

Texturing for Beginners



Original on the left our new texture on the right.

Scope: Texturing and use of transparency, texture and bump maps using the P4 Woman's turtleneck that came with Poser 4.

Almost everyone would like to be able to create or customize their own textures. This tutorial will go over the basics involved in putting together a texture for Poser. It assumes "minimal" working knowledge of the required applications.

Programs Required: UVMapper (www.uvmappper.com) freebie
Poser 4
Paint program with Layer capability (I'm using Photoshop in this tutorial)
Recommended free "Eliminate White" plugin
(<http://www.edesign.com/filters/>)

Theory (or Poser in black and white): When working in gray scale, whether you're using Poser 4 and bump maps or Poser 5 and displacement maps, WHITE is high and BLACK is low. In transparencies, WHITE is opaque and BLACK is transparent.

I'm on a PC and the instructions will reflect PC keystrokes. The COMMAND key on the Mac corresponds to the ALT key on the PC.

TUTORIAL (save often)

Mapping

1. In UVMapper open the geometry file for the P4 Woman's turtleneck
...Runtime\Geometries\Poser4Clothes\Shirts\blwTNeck.obj

NOTE: If you move anything your new texture will not line up without creating a new .obj file. We'll move stuff around in the next tutorial.

2. Just do a file-save of the map. When it asks what size, we want 2000 x 2000. The larger size is easier to work with and will give you better detail when it's rendered in Poser.
3. Open the map in Photoshop or whatever your paint program is. If it's on the Background layer, copy it to another layer and make your background layer white.
4. On your color pallet, make sure your foreground color is black and your background color is white, and that your image mode is RGB Color.
5. This is where you use Eliminate White if you have it. It will make life a lot easier, especially when you start doing more complex textures. If you don't have Eliminate White, adjust the transparency of the template to 10-25% so you'll be able to see under it.

Transparency

1. Create a new layer under your template layer (click on New Layer icon at the bottom of the Layer pallet - next to the trash can). This will be the transparency layer. Select a hard-edged brush and on the transparency layer paint out the one side of a scoop neck under the upper (front) sweater image. Drag that layer down to the New Layer icon at the bottom of the layer pallet, then Edit Transform and Flip Horizontal. Use your arrow keys to nudge it over to complete the scoop neck for the front of the sweater. I count the number of lines from the neck on the template to make sure that they're even.

2. De-select all layers except your two half scoop transparencies. Make sure one of these two layers is active then Edit - Merge Visible. You should now have a single complete scoop neck layer for the front of the sweater that looks something like this (mesh is for reference only and should NOT be merged with the transparency layer):



3. Now drag your front scoop down to the new layer icon. Use the nudge keys to move this transparency down to the bottom image (back of the sweater). Check that the edges of the transparency at the shoulders match where the edges are at the shoulders on the front of the sweater (same number of lines over from the neck). **Notice that the center of the back is a little to the left of the center of the front.** Erase a little of the top edge so that it isn't overlaying the mesh above it. You should now have something like this:



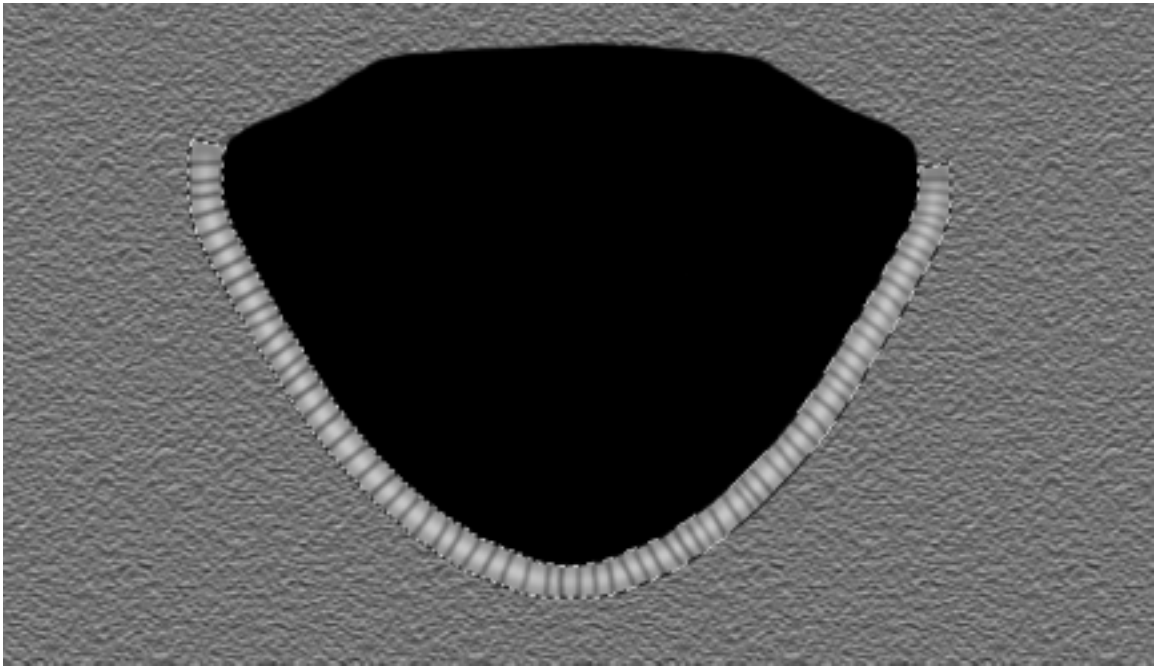
4. De-select all layers except your two scoop transparencies. Make sure one of these two layers is active then Edit - Merge Visible. You should now have a the scoops for both the front and back of the sweater that looks something like this (mesh is for reference only and should NOT be merged with the transparency layer):
5. At this point you should have three layers: Template, Transparency and Background (white).

