

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>

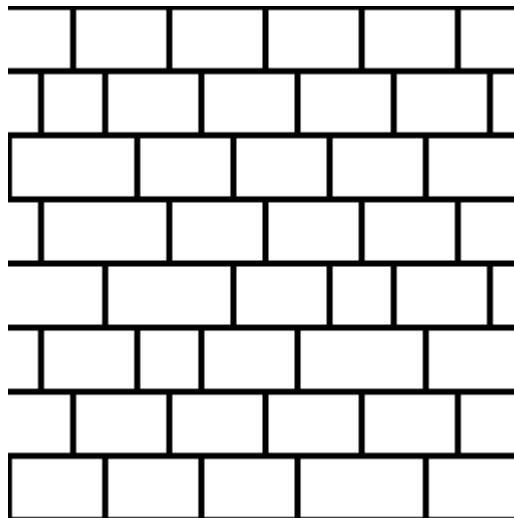
All textures produced with Texture Maker.

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

Steps: 10.

Difficulty: Intermediate.

Using Masks To Apply Functions.



Step 1.

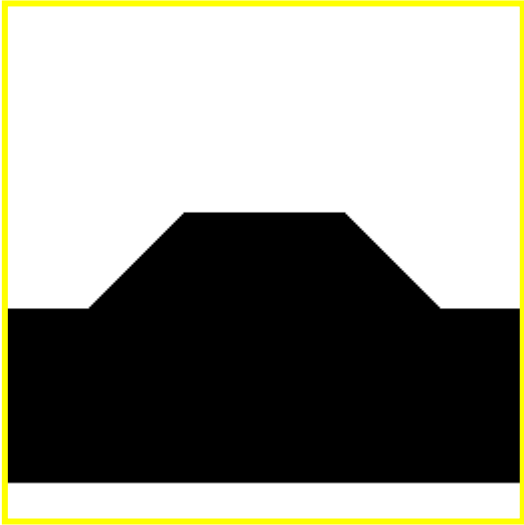
This tutorial covers the basics of using masks to apply the various functions of Texture Maker to only parts of a texture.

Lets start by opening an already produced texture that we want to modify, for this tutorial I'm using the one shown here:



Now what I want to do to this texture is add some scratches to only the lower dark grey area.

For this I'm going to use a mask, a black & white texture, the black part will signify what area I'm modifying:



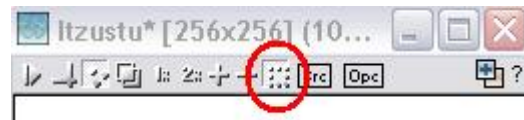
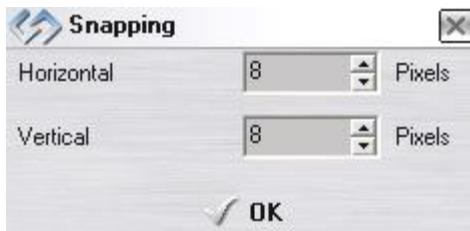
Step 1 - Continued.

To produce the mask set the original texture to "SRC":



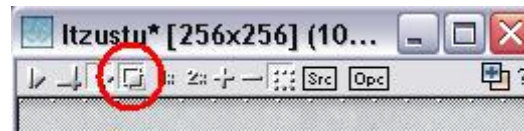
Then create a new texture with a white background and the same dimensions as your original texture.

On the new texture turn "Snap Surface" on:



Set the grid size to 8 x 8 and then click the "OK" button.

Then activate "Show Source Texture in Background":



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

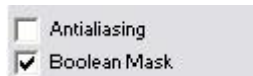


Set the "Mask Mode" to the "Line" tool:



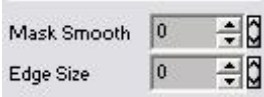
And the "Line Width" to "2".

Tick the "Boolean Mask" and un-tick the "Antialiasing" feature:

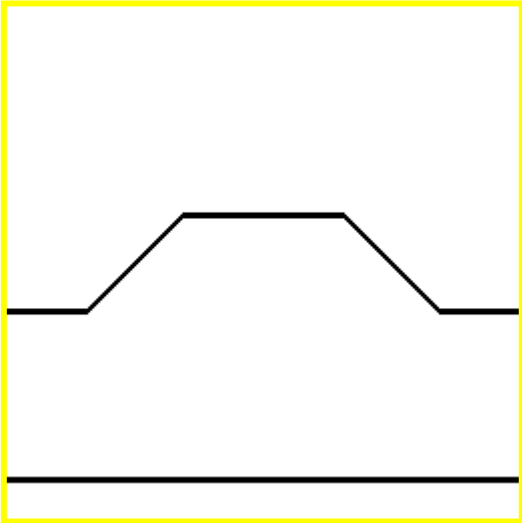


Step 1 - Continued.

