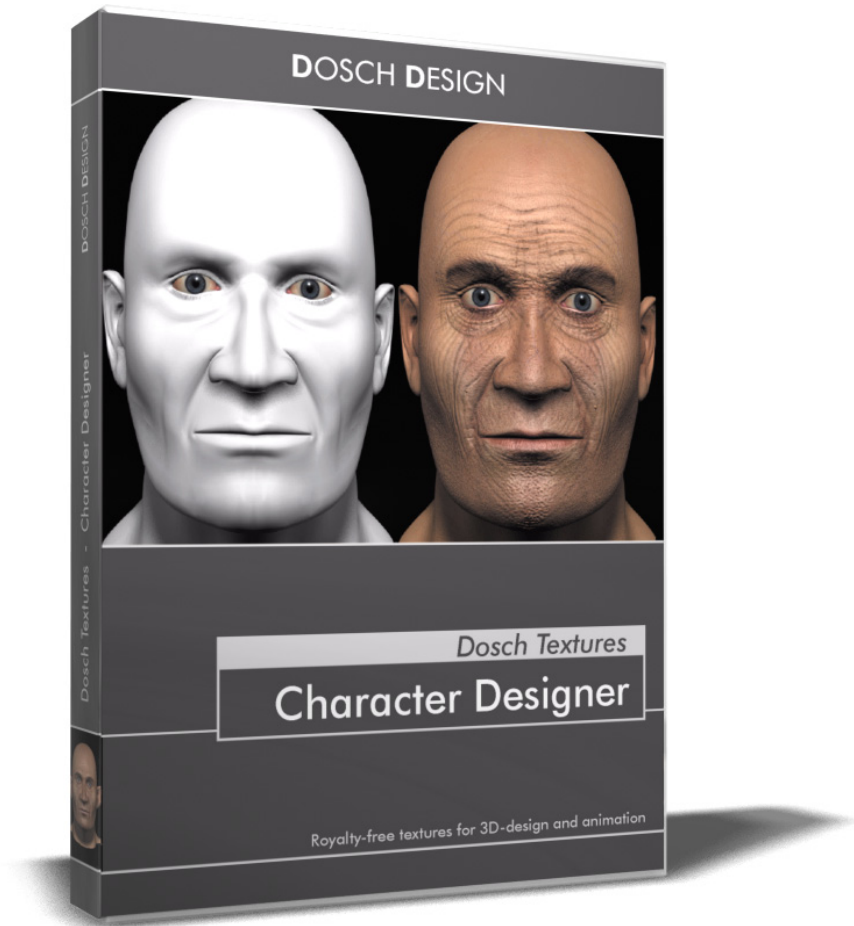


DOSCH DESIGN

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Creating Amazing Creature Textures by using

Dosch Textures: Character Designer

By Bill Fleming
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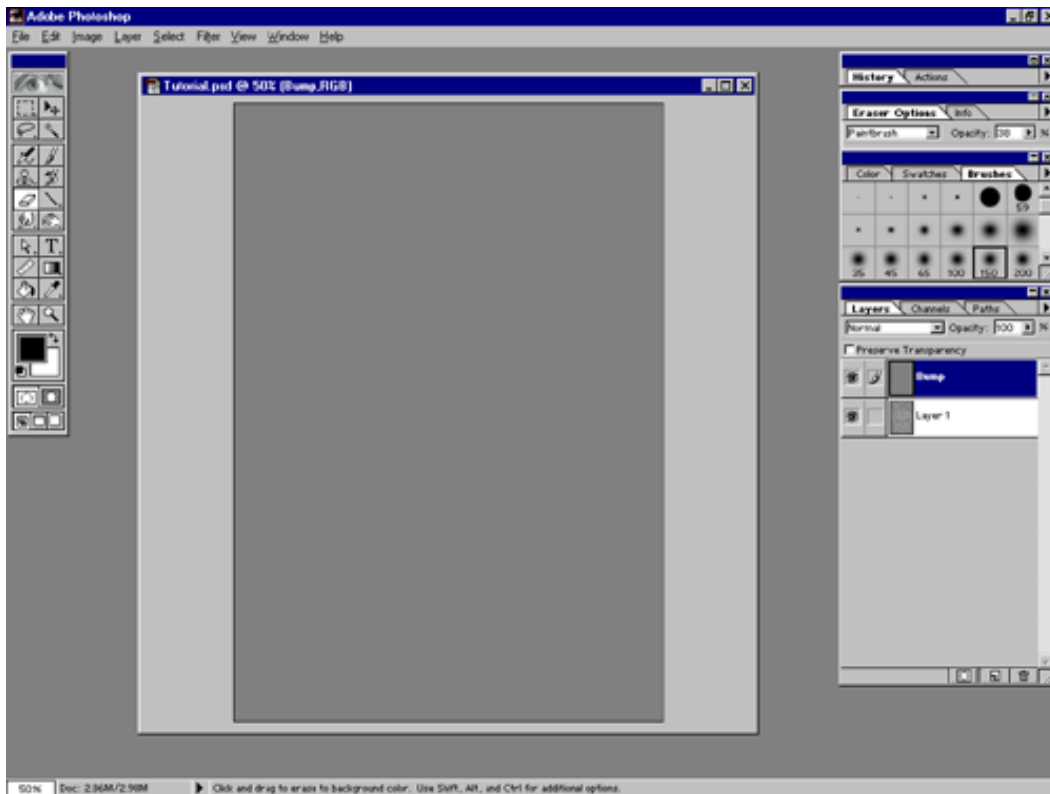
Creating detailed, realistic creature textures can be very frustrating. The key to success is to break down the individual parts of the creature texture and tackle them one at a time. The most important part of the creature texture is the bump map. It's the foundation of every creature texture as it's the texture that defines the detail. Of course, this also makes it the most complicated texture to create, which is why we developed Dosch Textures: Character Designer. Now, rather than taking a great deal of time to paint detailed creature bump textures you can simply incorporate the bump textures we've provided into your creature texture.

In the following tutorial we'll be exploring how simple and fast it can be to create extraordinary creature textures in minutes using the creature bump details. In the tutorial we'll be creating an alien face texture. Basically we'll be loading bump textures on layers, and then scaling and editing them to match our texture template. Since the creature bump textures are provided as layered Photoshop files they are easy to apply to your texture, without the need for complex editing.

Let's get cracking creating the alien face texture.

Step 1: Creating the bump layer

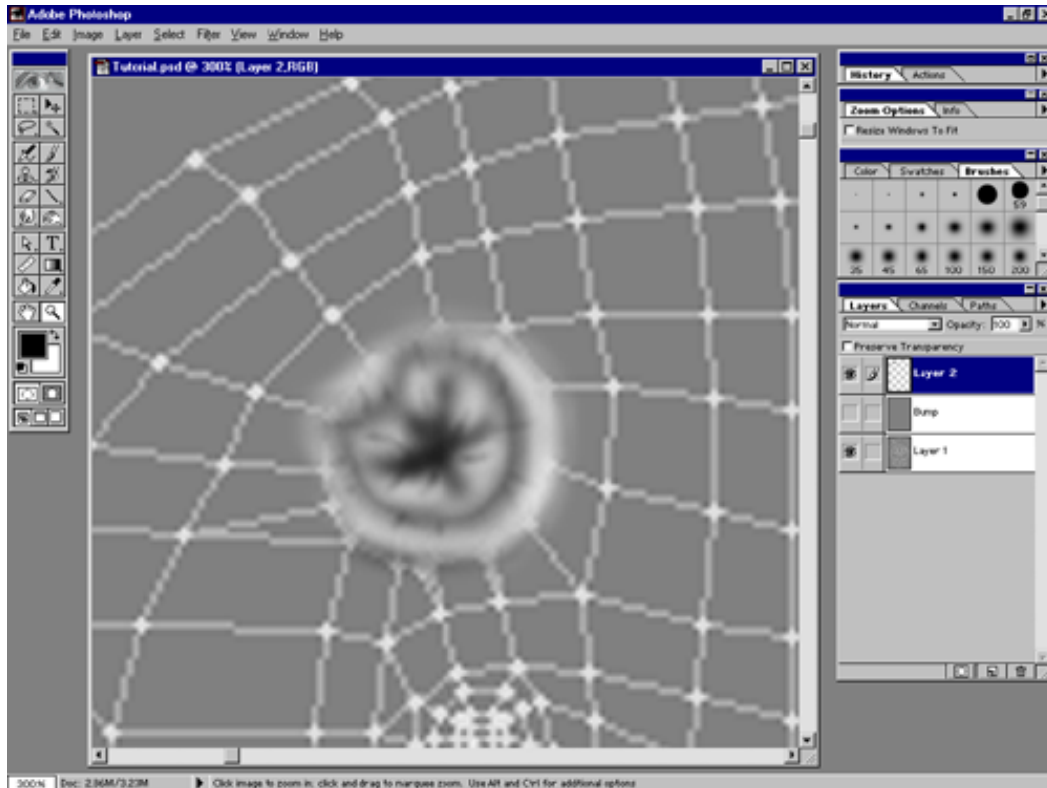
First we load the "Head.psd" file located in the tutorial folder of the CD. This is the texture template for our alien head. Then we create a new layer called "Bump" and fill it with 50% gray, which is the base color of our bump texture. Now we're ready to begin adding the bump details.



