

# Intermediate

## Materials Tutorial – Alien Head

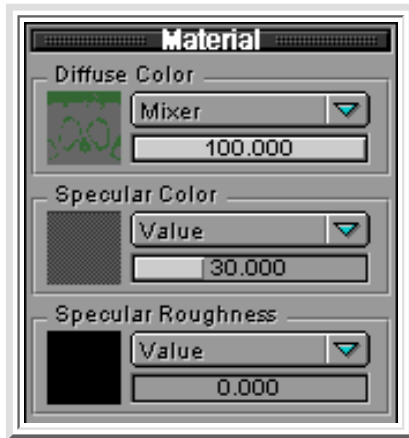
Click **Done** in the color window to go back to the cloud texture window. Under Color 2 click **Edit** and make the black more of a gray. So now we have a nice subtle color change from green to gray. *(pic. 10)*

Click **Done**.

Now we that we are back in the **Mixer** settings window, on Color 2 choose **Clouds** as well. Click **Edit**. Repeat the same process as we did for Color 1 but choose a different color like purple. *(pic. 11)*

Click **Done**. You'll now notice in the mixer window, 2 colors being mixed with the headmap texture we made in Photoshop. If the purple color is a little dominant, then bring down the mixer value to about **80%**. This will blend it to the green, giving it a more subtle change. *(pic. 12)*

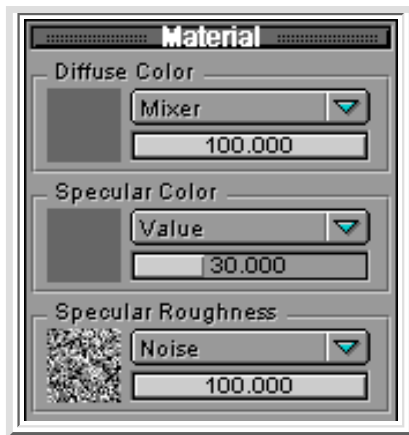
Click **Done**. Since we don't want to alien head to look like plastic, we need to break up the highlights on the surface. To do this, let's bring the **Specular Color** value down to about **30%**. *(pic. 13)*



Under **Specular Roughness** choose **Noise**. *(pic. 14)*

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Then click the square representation icon under **Specular Roughness** to bring up the **Noise** options window and set the scale to **200**. (*pic. 15*)

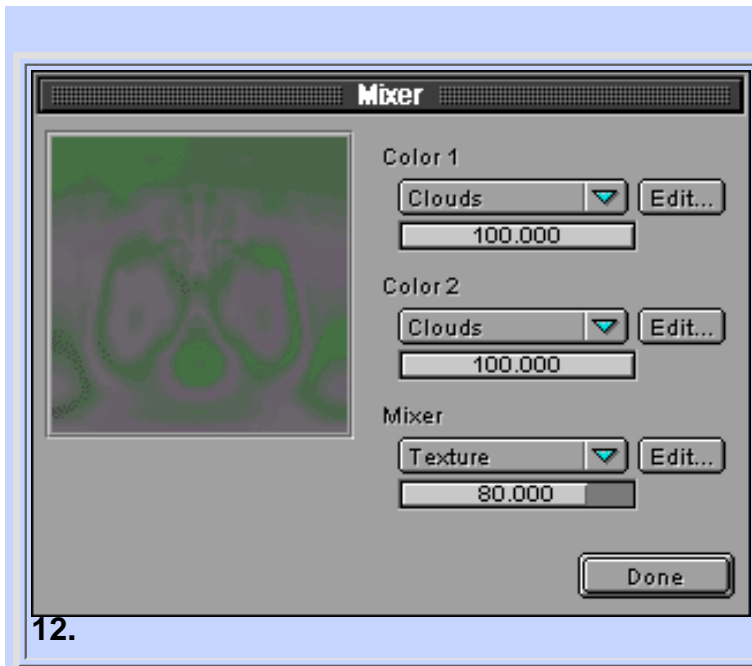
Click **Done**. Then bring the **Specular Roughness** value in the Materials panel down to about **20%**.