Set "Mask Smooth" and "Edge Size" to "0":



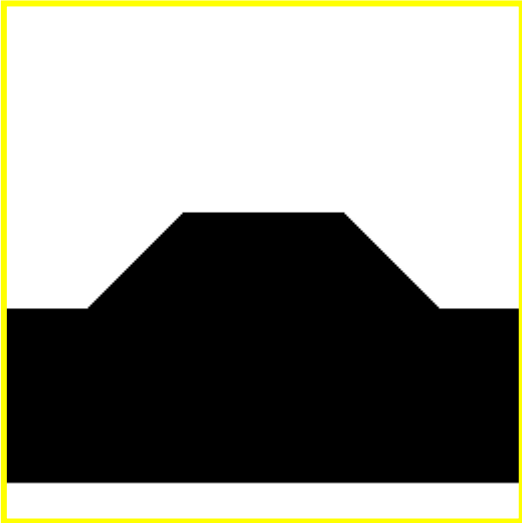
Draw the borders of the area you want to change:



Fill the rest of the area using the "Flood Fill" tool under "Mask Mode":



Your result should resemble the image below:



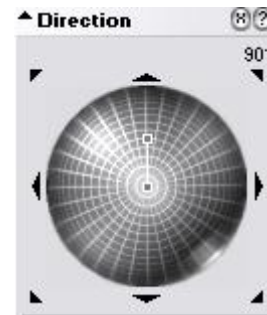
Step 2.

Create a new textures just as before.

Expand the "Noise" group under "Function Selection" and select "Scratch":



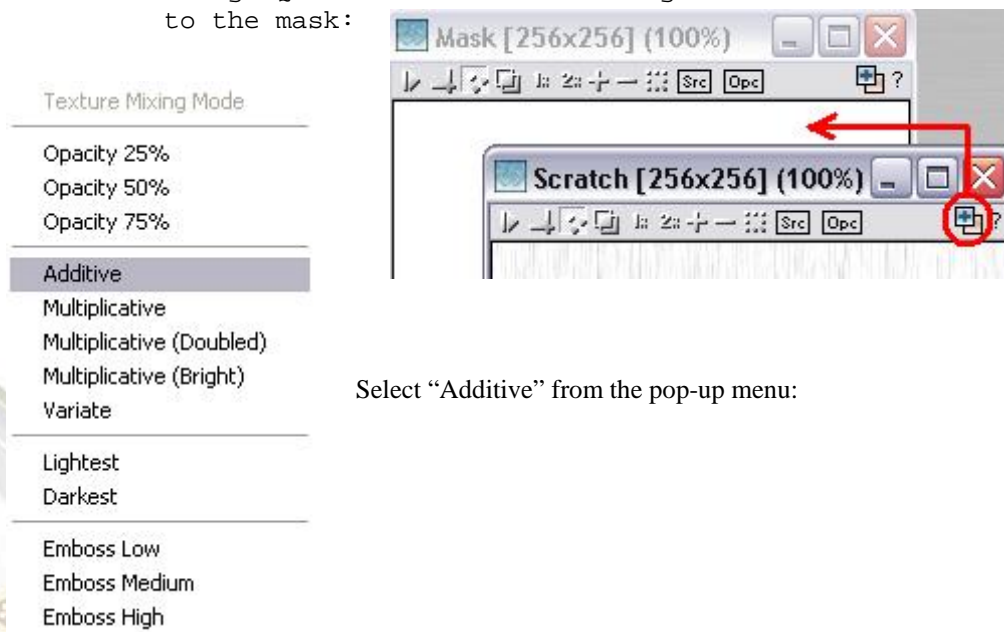
Set the direction and length of the scratches on the "Direction Wheel", I've set it to 90 DEG and half length:



Apply to the newly created texture.