Step 2: Adding the boil texture

The first bump we'll add is the boil texture. A good texture for this would be the "BellyButton_01.psd" texture. The creature bump textures may be defined with a specific purpose but they can be used to create literally thousands of different bump details. You simply need to have an open mind and be creative when applying them to your creature textures.

First turn off the "Bump" layer so we can see the template below. Then we load the "BellyButton_01.psd" file; Select All on the bump detail layer and Copy it. Now we Paste it into our "Head.psd" file and Scale the texture to the size of the boil on the template. Finally we set the Layer Blend to Overlay to apply the bump detail to the layers below. When we are finished with adding the bump details we'll bring back the "Bump Layer" so we can see the effect of our bump textures.

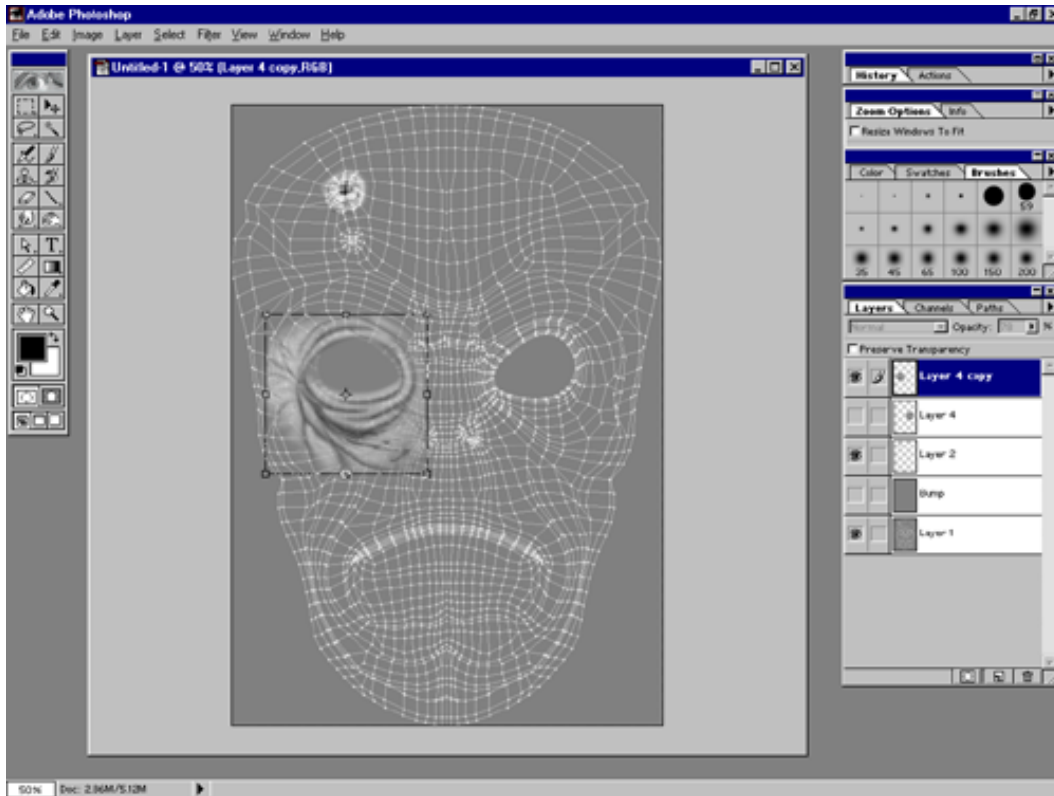


Step 3: Adding the eye tissue texture

Now we're ready to tackle the eye texture. While any of the creature eye texture bumps can be used, I thought we'd go with the "EyeTissue_06.psd" file since it has a wider eye opening meaning we'll need to do little editing to make it work.

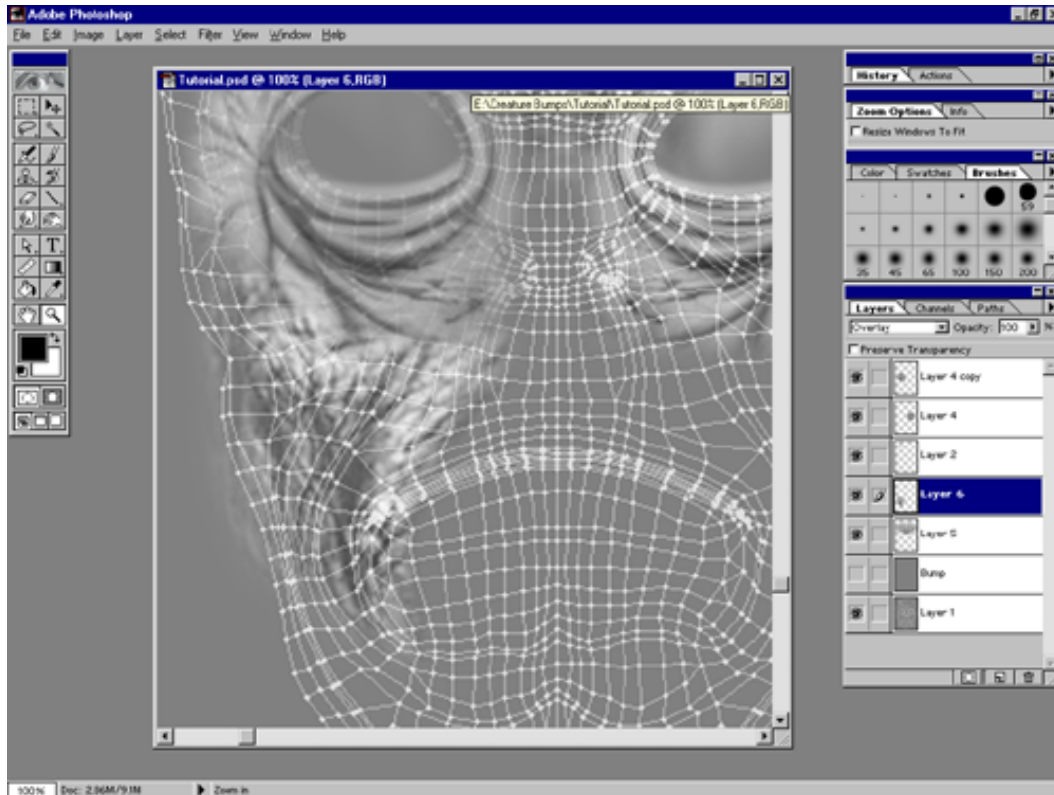
We load the "EyeTissue_06.psd" file and then Select All on the bump detail layer and Copy it. Now we Paste it into our "Head.psd" file and Scale the texture to the size of the eye on the template. Now we set the Layer Blend to Overlay to apply the bump detail to the layers below.

