Tutorial for Texture Maker 2.5 or above.

Note:-   Texture Maker is a texture creation tool by Tobias Reichert.
          For further product information please visit the official
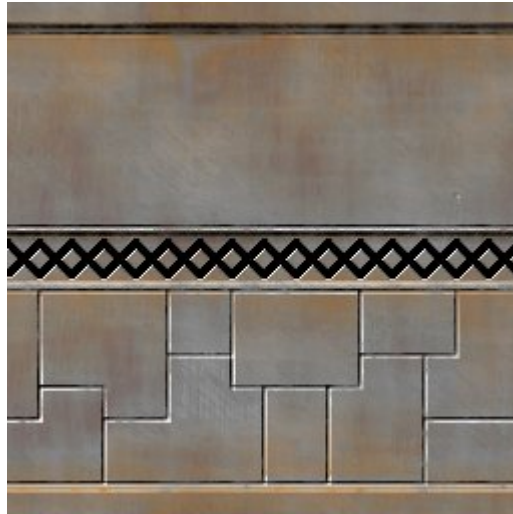   site at **http://www.texturemaker.com**

          All textures produced with Texture Maker.

Prerequisites: Texture Maker 2.5 or above.
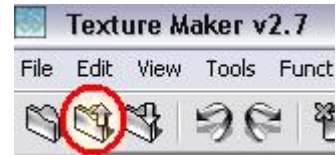   Knowledge of the programs interface.

Steps: **9.**

Difficulty: Intermediate.

<u>A</u>pplying <u>E</u>mboss <u>D</u>etails.

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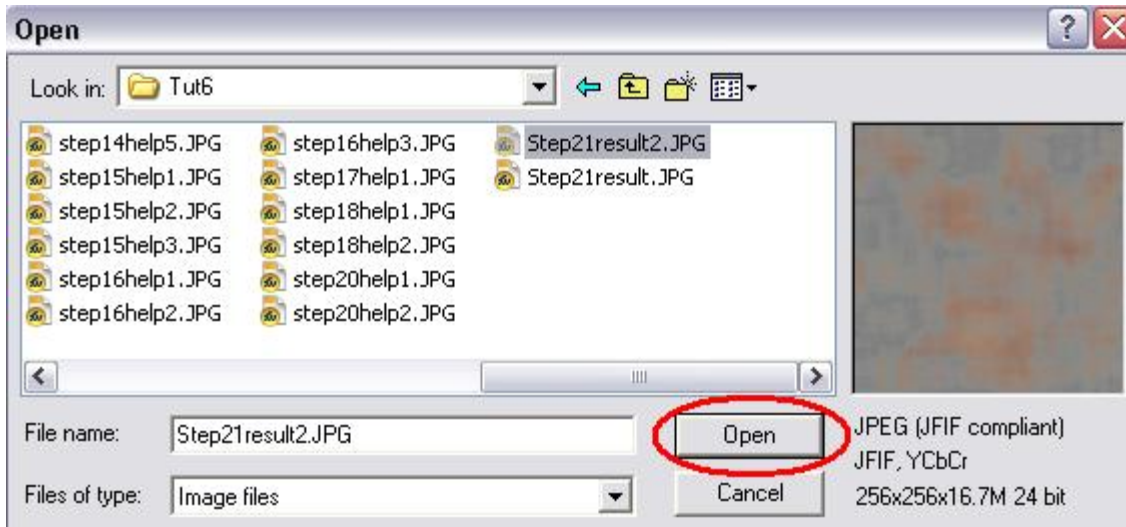
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Step 1.

Lets begin by opening an already existing texture:
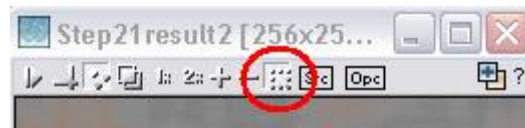
The "Open" dialogue box opens:

I'm going to use the texture created in tutorial 6.

Simply select your texture from the list and then click "Open".

Step 2.

Turn "Snap Surface" on:

Leave the grid at the default of 16 x 16, just click the "OK" button:

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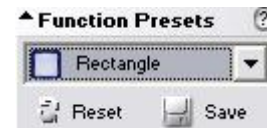
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Step 3.

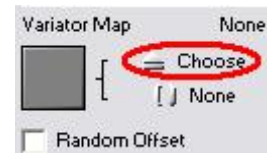Under "Function Selection" expand the "Bump" group and select "Emboss":
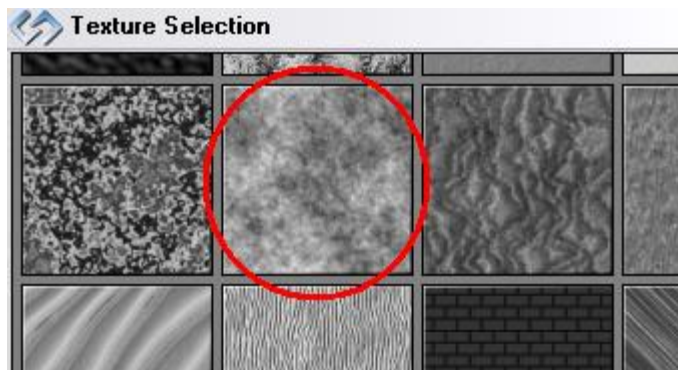
Set the "Function Presets" to "Rectangle":

