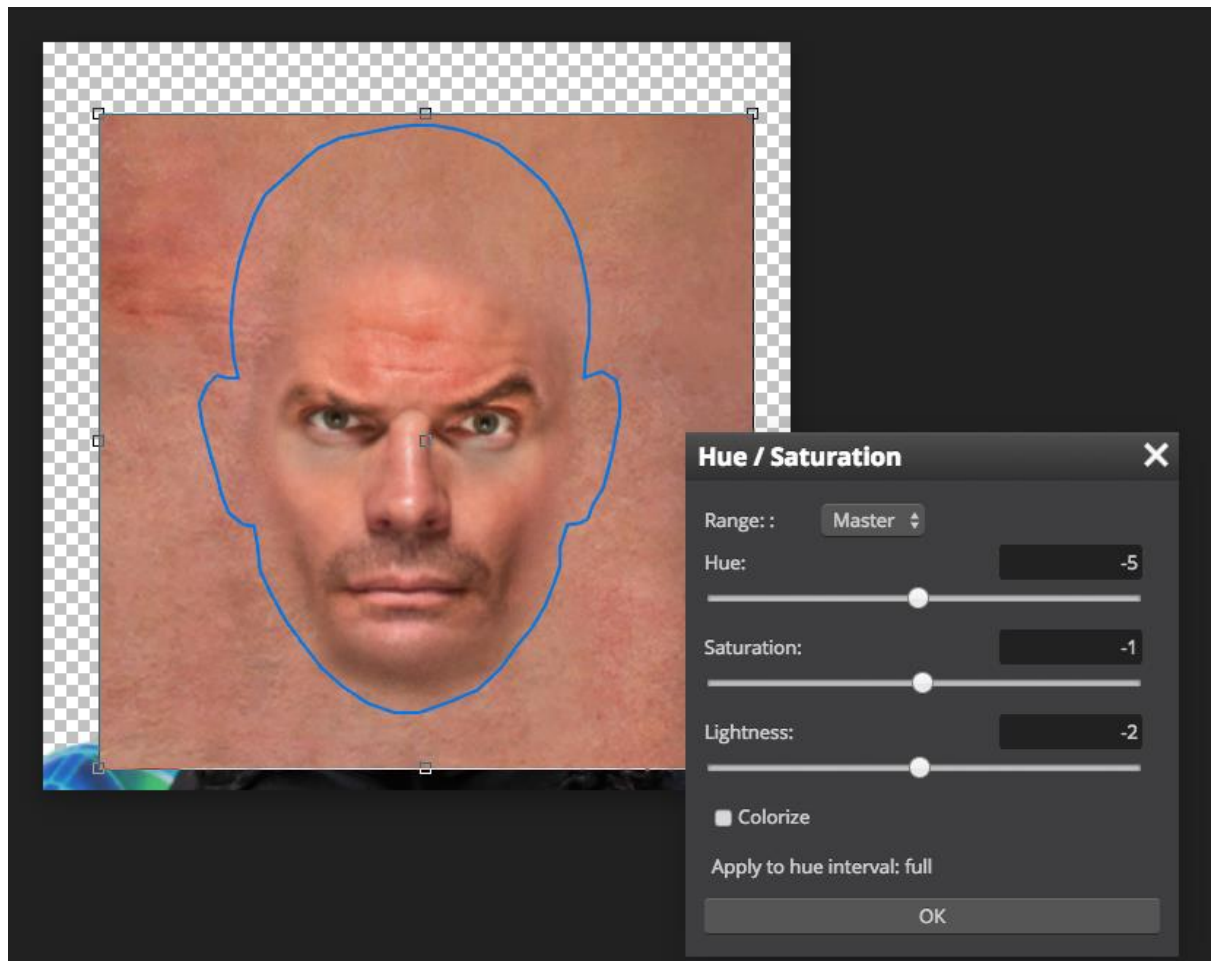


Sometimes you still may not be happy with the results, then it's suggested you adjust the Hue / Saturation of the layer to better match your face later.