The last thing we need to do is give his skin some bumps. Under the Bumps section of the Materials panel, choose **Mul**, which stands for Multiply. Click the black square icon in the bump section of the Materials panel. This will open the Multiply options window. Under Color 2 choose **Texture**. Click and open the "headmap.tif" file we made earlier. Under Color 1 choose **Rough** and click **Edit** next to Color 1. This will bring up the rough options window. Set scale to **300**. Under Color 2 click **Edit** and make the black more of a dark gray. (*pic. 16*)

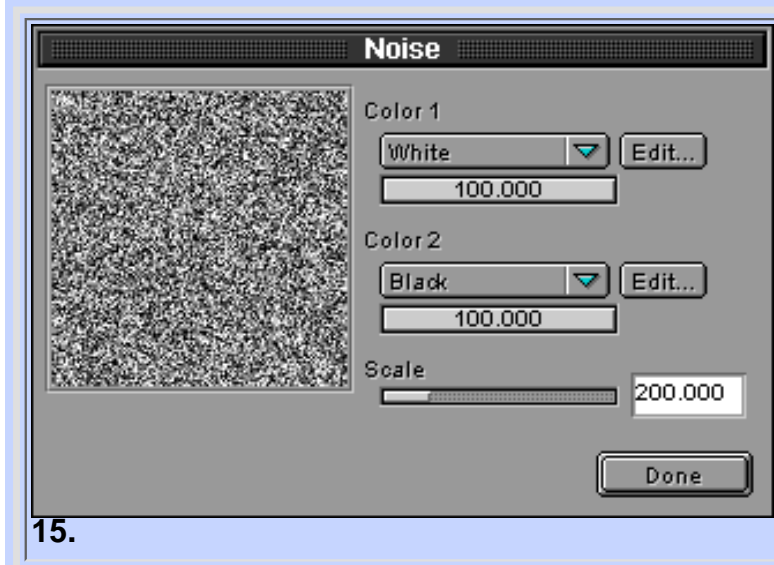
Click **Done** in the multiply window. Set the bump value to **25%**.

Let's render this out and see what it looks like. Click the **Composer** menu at the top of the screen. In the **Front** view window under the camera menu choose **Camera (Perspective)**. (*pic. 18*)

Unhide the eye objects by clicking the **Eye** icon in the Project window before rendering. (*pic. 19*)



12.



15.

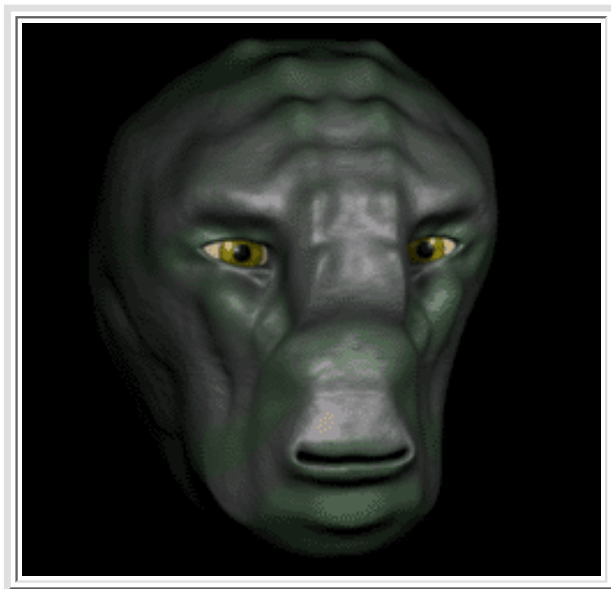


In this example, the Alien head's eyes have already been textured.