Then we Copy the layer and Mirror Horizontally to create the other eye bump.



Step 4: Adding the cheek texture

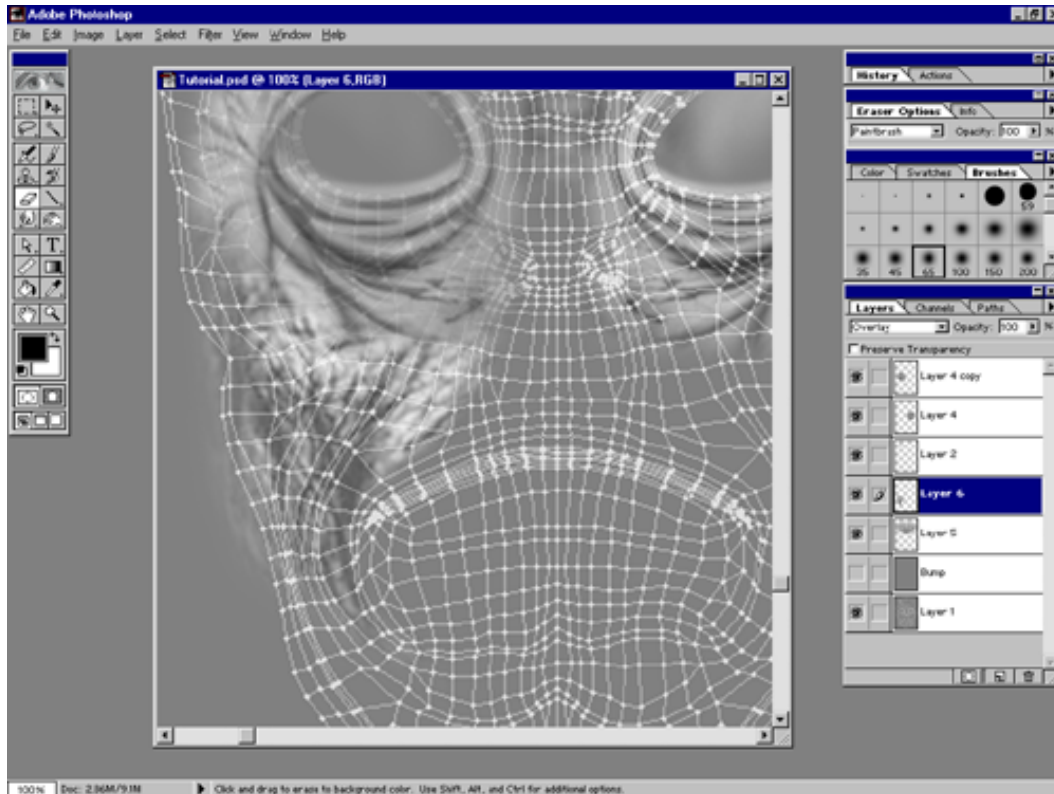
Moving along, we load the "Cheek_01.psd" file and then we Select All on the bump detail layer and Copy it. Now we Paste it into our "Head.psd" file and Scale the texture to the size of the eye on the template. Now we set the Layer Blend to Overlay and set the Opacity to 60%. We don't want the intensity of the cheek texture to be too severe so we reduce the Opacity to soften it.



Step 5: Editing the cheek bump

Now we select the Eraser tool, with a large brush, and we erase the bump detail that overlaps the lips on the template. We'll be adding a lip texture later and we don't want the confusing detail of the cheeks to overlap the lips.

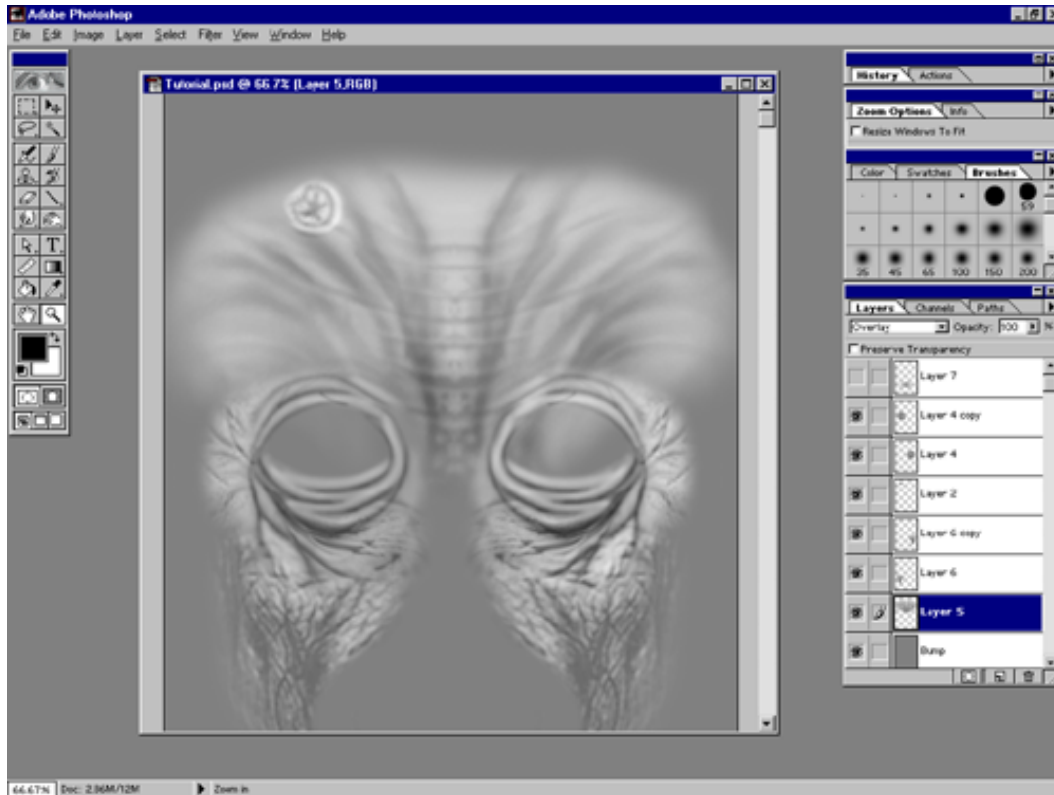
Then we Copy the layer and Mirror Horizontally to create the other cheek bump.