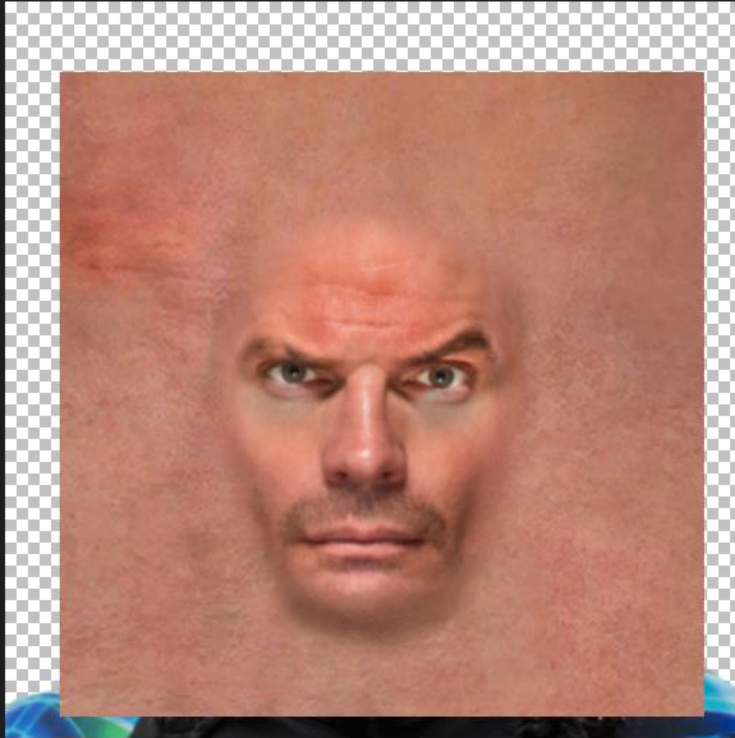
Select Image > Adjustments > Hue / Saturation



**There is no lucky formula for this that can be used every time, it's about trial and error and understanding how the sliders work with practice.**



Once you are happy with your image, then turn visibility off on the OutLine layer.



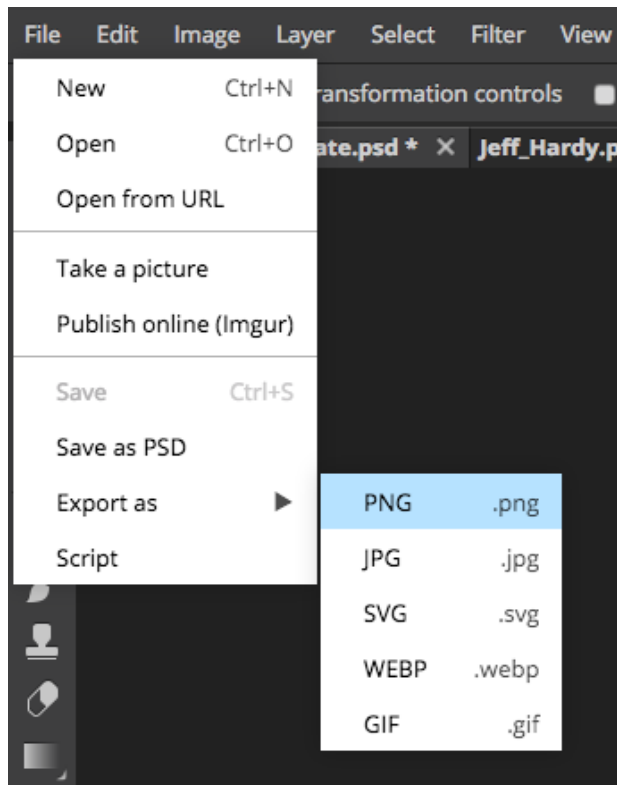
**\*\*NOTE – Face with facial hair will tend to always generate a darker outline where the blend is, but if you are applying facial hair in-game then this will be covered up anyway. \*\***