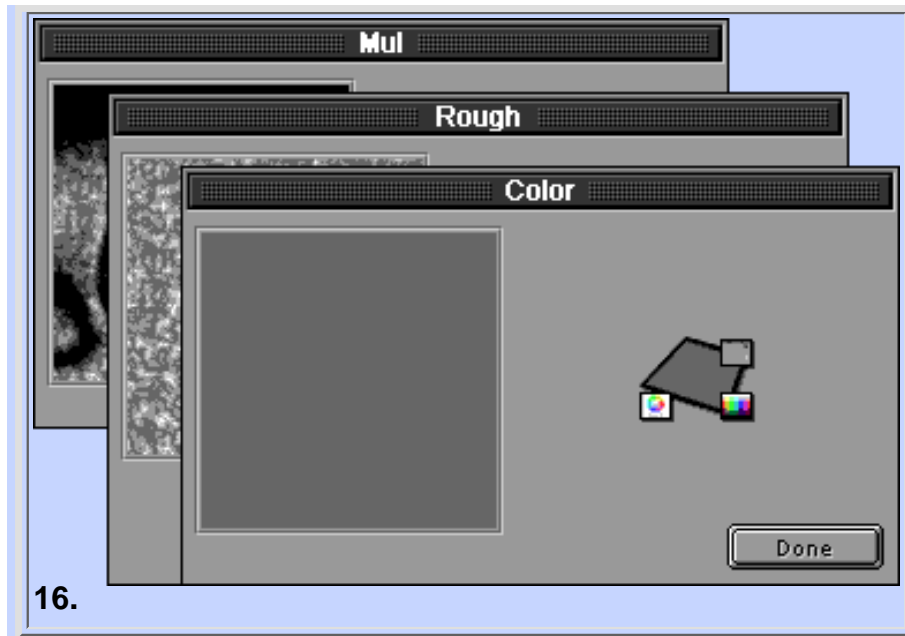
Click the **Raydiocity** tool, and render to a Still Image at around **640x480**. Under options make sure that **Shadows** is checked to get realistic self-shadowing. (*pic. 20*)

It's also a good idea to click the **Antialias** tab and make sure it is set to **Oversample** of **2x2**. This will give a better quality to the edges of the object. (*pic. 21*)

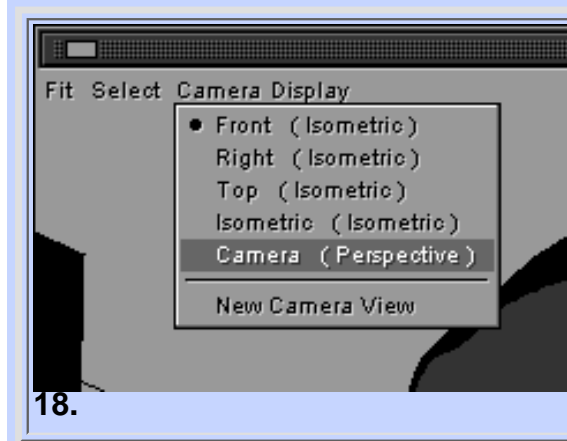
Click Render. Once the image has rendered, click Save Image. Your image should look something like (*pic. 22*)



Be sure to save your project when you are done.