Bump Map:

1. Activate the Background layer then click on the New Layer icon at the bottom of the layer's pallet. Fill this layer with 55% gray from the color swatches pallet.
2. Under the Filter menu, scroll down to Texture, Texturizer. We want the Sandstone texture scaled to 150% and relief of 7. This will be your Bump layer.
3. Switch your foreground and background colors on your color pallet (white to foreground and Black to background).

4. Click the New Layer icon.
5. Control-click the transparency layer to select both the front and back scoops.
6. To create the ribbing at the neck of the sweater, activate the new layer and on the Edit pull-down menu select Stroke:
 - Width = 25px
 - Color = White
 - Location = Outside
 - Mode = Normal
 - Opacity = 100%
7. Switch your foreground and background colors on your color pallet back again (black to foreground and white to background).
8. Control-click the new layer that you just stroked. Edit-Stroke again, this time:
 - Width = 5px
 - Color = Black
 - Location = Inside
9. Without de-selecting, Filter-Blur-Guassian Blur 5 px
10. Without de-selecting, Edit-Stroke again:
 - Width = 1px
 - Color = Black
 - Location = Center
11. Deselect and use either the eraser or the lasso tool to "trim" the band that extends above the mesh at the shoulders for the front and back of the sweater. I like to leave a little extra above the mesh, but no more above the shoulder of the mesh than the band is wide.
12. Control-Click the band layer that you stroked. Use the airbrush with a 5px soft brush and opacity or pressure of 25%. Draw in the cross ribs into the selection. They don't have to be too close together, but they should be kept perpendicular to the curve of the stroked band.

The selection keeps your strokes from extending beyond the width of the band. You should end up with something like this:



13. Deselect and select so that just the Bump layer and the Stroke layer are the only ones visible. Make sure one of these two layers is active then Edit-Merge Visible into a single bump layer (at this point the transparency layer in black above would not be visible).

NOTE: If you want to make the neck band a different color on your texture map, leave the stroked neckband separate instead of merging it with the Bump layer. Then you can just control-click this layer to add a different color layer for the neckband.

14. You should now have the following layers: Template, Transparency, Bump and Background.

Color Texture Map:

1. Select the background layer and create a new layer. This will be your color layer. Select the color of your choice (I obviously used a pink) and fill the color layer.

2. Select Filter-Noise-Add Noise: Amount 20% and distribution Gaussian.
3. Select Filter-Noise-Median: 3px
4. Select Filter-Other-Maximum: 5px

Saving your Maps at a reasonable size:

SAVE YOUR MASTER FILE

1. Select so that just the Color layer(s) is showing and use the layer pull-down to flatten the image and Save As TNeck_Color.jpg with a quality of 6.
2. Close the color jpg and re-open your Master file. Select the Transparency layer and the white background layer. Flatten the image, change the Image-Mode to grayscale and discard color information. Save As TNeck_Trans.jpg with a quality of 3.
3. Close the jpg and re-open your master file. Select the Bump Layer(s). Flatten the image, change the Image-Mode to grayscale and discard color information. Save As TNeck_Bump.jpg with a quality of 3. **Poser 4 will open a jpg and convert it to a .bum file.**

Admiring your work:

1. In Poser open the P4 Nude Woman and put some clothes on her ☺
2. In Render Materials select the sweater object and apply texture to the entire figure.
3. Load your texture files under Texture, Bump and Transparency. Set the bump strength to what is appropriate for your graphics card/system (mine's at 100%).
4. Do the following for each material for the sweater object (Trim, Shirt, Sweater, Collar - don't worry about Skin, Preview or Default).
5. Alt-Click Diffuse and make it White

6. Set the transparency sliders to 100%, 100% and 0.
7. Set your Render Options to Anti-Alias and admire your work.

Post Script:

This is my first attempt at a tutorial. Feel free to email me with critiques, comments or questions (ke6khy@jps.net)