Change the "Edge Size" to four(4):

Click the "Choose" button against "Variate Map":

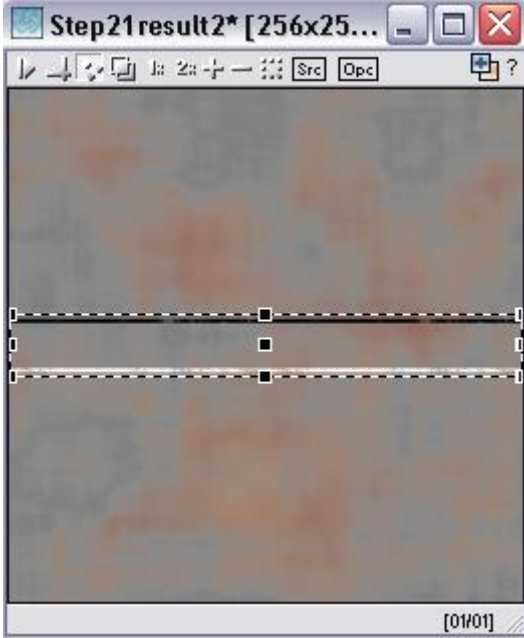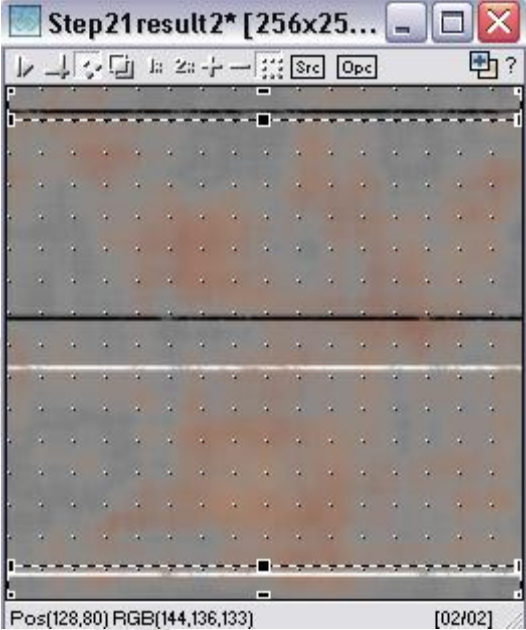Select "Plasma Cloud" from the texture selection box:

Step 4.
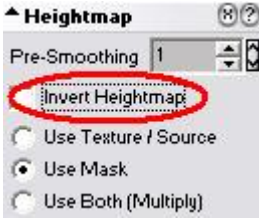
Draw a rectangle one grid square in height at roughly the center of the texture.

See the top of the next page for an example.

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Step 4 - Continued.

Under the "Heightmap" untick the "Invert Heightmap" option:

Draw another rectangle across the texture but this time two grid squares in height. Make it cover the top line and the last line of the texture:
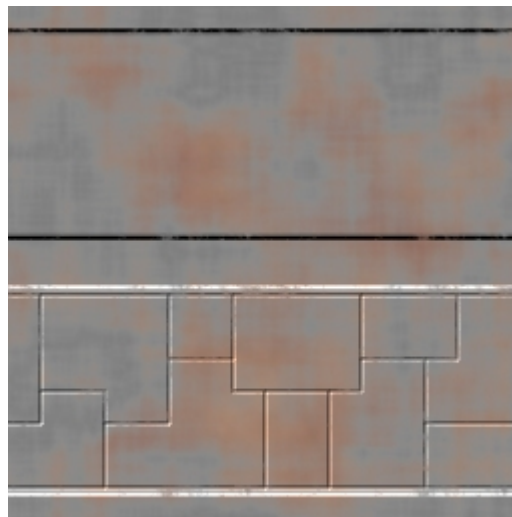
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Step 5.

Change "Mask Mode" to the "Line" tool:

Set "Edge Size" to four(4), and "Line Width" to two(2):

Mask Smooth 0
Edge Size 4

Line Width
Size 2

Make sure thar "Boolean Mask Opacity" is active:

☐ Antialiasing
☑ Boolean Mask

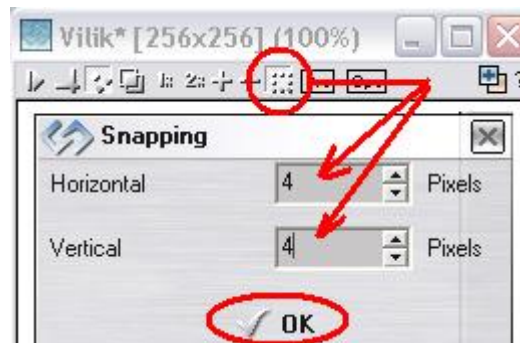Draw lines in the lower part of the texture as in my example below:

Step 6.