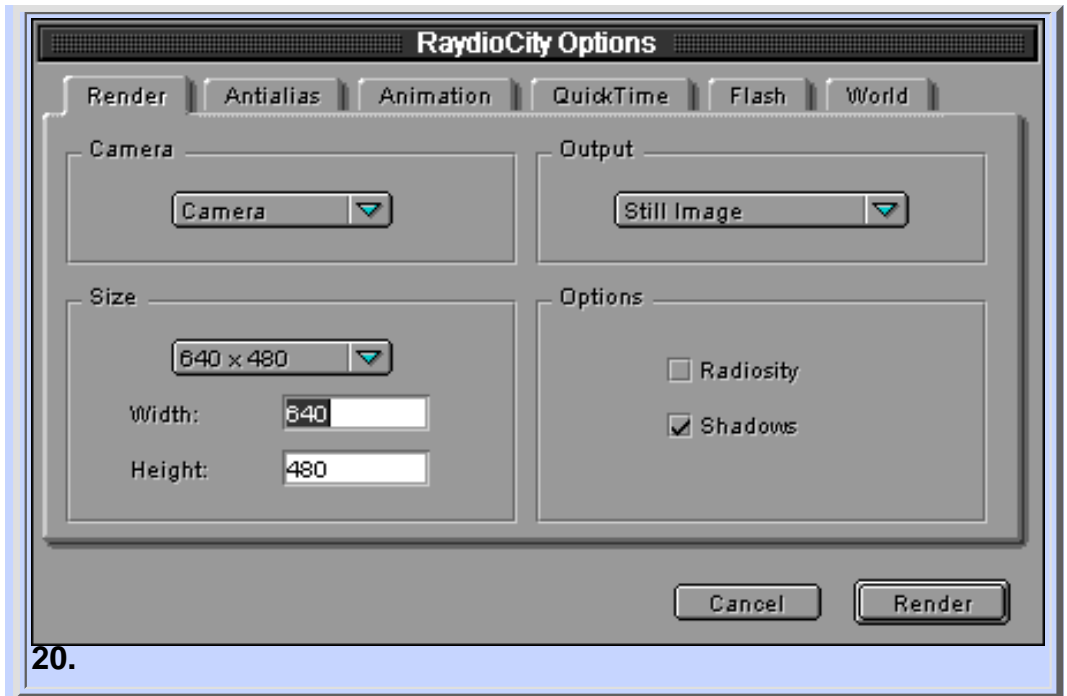
16.



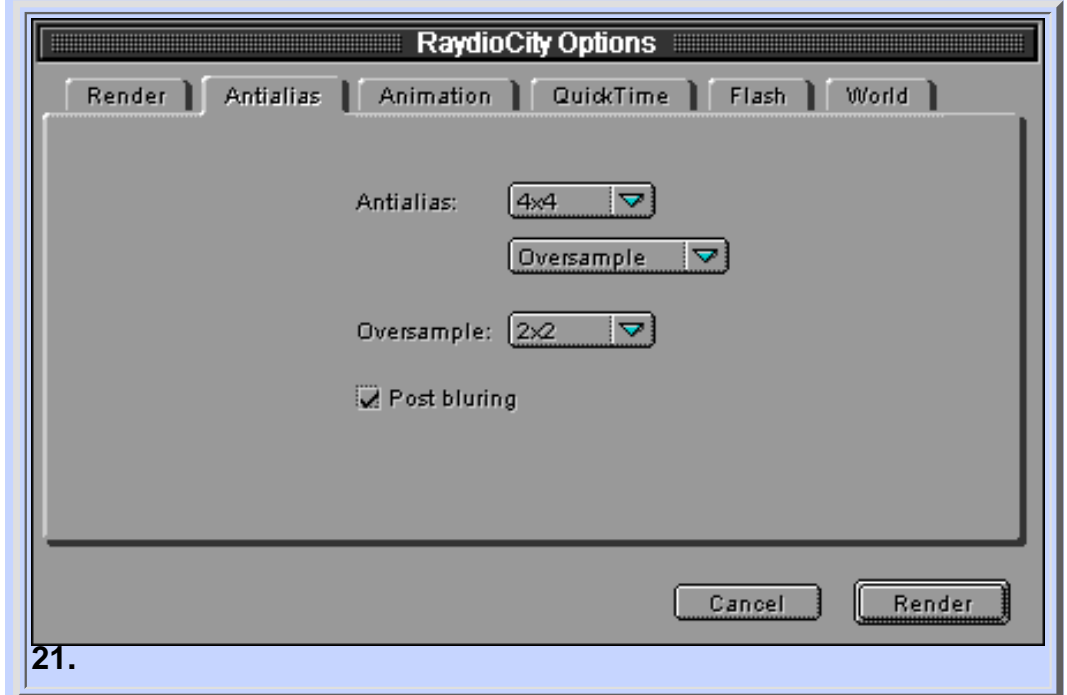
18.

Feel free to try different texture perimeters and play around with it to see what you can come up with.

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20.



21.