Step 6: Creating the forehead bump texture

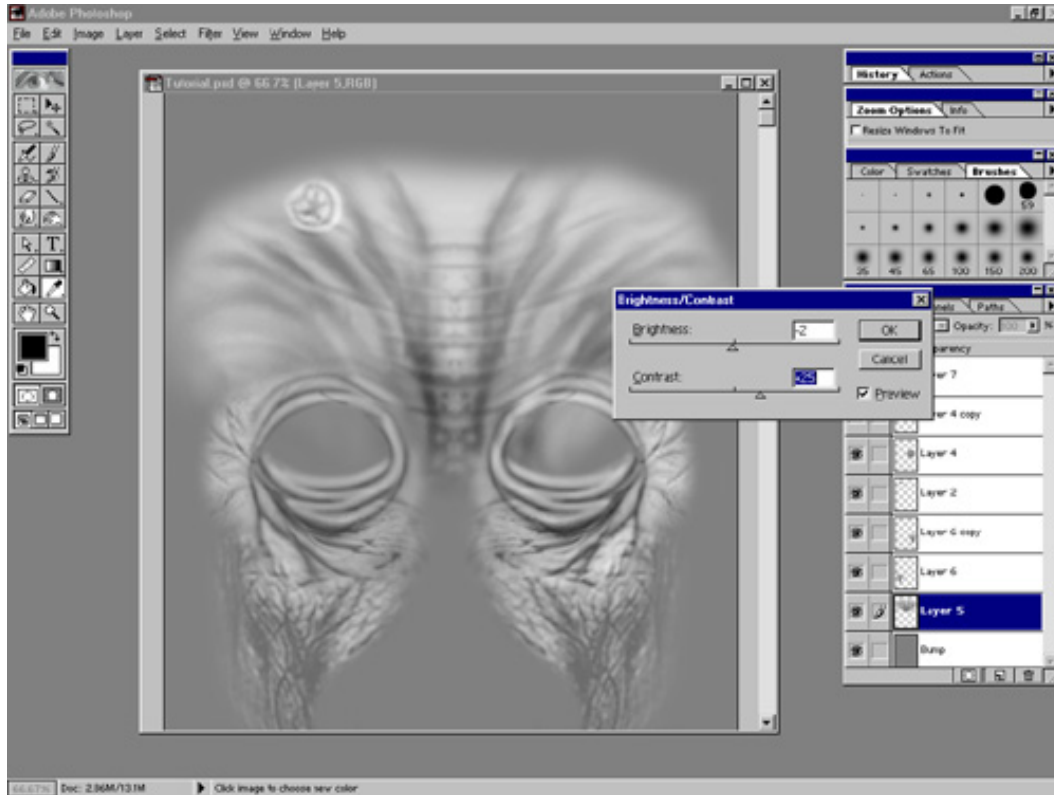
Now we tackle the forehead by loading the "Forehead_04.psd" file and then we Select All on the bump detail layer and Copy it. Now we Paste it into our "Head.psd" file and Scale the texture to the size of the forehead on the template. Now we set the Layer Blend to Overlay.

To see how the bump texture is coming together we can activate the "Bump" layer. Since the bump texture layers we are adding use an Overlay Layer Blend they are simply blended to the "Bump" layer below.



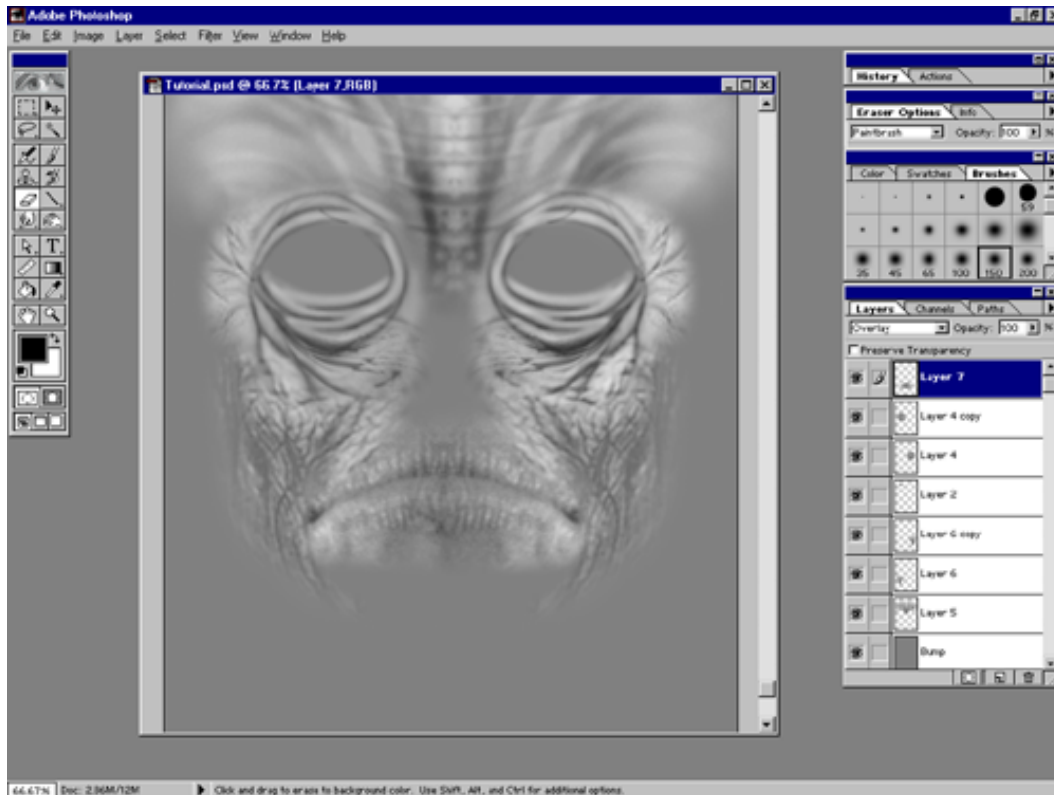
Step 7: Sharpening the forehead texture contrast

The forehead texture is looking a bit too soft compared to the other bump textures so we'll need to sharpen it by setting the Contrast to +25. Often it's necessary to edit the intensity or sharpness of the bump texture to ensure they are all compatible.



Step 8: Adding the lip bump texture

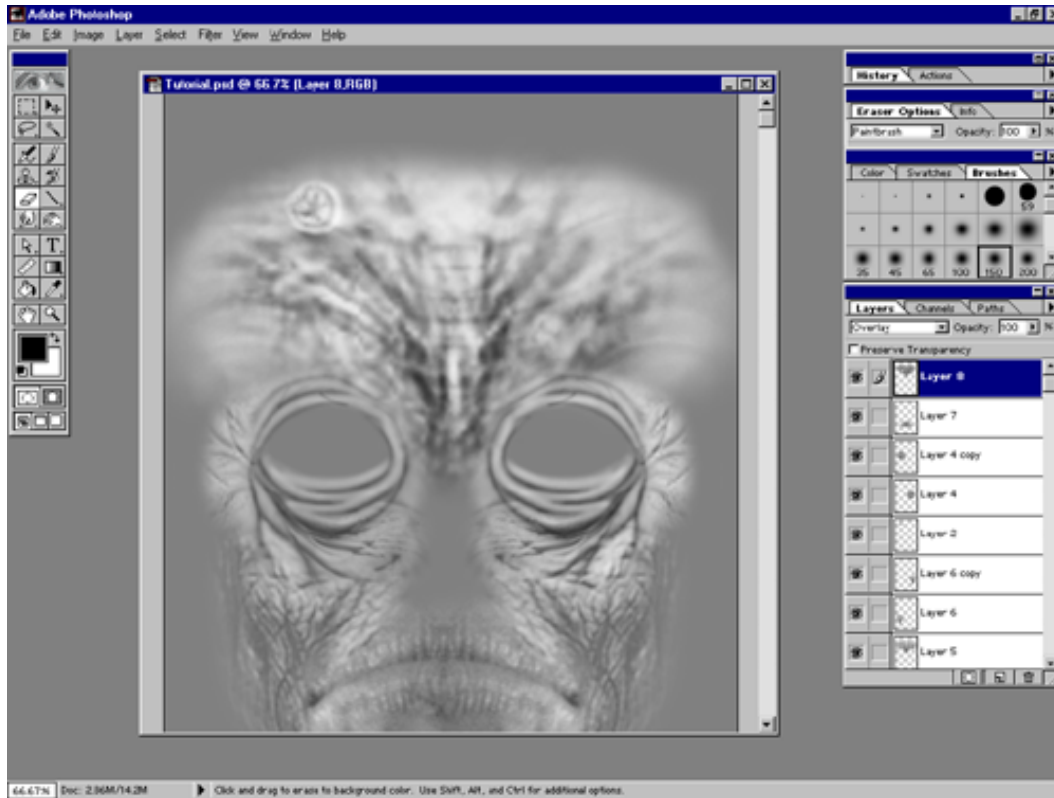
Now it's time to move on to the lip texture. First we load the "Lips_01.psd" file and then we Select All on the bump detail layer and Copy it. Now we Paste it into our "Head.psd" file and Scale the texture to the size of the lips on the template. Now we set the Layer Blend to Overlay.



