

Intermediate

Materials Tutorial – Alien Head

By Vince Parker

This tutorial provides advanced techniques for creating complex textures using Amorphium Pro with any standard paint program. It explores the option to use the program's Spherical Depth Scans along with multi-level Material properties.

Open the **MaterialTutorial.CMF** file.

Amorphium Pro enables you to create true depth scan renders of your model. For this tutorial we need to create a depth scan image of our example object. This will give us a reference point to where the texture will land on the surface of the object. Since this object is somewhat spherical, we will use a spherical depth scan. For this project, it is best to render the depth scan from the front (isometric) view in the Composer area (*pic. 1*)

To create the spherical depth scan, click the **RaydioCity** tool. (*pic. 2*)

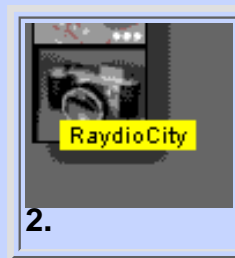
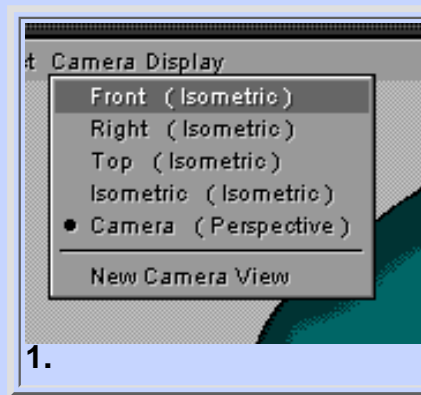
Then click in the front window. In the **RaydioCity** options window, make sure your camera is set to **Front**, your output is set to **Spherical Depth Scan**, and your size is set to **Custom** width at **1200**, and height at **600**. Since it is unwrapping a sphere, you want the width to be 2x more than the height. Under options make sure **Radiosity** and **shadows** are unchecked (turned off). Click **Render**. Once the image is done rendering, click the **Save Image** button. Give it a name like "DepthScan", then choose the image file type you want to use. For this tutorial, we will use a Tiff file. Click **Save**. (*pic. 3*)

The next step requires a paint program and in this case we'll use Adobe Photoshop. Open the depth scan that you just created. What we'll do here is make an image map we can use to separate areas of the face we would like to lay texture on. In Photoshop, there is an adjustment tool called **Curves** that will allow you to adjust areas of ramping of gray scale or color. (*pic. 4*)

You'll notice that I have created a curve which takes the grayscale depth scan and ramps from black to white in the various levels of gray within the image. Setting the curves this way will make your depth scan go from looking like... (*pic. 5*)

to looking like this... (*pic. 6*)

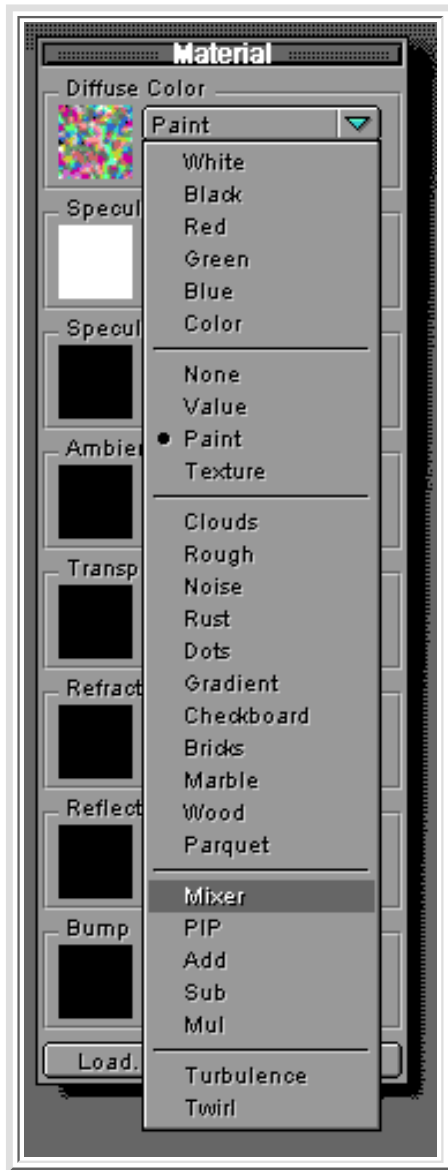
Continued [Begin 2](#)