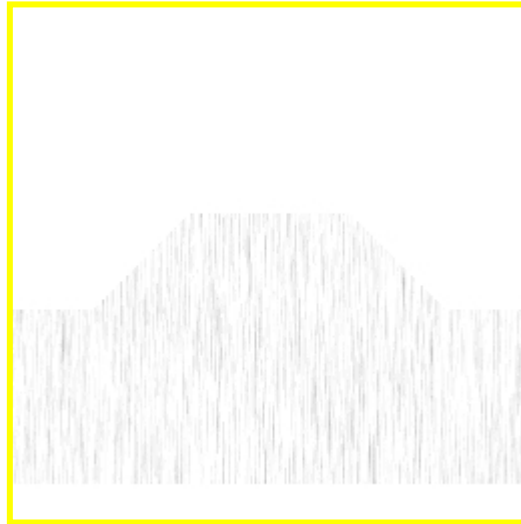
Step 3.

Using "Quick Texture Mixer" drag from the scratches texture to the mask:



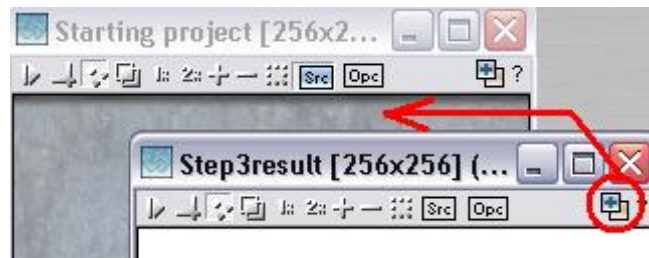
Select "Additive" from the pop-up menu:

Step 3 - Result.



Step 4.

Drag "Quick Texture Mixer" from the mask to the original Texture:



Texture Mixing Mode

Opacity 25%
Opacity 50%
Opacity 75%

Additive
Multiplicative
Multiplicative (Doubled)
Multiplicative (Bright)
Variate

Lightest
Darkest

Emboss Low
Emboss Medium
Emboss High

Select "Multiplicative" from the pop-up menu:

Step 4 - Result.



Step 5.

In this next example we are going to brighten an area of an already existing texture.

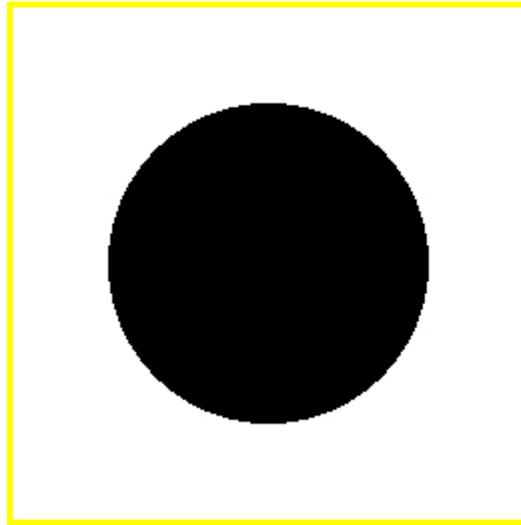
Here is the texture I'm going to use:



I created a mask just as in the first example only this time with the "Mask Mode" set to "Circle".

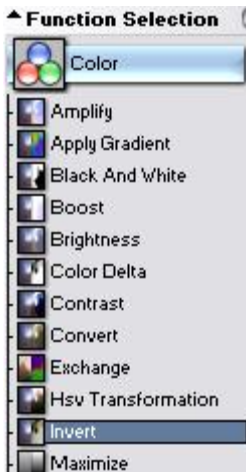
The mask can be seen at the top of the next page.

Step 5 - Result.



Step 6.

The first thing we are going to do is "Invert" the mask.