Step 9: Adding roughness to the forehead texture

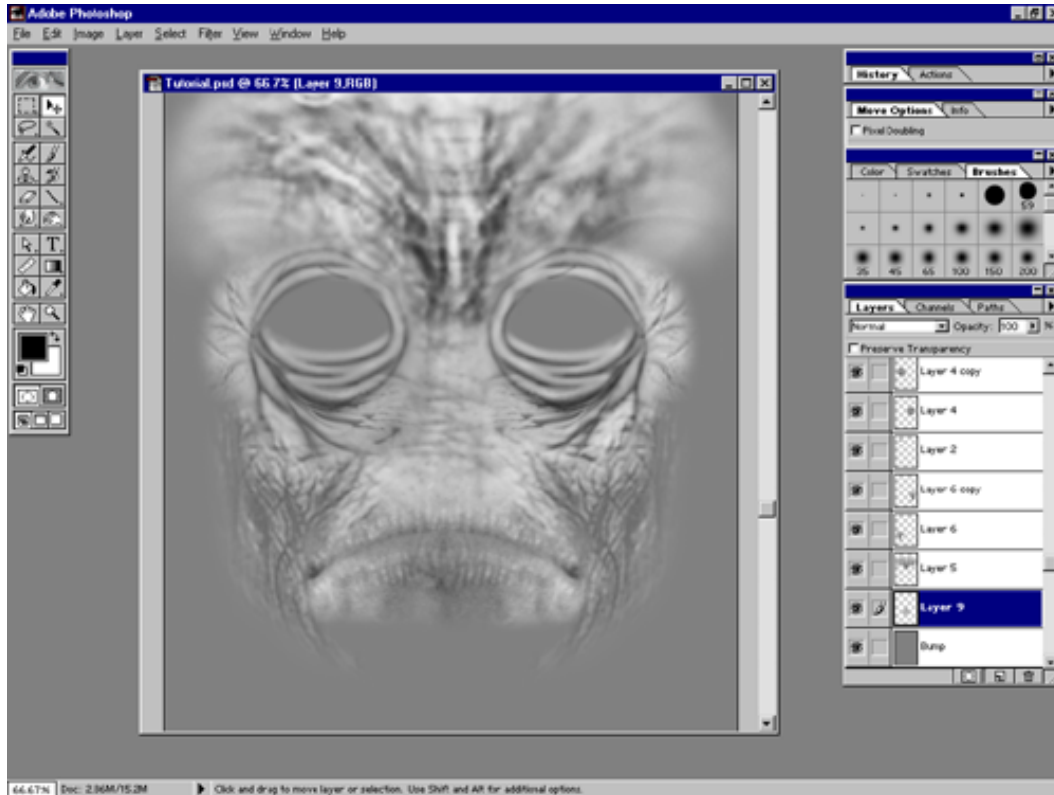
Looking back at the forehead the bump seems to smooth for an alien that is this old.

One quick solution is to add another forehead bump texture over the current one to create the roughness. The ideal texture for this is the "Forehead_01.psd." We Paste this texture on a new layer above the existing forehead texture and set the Layer Blend to Overlay. Now the texture appears aged.



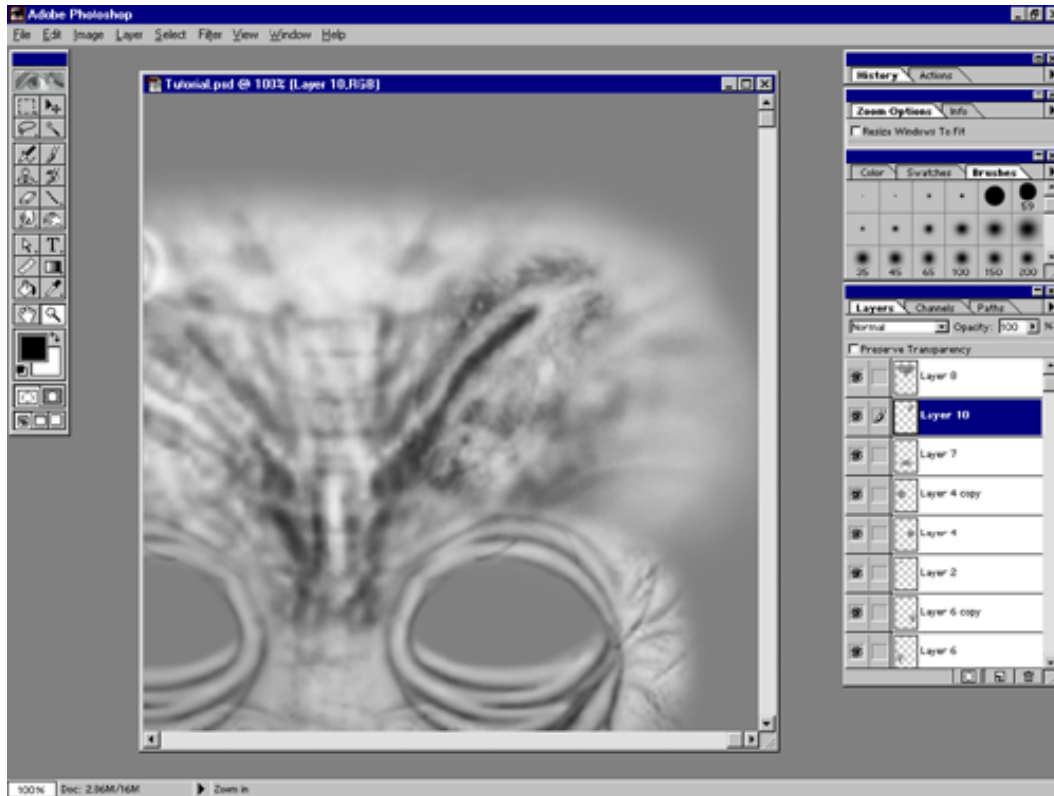
Step 10: Creating the nose texture

Now we'll create the nose texture by adding the "Scar_06.psd" texture under the existing bump texture layers. We then set the Layer Blend to Overlay. The reason we added this texture under the others was to make the blending of the cheeks and eyes optimal. We want the nose texture to be subtler so the other textures need to be on higher layers.