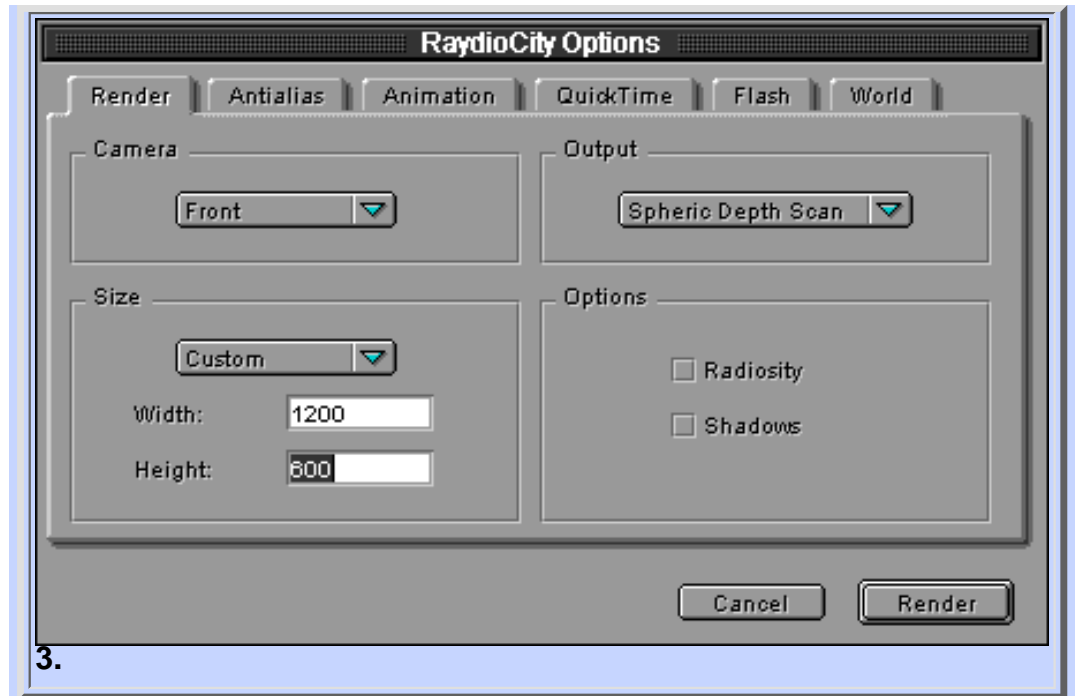
material head 1

Now save your modified image as "headmap.tif".

Now let's go back to Amorphium Pro. Click the **Material** menu and select **Mixer** in the **Diffuse Color** option. (*pic. 7*)



