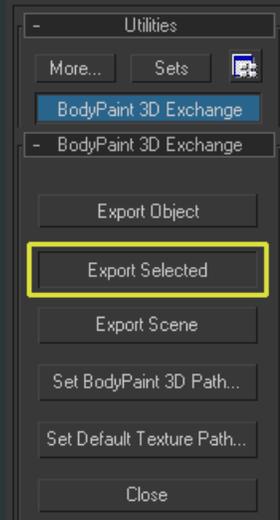




Software used: Photoshop 7, Bodypaint 2.5, 3ds Max 7
Codecs used: Video - XviD; Audio - Lame MP3
Length: 15:09

Low Poly Character Tutorial, General Delilah: Part 8, Gun Texture

In Max, assign a PSD as the texture for your model. I normally create a blank PSD of the name I want, at the size the texture should be, and then assign that. Assuming you have Bodypaint installed and the exchange plug-in present (refer to the Bodypaint documentation for this). You can either click More in Utilities and find the Bodypaint entry, or you can edit your buttons to have a Bodypaint button. Select the Bodypaint button, and it will expand the Bodypaint options. I normally select my object in 3dsmax, and then click "Export Selected". This will launch Bodypaint and bring your model and texture into Bodypaint.

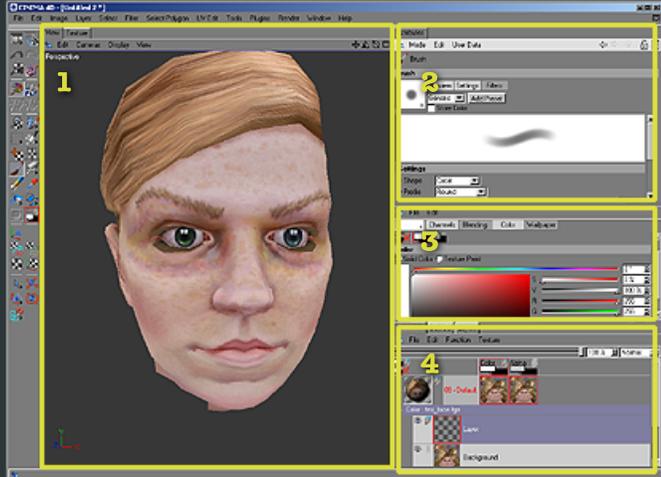


1. The viewport area. You will look at your model, and the flat texture version in this portion of Bodypaint. This section also contains the camera movement controls, and the display settings for different types of wireframe and shaded views.

2. Attribute area. This area has several modes. The only two I use while texturing is material mode and tool mode. Material mode lets you swap out textures, and tool mode contains your brush controls.

3. Color picker. This is where you can adjust the color your painting with. I prefer Bodypaint's color picker to any other programs.

4. Materials area. Acts just like Photoshop's layer menu. You interact with the layers, change their blending modes, and transparencies here.



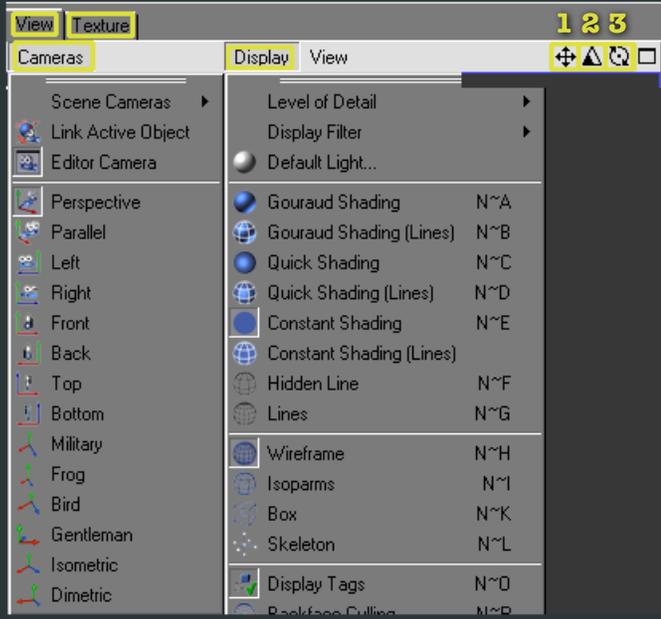
View This tab selects the 3d view of the model.

Texture Changes the viewport to the flat version of the texture.

Cameras Drop down menu that allows you to select from all the different orthographic and perspective cameras.

Display Allows access to the different display methods. I really only use Gouraud Shading, Constant Shading, and Constant Shading (Lines). To operate BodyPaint's viewport buttons, click and hold down and move away from the button to operate the tool.

1. The pan tool. The shortcut for this is to hold down the "alt" key, and middle mouse hold and drag.
2. Track. Zooms in and out. Hold "alt" plus right mouse hold and drag.
3. Rotate. "Alt" plus left mouse hold and drag.