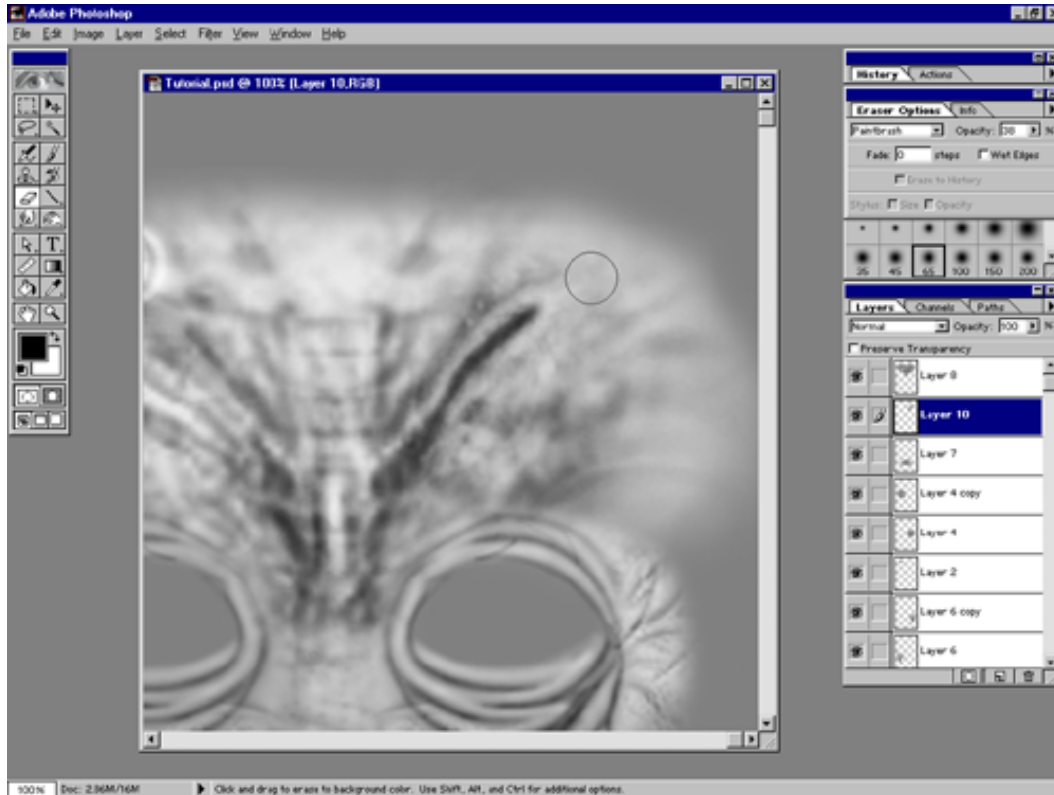
Step 11: Adding a scar

Since our alien is quite old, it might be interesting to add a scar on his forehead for character. To do this we Paste the "Scar_02.psd" texture above the other bump texture layers and set the Layer Blend to Normal. While we've been using Overlay on all the other layers, if we apply the Scar with an Overlay we'll lose its intensity since it will blend with the bump textures below.



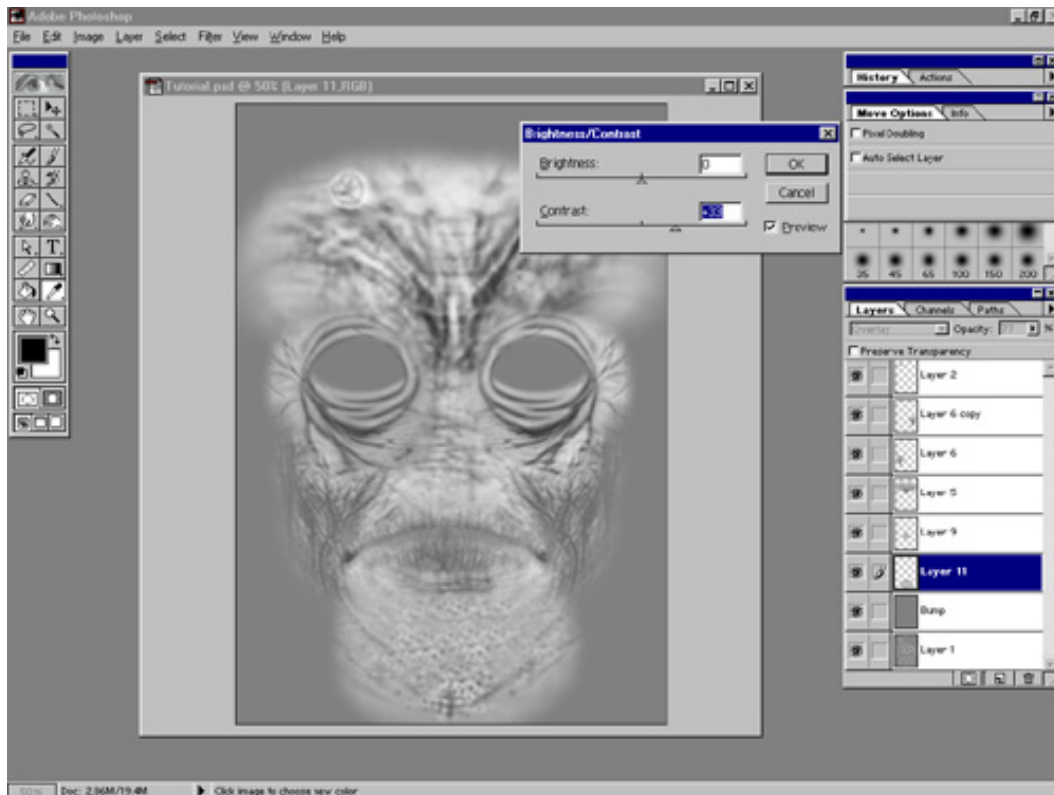
Step 12: Editing the scar

To make sure the Scar blends properly with the bump textures we've already used we need to soften the details around the actual scar. To do this we select the Eraser tool with an Opacity of 50% and run a stroke around the outer details of the scar to make them more transparent, blending them with the bump textures below.



Step 13: Adding the chin texture

To create the chin texture we add the "Chin_02.psd" texture under the existing bump texture layers. We then set the Layer Blend to Overlay. We then set the Contrast to +33 to sharpen the details to match the rest of our bump textures.



Step 14: Applying the bump texture to our model

Well, that does it for the bump texture. As you can see it took only minutes to create a very detailed bump texture using the creature bump details provided on the CD.

Now we can test our bump texture by first Saving the file as "Alien Bump," and then Save a Copy as "AlienBump.jpg"

Now we load the "Alien" model from the CD, which is provided in several file formats, and then we apply the bump texture with an amplitude of 100% and do a quick



test render.

As you can see we we're able to quickly generate a very realistic bump texture for our model with very little effort, using a number of different creature bump details that actually had different uses than what we used.

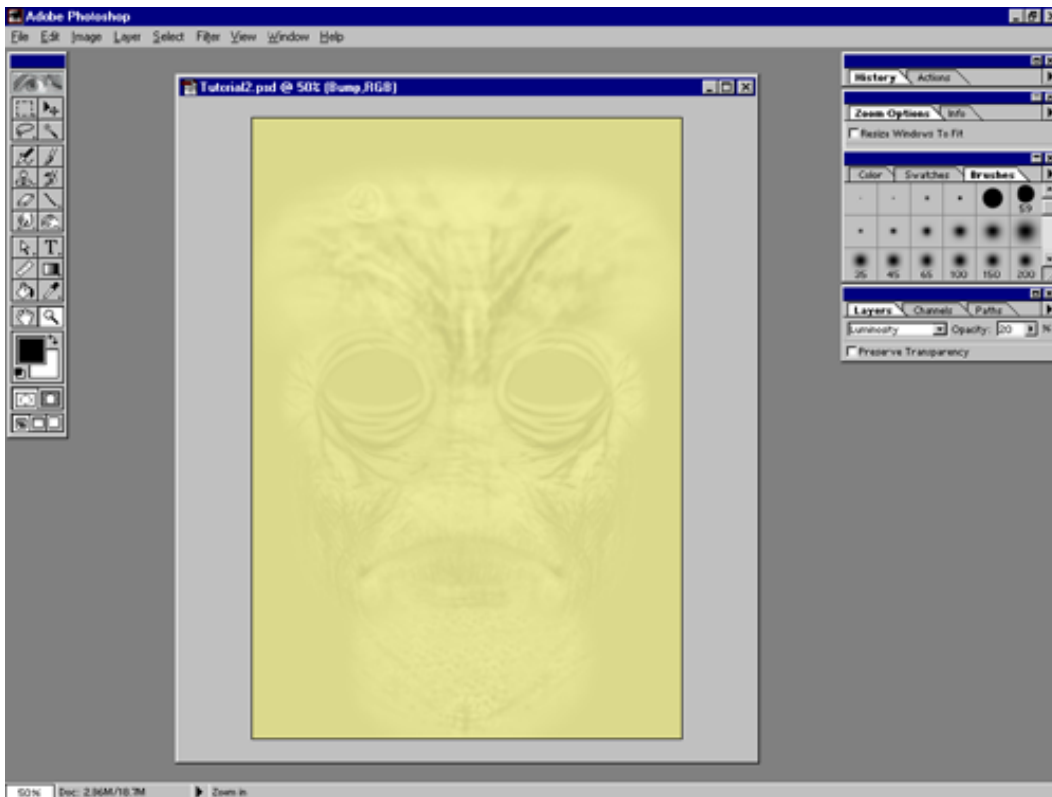
Since our original work file uses individual layers for the details you can now easily go back and change any of the specific details by replacing them with a new creature bump texture.

