

Texturing Mentality:

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Like how you would run sandpaper on a glossy plastic for paint to bite into, so does the same thought process work with texturing.

In texturing instead of sanding you add detail to the high poly to be crisp and sharp so that you can create something for your textures to bite into.

Here is a checklist of basic things to think about while your texturing

Texturing checklist:

-What is its primary **Base Color**

-What kind **Discoloration** would be created over time whether its age or sun damage etc etc that would cause this.

When something darkens in an object the opposite is true where some part of it gets lighter and discolored either because of being rubbed against constantly or sun damage would cause the lightening and fading of pigment.

-Does this object contain **Scratches** if so what would cause it and where would it naturally occur

-**Pock marks**, little imperfections and indents on an object usually stuff like raw metal or armor contain these

-what kind of natural **Wear and Tear** would occur on this object

-when water hits an object and dried without being taken cared of or wiped it will create **Water Stains**

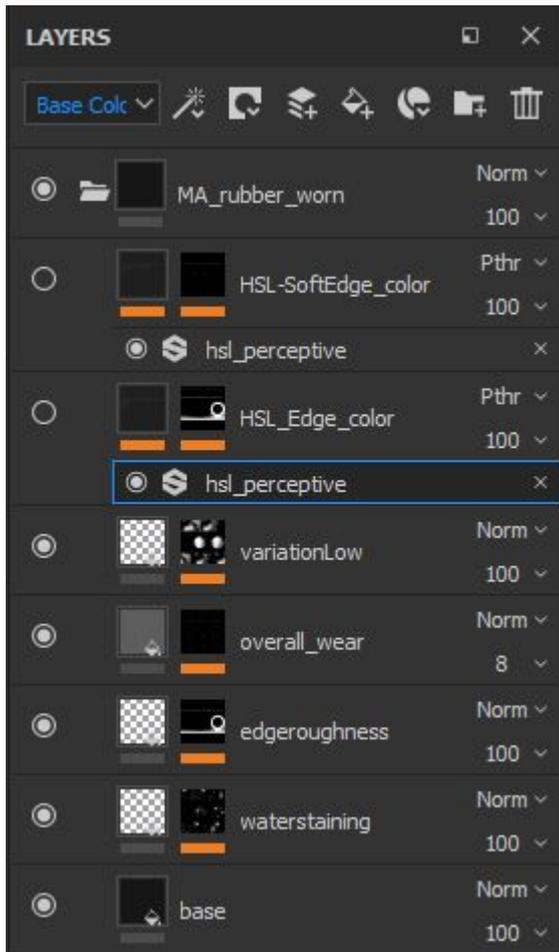
-**Dust**

-how often is this used, and if it hasn't been used in a while would **Fingerprints** show up as dust collects?

-**Grime** often builds up on creases and cavities ask yourself how old or new this is and think of how much grime it should collect over time

As you go through this list it will add naturally bump and color changes but the most important change you have to look for is how each of these elements affect the roughness value of your object. Variation in roughness creates fantastic feel and adds depth to a simple object once light hits it.

Simple example of the layering system:



Additional things to Consider and add:

Surface imperfections like:

- molding errors
- manufacturing imperfections
- Patterns and engravings
- Surface noises:

The surface normal direction also changes based on how the object is modeled (usually manufactured metallic objects carry this property)

- Metal striations
- Galvanization
- Carbonfiber
- Micro normal break(occurs on sand and snow)

Heavier grunge and dirt like:

Sometime additional material can cover up an object and affect its properties completely overriding or changing what's currently there like mud and dirt for example.or heavier grunge and stain marks

- Oil Stains
- Rust
- Mud

-paint / material Chipping

-Heat discoloration

After all of that... step back and ask yourself are the material differentiation is clear between each element. *(for example if you have to verbally point out what is leather and what is mud to whoever is reviewing this, then you already failed this)*

What if its a clean object?

If its a clean object...what can we do to sand off the cg feel of it?

Adding just a bit of roughness variation even a 5% value difference gives the surface a bit more bite and remove the perfectness of it.

It's not just about black and white it's in the greys where you find the most interesting aspect in.