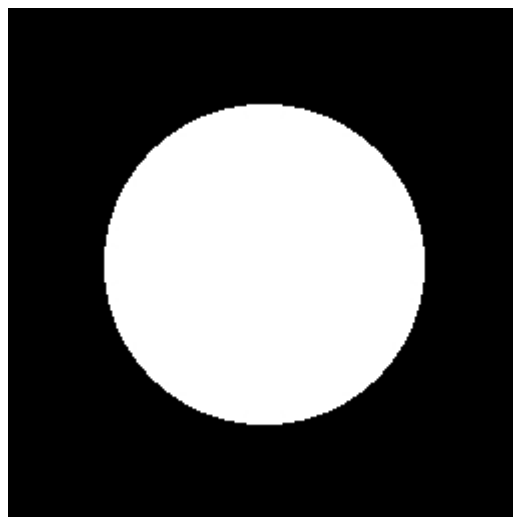


Expand the "Colour" group under "Function Selection" and select "Invert":

Reset the "Function Presets" by clicking on the "Reset" button:

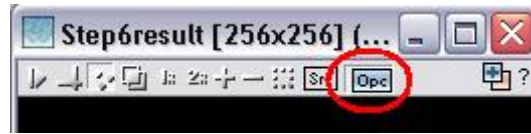


Apply to the mask to get this result:



Step 7.

Set the mask texture as "OPC":



Step 8.

Select "Brightness" from the "Colour" group under "Function Selection":



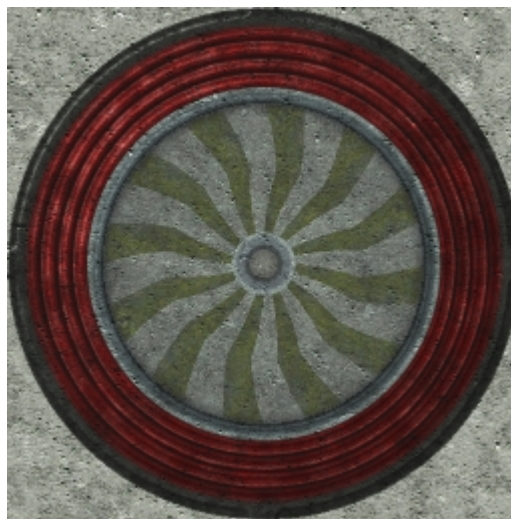
Apply to the original texture.

Here are the before and after examples:

Before:



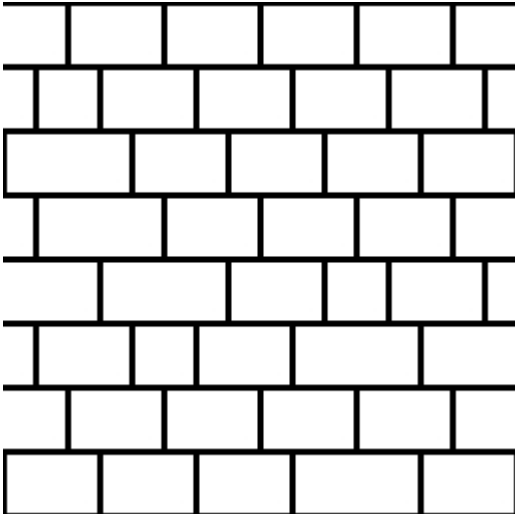
After:



Step 9.

Now for a third example, only this time a brick type pattern.

Here is the mask:



Step 10.

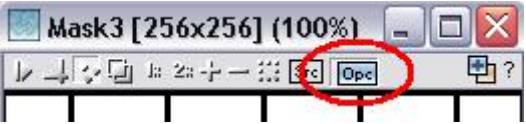
Expand the "Generator" group under "Function Selection" and select "Stone":



Set the "Function Presets" to "Bumpmap":



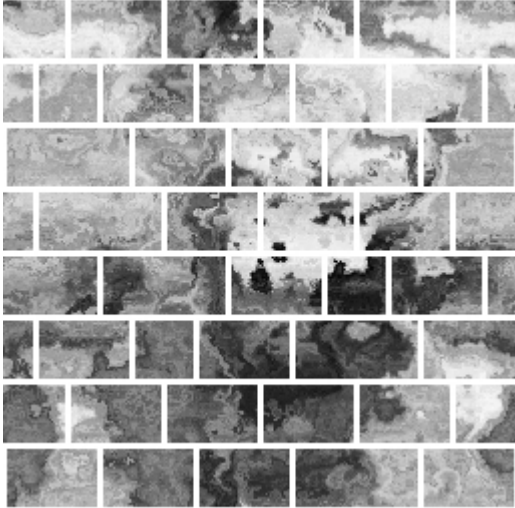
Active "OPC" on the brickwork mask:



Create a new texture with a white background and the same dimensions as the brickwork mask texture and apply the function to it.

You can see the result at the top of the next page.

Step 10 - Result.



That concludes this tutorial.