**STEP 11**

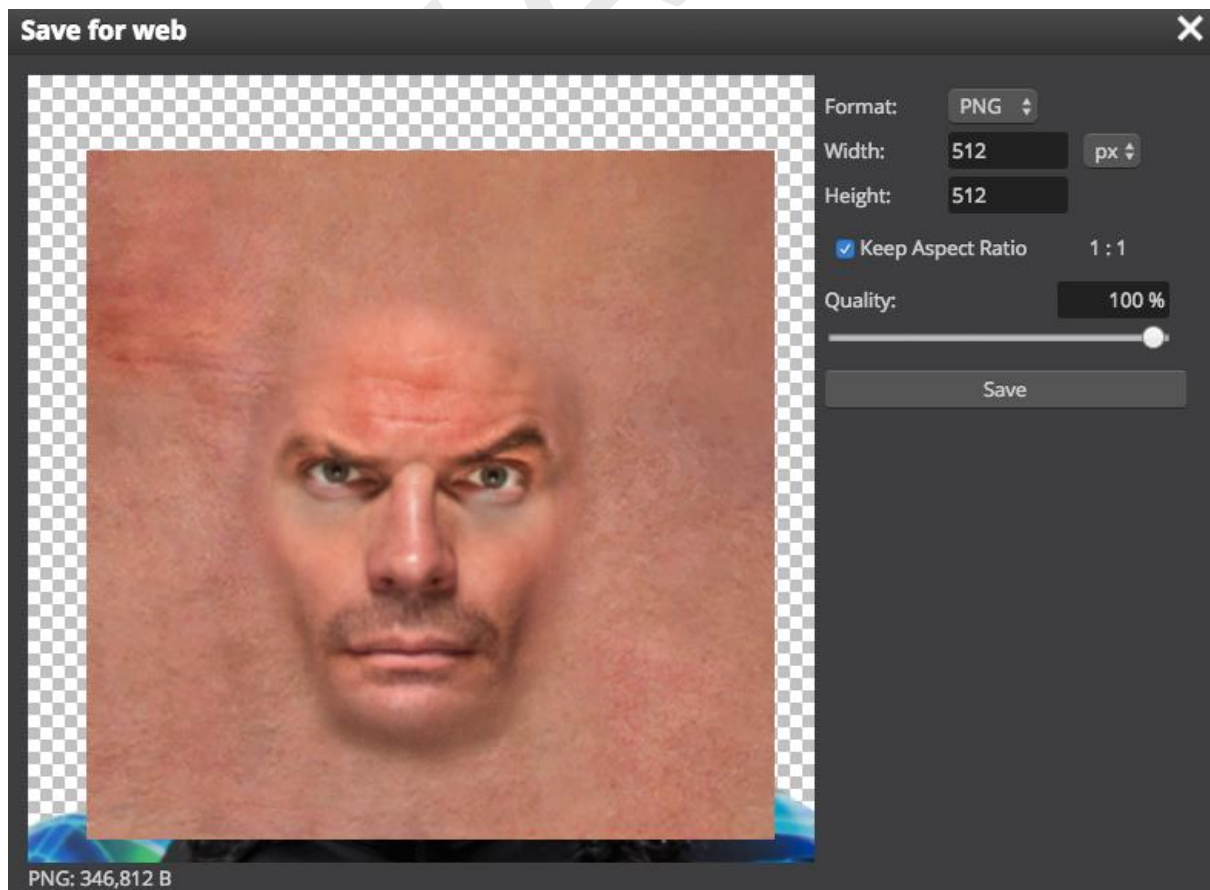
**All you have to do is Export your final image.**

**File > Export As > PNG**





Be sure to always Export as PNG, so the image will retain quality and transparency.



**FINALLY**

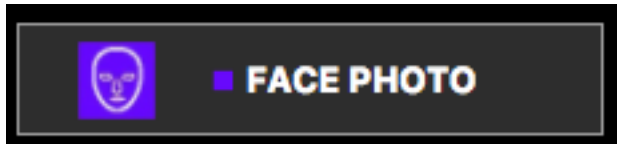
Go to: <https://wwe2k18.2k.com>

Log in with your details associated to the system you play WWE 2k18 on.

Press Upload Image



Select Face Photo from the list



Find and select your newly built image.



Press Upload Now, Agree to Terms



You image is now uploaded, and can be imported from the 'Image Manager' in 'Community Creations' menu in-game.

Once complete go to Create a Superstar, and Apply the Face using the Face Photo option.

**\*\*NOTE – ALL Face imports, tend to be darkened when they are uploaded into WWE 2k18. If you find your final image is too dark on import, simply open it again in <https://www.photopea.com/> and increase the brightness.**

I hope this guide has been helpful to those who have taken the time to read through and use it.

Below is an example of my Imported Jeff using this method of preparation.

The only work done in-game here was reshaping the eyebrows.





**Happy Creating!**  
**ElWaster**

**\*\* BONUS TIPS \*\***

**If you find an image online but the lighting is uneven, you can split the image down the middle, duplicate the good side, flip it, and cover up the bad side.**

**Practice Practice Practice: Great CAWs are NOT made in 10 minutes.**

**If you want to make Great CAWs like some of the best out there, download their creations, open them in the creation suite and run through them to get an idea how they built them.**