Step 15: Creating the color texture

Once you have created your detailed bump texture it becomes relatively simple to create the color texture since you can use the bump texture as a guide, as well as applying the bump texture to your color layer to add instant detail.

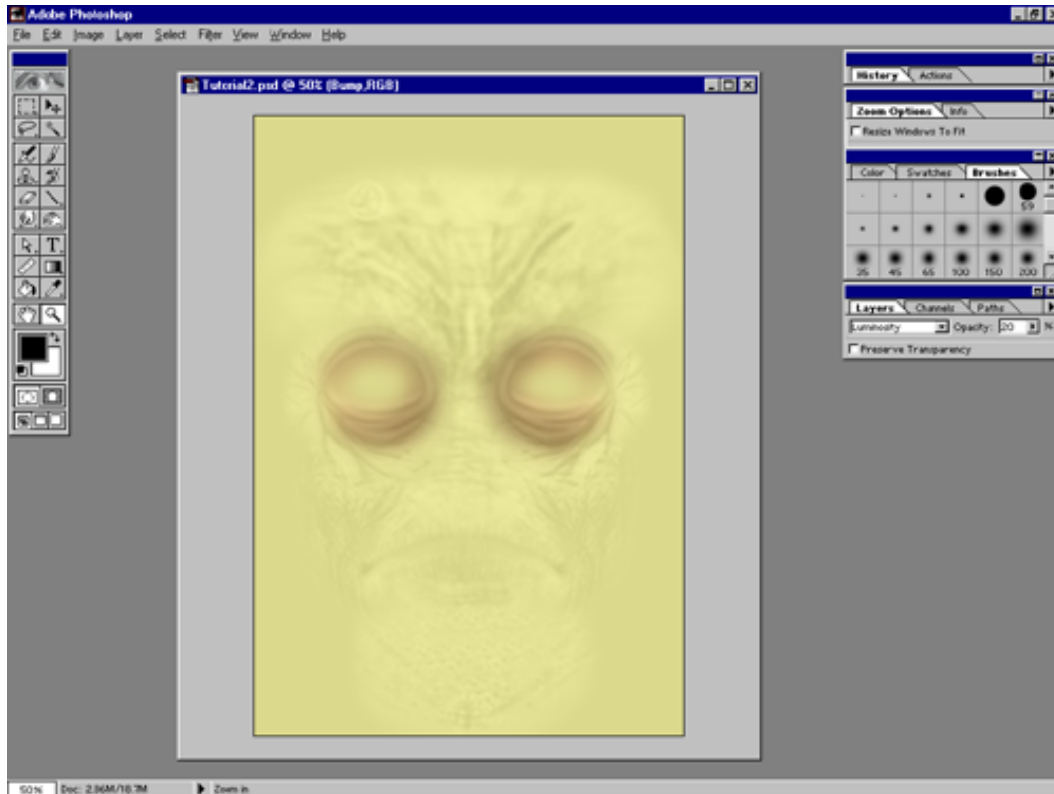
To begin creating color we first Merge all the bump layers into a single layer. Then we add a new layer under the "Bump" layer caller "Color" and fill it with RGB: 239, 237, 160, which is the base color of the alien skin.

Then we set the "Bump" Layer Blend to Luminosity and the Opacity to 20%, which applies the bump detail to the color layer below.



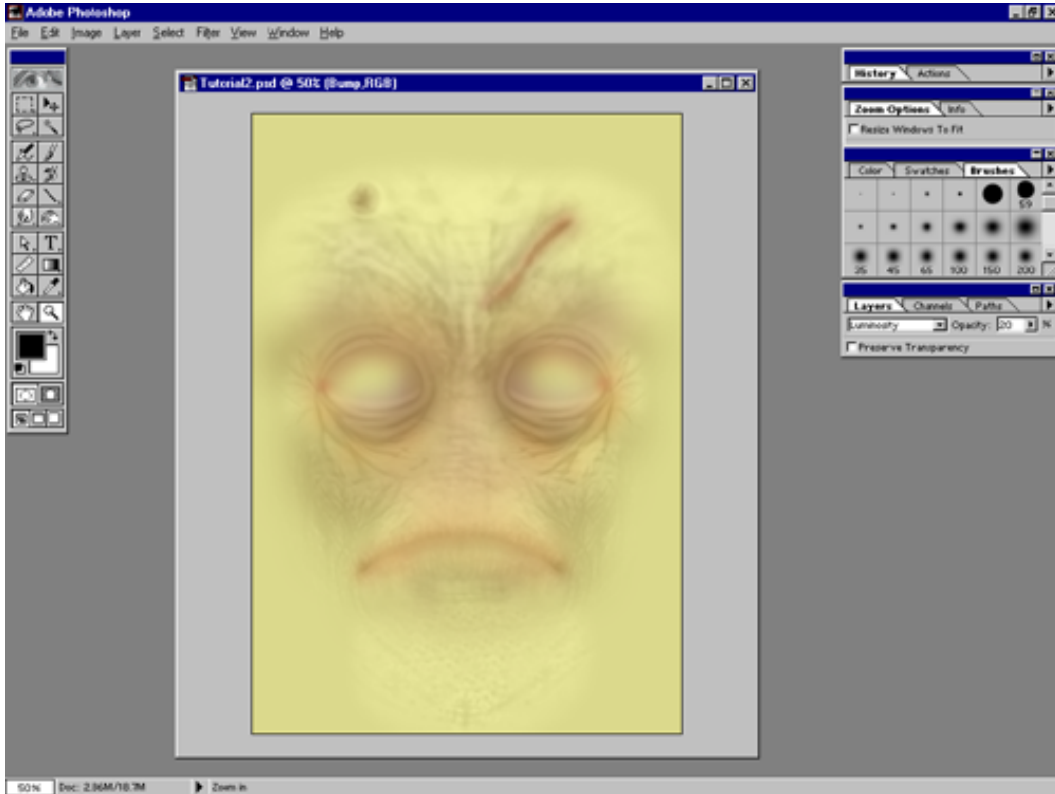
Step 16: Adding Color

The next step is to begin adding the specific color detail, which we do by creating new layers under the "Bump" layer and applying colors using the bump detail as a guide. As we add the color the texture takes on life since the bump detail is modifying the colors as we paint, making them darker in the cracks and lighter on the highlights, which saves us a great deal of time in doing it manually.