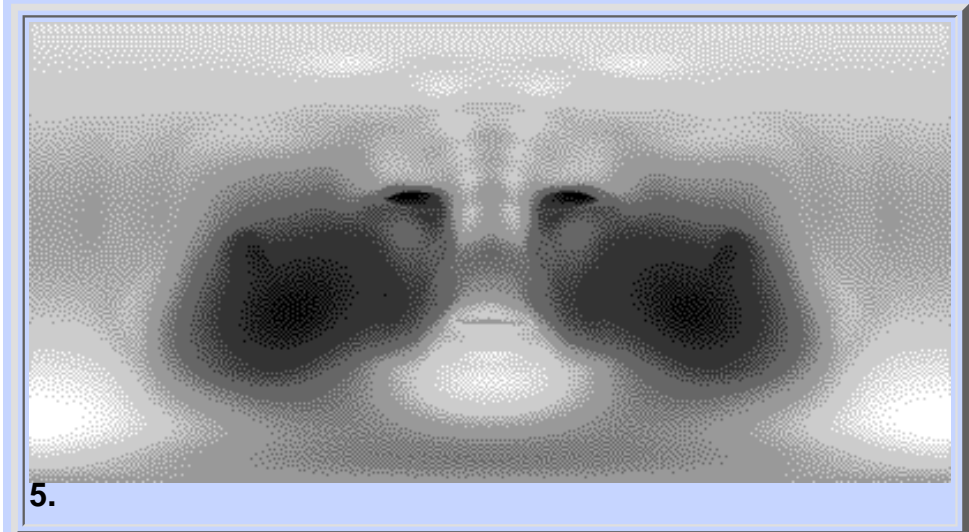
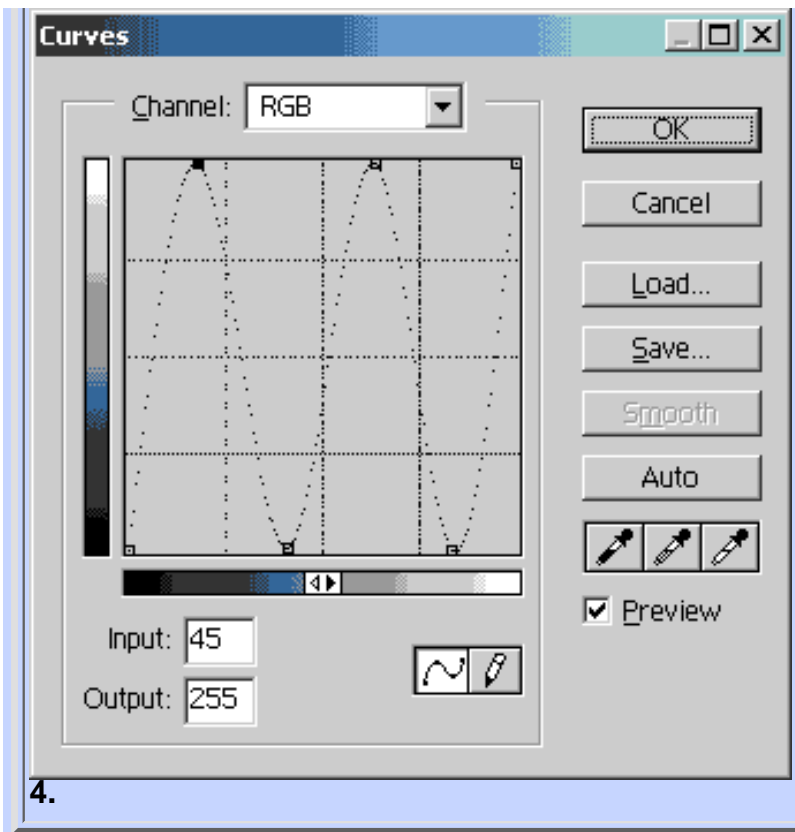
Click on the icon (white square) next to the mixer tab. This will open the mixer settings panel. The mixer uses a black and white image to mix 2 different colors. Under mixer choose **Texture**, an open dialog box appears. Click and open the image we just made in Photoshop called "headmap.tif". You will notice how it separates between the white and red colors using the image we created. (*pic. 8*)

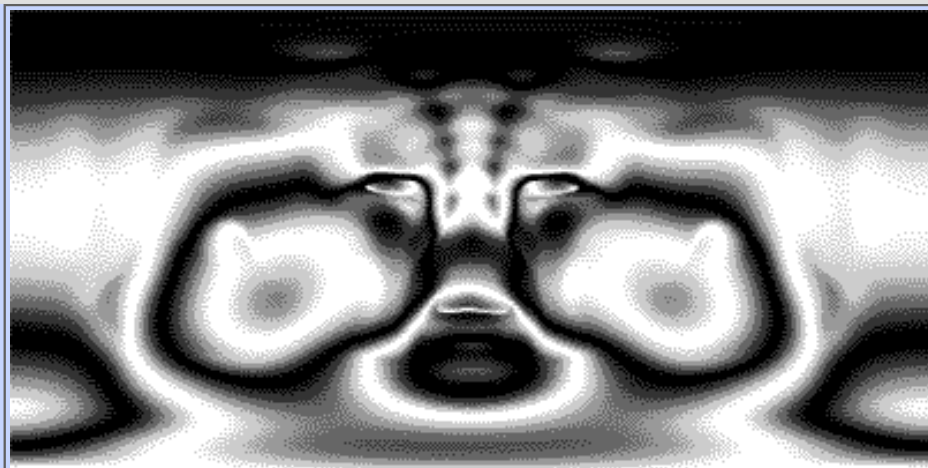


material head 1

Just having 2 colors would not be realistic for this character. Under Color 1 choose **Clouds**, and click **Edit**. You will now notice the clouds option window appear. Under Color 1 choose **Green** and then click **Edit**. Now a color options window appears. Click one of the 3 icons on the little green square. Make the green color darker and less saturated. *(pic. 9)*

Continued [Begin 2](#)





6.

Mixer

Color 1
White Edit...
100.000

Color 2
Red Edit...
100.000

Mixer
Texture Edit...
100.000

Done

8.