Now to add embossing via another method – that of masks.

Create a new texture with a white background.

Set "Snap Surface" on with a grid size of 4 x 4.

Vilik* [256x256] (100%)

Snapping

Horizontal 4 Pixels

Vertical 4 Pixels

Then click the "OK" button:

OK

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Step 7.

Expand the "Basic" group under "Function Selection" and choose "Solid":

Set "Boolean Mask Opacity" and turn "Antialiasing" off, also ensure that "Mask Smooth" and "Edge Size" are set at zero(0):
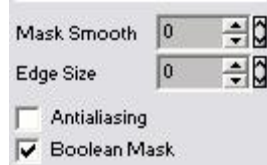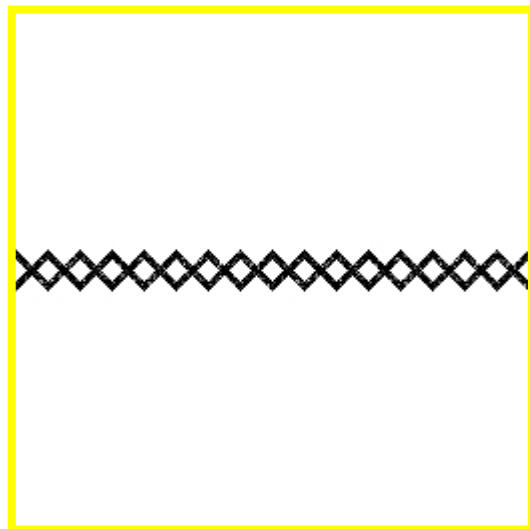
Choose the "Line Tool" as the "Mask Mode".

Set the "Line Width" to four(4):

Draw out the pattern on the empty texture as in my example below:

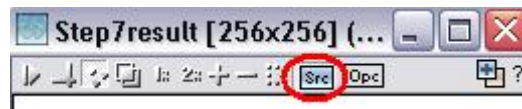Texture Maker Tutorial - Applying emboss details. By A.D. Mullock.

Step 8.

Expand the "Bump" group under "Function Selection" and select "Emboss":
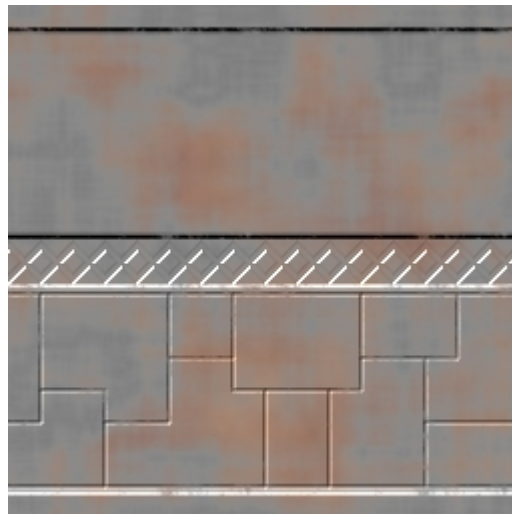
Set "SRC" on the pattern texture:

"Function Presets" needs to be reset to "<default>"
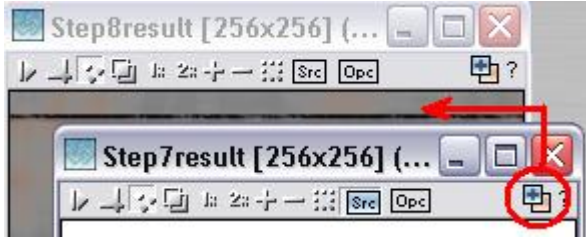
Set "Heightmap" to "Use Texture/Source".

Apply to the texture to obtain a result similar to the one shown below:

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Step 9.

Now to add the pattern to the metal texture.

Drag "Quick Texture Mixer" from the pattern texture to the metal texture:

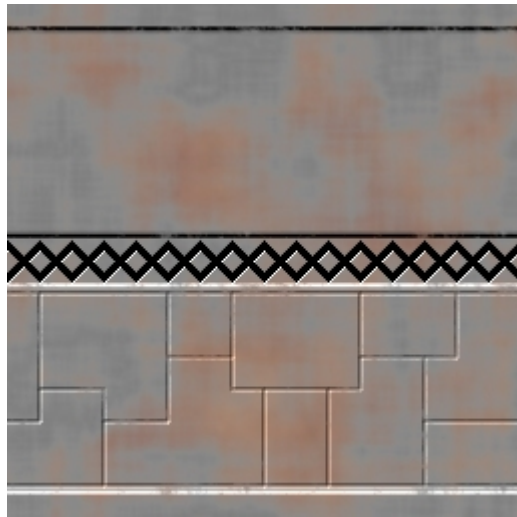Select "Multiplicative" from the pop-up menu:

Here is the result:

That concludes this tutorial.

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