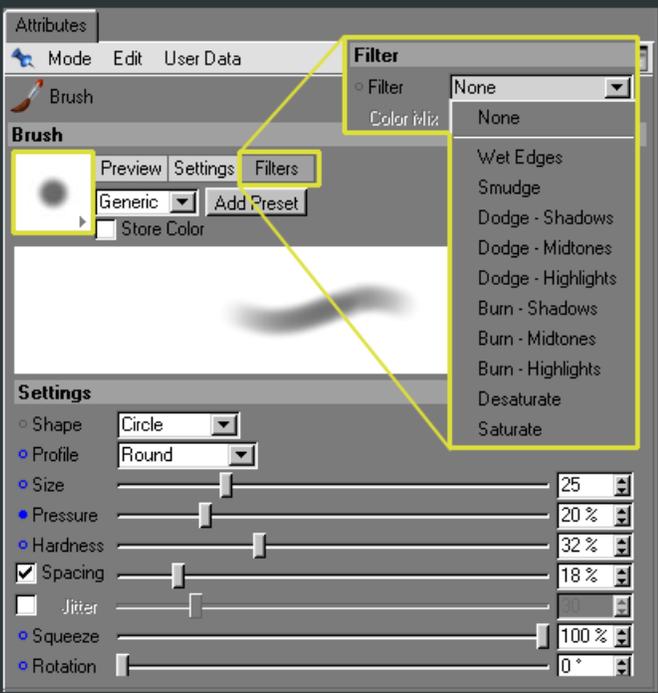


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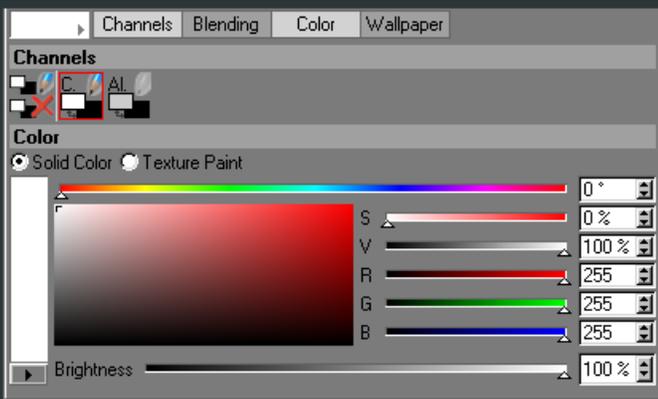
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Brush By clicking the arrow in the brush preview box, you can select from the pre-made brushes. You can also customize the brush settings just like in Photoshop, and then save the preset by clicking the "Add Preset" button.

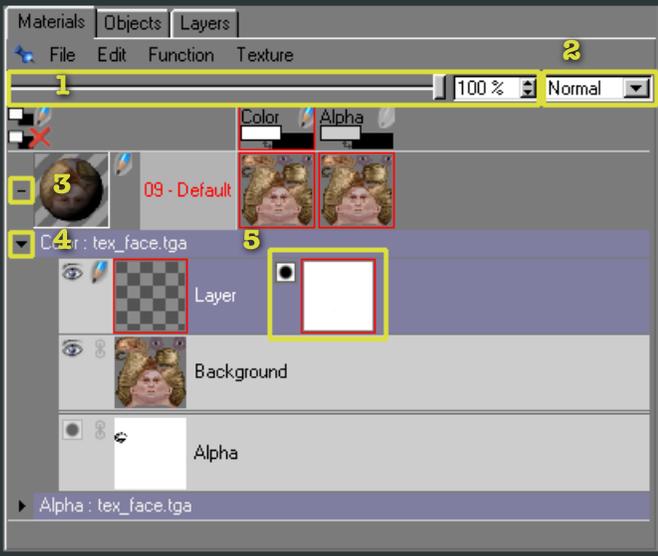
Filters Clicking this button will change out the lower portion of the window to that of the inset. The only one I ever use is smudge. By changing from none to smudge, the brush ignores the color choice you have, and acts like the smudge brush in Photoshop.



Color picker. Fairly self explanatory. My favorite part is that it has a slider for Red, Green, Blue, Value, and Saturation. I really wish Photoshop offered all five at once. You can have a color choice and just add a little blue with the slider, or take away a little saturation, and increase value. Not only can you slide the arrow along the slider, but you can also click+hold on the up/down arrows to the far right and just drag up or down to add or subtract. I went into preferences and assigned "x" to swap foreground and background colors like Photoshop does. Sometimes the background has brightness all the way dark, so it appears to only paint black. Just slide the brightness slider at the bottom, all the way to white and the color you pick will show through.



1. Transparency of the current layer.
2. Blending mode of the current layer.
3. When you first open Bodypaint, the material will be collapsed and show a plus sign. Click it and it will change to a minus sign and it will expand the assigned textures.
4. Click this arrow to expand the layers of that texture. Right click a layer to get the menu that allows the creation of new layers, merging layers, creating masks, etc.
5. Layer Mask click on the layer mask in order to paint on it. You need to manually change your colors to black and white to paint on the mask.





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In the File menu, there are three commands I use often. I keep 3dsmax, Bodypaint, and Photoshop open all at once and bounce between them often. When I want to go from Bodypaint to Photoshop, I hit **Save Texture**. Then in Photoshop I can reload the file and it will update. When I'm done in Photoshop, I save, then tab over to Bodypaint and hit **Revert Texture to Saved**, which will reload the texture changes from Photoshop. When you want to finish in Bodypaint and see your texture changes back in Max, hit **Send Scene Back**. This will save your texture and bring the focus back to 3dsmax.