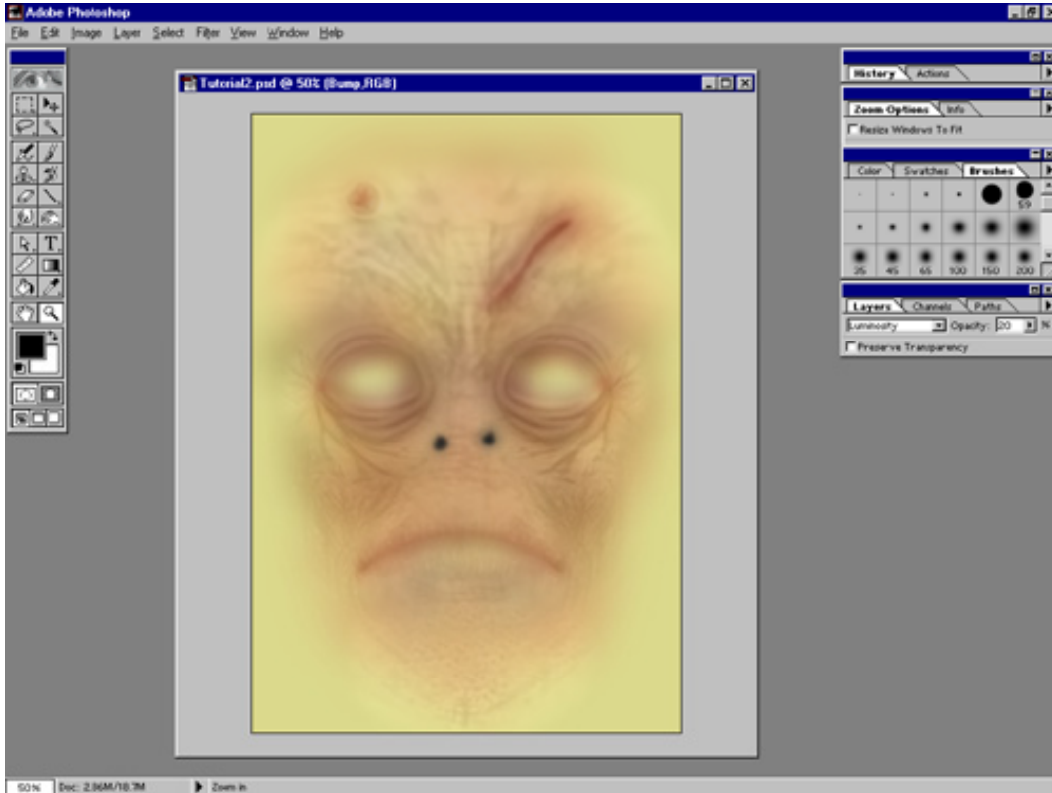
Step 17: Adding new color layers

As we add more color detail we do so on new layers, giving us the control we need to edit them by changing Layer Blends and Opacity.



Step 18: More color detail

As you can see, by simply adding splashes of color the texture comes alive via the detail created by the "Bump" layer.



Wrap Up

Creating detailed creature texture can be complicated, but as you can see by using the creature bump details from *Dosch Textures: Character Designer* there is no limit to how many creatures you can texture, both quickly and with great detail.

By taking advantage of the layer blends you can combine create texture details to create entirely new bump textures, you just need to be creative in how you use them.

It's also important to begin with your bump texture first, then move on to creating your color texture, using the bump texture as your reference and for applying detail to the color texture. There is no point in doing extra work when you can have your bump texture do the work for you. In the end, there is no more important texture than the bump texture and no asset more valuable in your texture arsenal than your creature bump details from *Dosch Textures: Character Designer*.














Find more information on the variety of Dosch Design Products on the Dosch Design website at www.doschdesign.com and on the next few pages...



DOSCH TEXTURES

The high-resolution, seamlessly tileable multi-layer textures (which contain all relevant shader maps for the material properties like color, depth of texture, reflection, surface structure etc.) give surfaces a very realistic appearance. The textures "are a must" for every serious 3D-designer and can be used in the areas of 3D-animation, architectural visualization, product design, video and TV-graphics, as well as medical visualization.














The multi-layer textures can readily be used in most 3D-animation and CAD applications: 3D Studio MAX, LightWave3D, Cinema4D, Maya, Softimage, solidThinking, SolidWorks, AutoCAD, Caligari Truespace, AW Studio Tools, Strata3D, FormZ, Electric Image, Pixels:3D, Animation-Master and many more.

Prod. Code	Product
 <p>DT-AE</p>	<p>Dosch Textures: Animal & Creature Eyes M T</p> <p>contains more than 100 high-resolution multi-layer eye-textures of animals and creatures. Create eyes for bears, cats, cougars, crocodiles, fishes, frogs, gorillas, dinosaurs, aliens, dead-eyes, demons, monsters and many more.</p>
 <p>DT-AW</p>	<p>New Dosch Textures: Animated Water A D P T</p> <p>25 animated and loopable water textures. The product contains textures for varied water appearances like ocean, swimming-pool, rivers, water-falls, plus calm and stormy, as well as deep and shallow waters.</p>
 <p>DT-BD</p>	<p>Dosch Textures: Broadcast-Design V2.0 T</p> <p>High-resolution textures (most textures have a resolution of 2048x2048 pixel, some even up to 4096x4096 pixel) which have been specifically created for use on TV, in video titles, for logo-animation, movie-trailers and -last but not least- business TV. The 250 multi-layer textures can be an immense time-saver, and surely make for a spectacular look of your animations.</p>
 <p>DT-CM</p>	<p>Dosch Textures: Construction Materials A P T</p> <p>contains more than 200 very highly detailed surfaces of construction-materials, which can be used in architectural visualization as well as technical illustrations, industrial design and interior design.</p>
 <p>DT-HE</p>	<p>Dosch Textures: Human Eyes M T</p> <p>contains more than 70 high-resolution textures for human eyes. Light-effects, reflections and coloration are represented extremely realistically. The high-resolution multi-layer textures are great for close-ups and detailed illustrations as well as impressive reflection-effects in animations.</p>

Prod. Code	Product
 <p data-bbox="370 428 440 453">DT-ID</p>	<p data-bbox="496 254 992 279">Dosch Textures: <i>Industrial-Design</i> V2.0 A P T</p> <p data-bbox="496 285 1344 384">offers a wide variety of very highly detailed and realistically looking textures for industrial design and product-visualization. The materials in this library include: wood, fabric, leather, varnished surfaces, plastic, rubber, chrome, glass, china, paper, brushed metal and more. More than 200 high-quality multi-layer textures.</p>
 <p data-bbox="370 663 440 688">DT-MV</p>	<p data-bbox="496 489 1076 514">Dosch Textures: <i>Medical Visualization</i> V2.0 M</p> <p data-bbox="496 520 1328 619">Contains textures for the depiction of organs, ligaments, bones – everything that needs to be visualized for internal medicine applications. Use this product for medical animations, educational material, presentations of research results, and for the creation of informative illustrations.</p>
 <p data-bbox="370 898 440 924">DT-PN</p>	<p data-bbox="496 724 902 749">Dosch Textures: <i>Plants & Nature</i> A M T</p> <p data-bbox="496 756 1287 806">offers a wide variety of very highly detailed and realistically looking surfaces. Create photo-realistic visualizations of plants, trees, flowers and many more natural surfaces.</p>
 <p data-bbox="370 1134 440 1159">DT-RE</p>	<p data-bbox="496 959 907 984">Dosch Textures: <i>Reflection-Maps</i> A P T</p> <p data-bbox="496 991 1328 1064">contains over 150 high-resolution reflection-maps. The product features maps for skies, underwater scenes, forests, interiors, night-skies and many atmospheric maps to create spectacular effects on your surface. Use them to increase reflection-effects in your artwork.</p>
 <p data-bbox="370 1369 440 1394">DT-RM</p>	<p data-bbox="496 1194 935 1220">Dosch Textures: <i>Rust & Metal</i> V2.0 A T</p> <p data-bbox="496 1226 1352 1299">More than 200 high-quality multi-layer textures covering all aspects of rust and metal in your graphics. Included are all kinds of metal (silver, gold, aluminum, copper and many more), aged metals, rust, brushed metals and painted as well as extremely damaged metals.</p>
 <p data-bbox="370 1604 440 1629">DT-SN</p>	<p data-bbox="496 1430 829 1455">Dosch Textures: <i>Skin</i> V2.0 M T</p> <p data-bbox="496 1461 1300 1509">More than 200 high-quality textures for character-design. Included are skin textures for humans, fantasy- and science-fiction creatures, reptiles, animals and more.</p>

Prod. Code	Product
 DT-SE	<p>Dosch Textures: Special-Effects V2.0 T</p> <p>allows you to create breathtaking animations, impressive movie-sequences or spectacular Science-Fiction-scenes. It contains more than 200 textures for fantastic transparent materials, plasma-, fire- and explosion-effects as well as glowing and shining materials. Loopable, seamless tileable animated textures are also included.</p>
 DT-SC	<p>Dosch Textures: Stone & Concrete V2.0 A T</p> <p>contains more than 200 textures of stone and concrete. Included are bricks, concrete, plaster, floor-surfaces, natural stones, mossy surfaces, aged stone-surfaces, washed stone and more.</p>

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