There are three major elements to a clothing texture: colour detail, fabric texture and wrinkles

art - writers box
please - note for
rich - check with
matt about cd
shit

PAINTING

CLOTHING TEXTURES

In the following tutorial we'll be painting a very realistic, somewhat worn jeans texture. The files you need to help you with the process can be found on this month's coverdisc

 s if the modelling of complex, detailed photorealistic clothing wasn't tricky enough, once we are finished we now we need to tackle the textures to boot. While the most common method for texturing clothing is to use scanned textures, this really doesn't work terribly well when you need to texture a model with very specific details. In these instances the only real option we have is to paint the

textures ourselves. Fortunately, this doesn't have to be a complicated process. Fabric textures and details are relatively simple to create by hand. It's really a matter of tackling one detail at a time.

There are three major elements to a clothing texture: colour detail, fabric texture and wrinkles. Each of these is essential for developing realistic clothing textures.

PAINTING a jeans texture

XXXXXXXX

The first step would be to define the surfaces on the jeans model. There are a number ways the surface could be fined but the most logical is to create a cylindrical mapped material for each half of the jeans, as shown in the figure The Jeans.dxf model can be found on the cover CD. 1 ome walkthrough words for Same un2cropped image of Ointerfathe thatfaceshe arouthoutineds weritingd aboutcreawhich pasnting tOentoplates 160,0% utalwarajopingule the mession Foirt the vannipolishe of this themograph twee 11 Schoe usvenlekthrechiegh twented for areatedner topped the mage pight theeg, interiface can hatbe thound anuthore dower withting the about, is whiled has Jean's Meshpipg. 100% black rule around it - vari-Step 3 We start with the bump texture by adding a new layer, filling it with 50 per cent Grey and setting the Opacity to 95 per cent. Then we select the Burn to the with through the words brush and uncropped image 35 of pertheent. Nowterwace paints strakes author the writingwhere out, Willch a haseam a 0.5 pt 100% black rule Stepund 4 it - variable in Nextgth we tpaint someth wainthroughound the dsinside of thenchelt loops to complete theerfaseams that the author is writing about, Which 5 has a 0.5 pt 100% Plackaisfulthe aredges if the variants e select the Dodge tool with the same settings and paint light lines around the dark seams we just painted, skipping the seam along the end of the trouser legs, which we

dit later. Ome walkthrough words for an uncropped image of the Step of interface that the author is with the larger which has a west can now add the smaller ones 0.5 pt 100% black rule around the pockets. These are around the variable in double-stitched seams so well the seams words for an uncropped image along the edges of the pockets of the interface that the uncropped image of author is writing about, which has a 0.5 pt 100%

with the Burn Step Before we add the raised edges we'll need to add one more seam along the inside of the pants leg by drawing four dark ver tical lines using the Line tool

set to a width of two pixels, a Pressure of 50 per cent and colour RGB Black. 2 ome walkthrough words for afitepunc&ropped image of the interface palant thee raistedor edges

wbytingeleathingt, the hichodgenas tood and writing about, which has a Opaintong 10:00 and bladde rinderide of athend dotable-stivehedble seams and langung theor thome edgealkung oughnen wawdsch fen the Lineroppedl image ofainthe Whiteerfactes thetweethe the awthorcal is stiwnchteing weaboutcreated whinich Stheps Seven...5 pt 100% olack rule around it – vari-Step 9 With the stitch seams finished we are ready to add softness

the jeans by creating a lumpy

texture. We do this by select

ing the Dodge tool with a Brush

55ize walkthropixels.worthen for apaintuncropped image of spotshe along an uncropped image of interface that the author is interface that the author is wflfing addabout, lightick pothasunder the writing about, which has a 0.1eft ptside00% of black from pocket. 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - vari-

8 ome walkthrough words for an uncropped image of the interface that the author writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, a 0.5 pt 100% which has

3 ome walkthrough words for an uncropped image of interface that the author is 0.5 pt 100% black rule around it - variable in length too Some words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - vari-

6 ome walkthrough around it - variable in length too Some words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - vari-

9 ome walkthrough words an uncropped image of interface that the author writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100%

Next. we select the Burn tool and strokes around the edge seams and randomly over the spots to create a lumpy texture that will make the jeans appear softer in these areas. We paint dark lines in the white under the front pocket to create the appearance of folds the fabric. weomeadd walktiinessh toworthe seaman byncroppeding magshort horizon tal inwhitece stripes along author outs sidewrifting the aboute, whithe hasfiness gives 5 thet appearance of rulseam tensionund On it the left iaseam ime fo-

given.5 thet appearance of rulseam tension and on it the learning we focus length whiteo specime on walker other right workide for it wanterparaerimate if the them interface tensinates the triplathoseam is on with eingright bout, which has a 0.5 pt 100% Step black rule around it - varinow we select the Burn tool and paint dark stripes between the light stripes to add depressions for the puffy wrinkles.

Step 13

To add seam tension lumpiness to the lower-trouser edge we select an uncropped image of the Dodge tool and paint short interface that the author is vertical stripes covering the seams 0.5 pt 100% black rule

seams around it - variable in the length tool and the surface over the seams of the

Stephength too Some Burn tool and paint strokes between the light stripes to create depressions.

We also paint writing about, which has a 0.5 pt 100% stripe along the trippled edge to help raise the ripples.

tep 15

We now have a solid bump texture foundation for our seams and edges. The next step is to add wrinkles me to walk horough the words gion for that an are uncropped image the fabric foldinter finge being the ateuthor is writing about, which has a Step 0.516 pt 100% black rule

writing about, which has a Step 0.516 pt 100% black rule Firstrough zitm -intyariable critch regisfingth to the Swe sevelkthrough Dodgword tool for and an paint cropped zonimage stripes the artinger face that leading author is writing about, which has a 0.5 pt 100%

edge of the pocket. Then we paint a group of light stripes around the base of the crotch that come together on the right. This is the centre of the crotch where the fabric folds the most.

Step 17
We create depressions in the wrinkles by selecting the Burn tool and painting strokes between the light stripes.

Step ome 18 walkthrough words for Tan Puthcrotheed firmshing of touches on the terficeth that paint asmaller is raised my winkles, where hes right edge of these language wrinkles we instead created. The smaller which are on some wasking the zipper fold that smerp pethe in sight half the theory is writing about, which has a 0.5 pt 100% black rule around it - vari-

14 ome walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - variable in the interface that the around it - variable in the interface in

17 ome walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100%

13 me walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - variable in length too some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - variable.

15 ome walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - vari-

18 ome walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100%



shor

COPY

body copy

copy body

body copy

body copy

copy body copy body

сору

body

body

body

сору

body

body

copybody copy

CODY

COPY

сору

body

body

copybody

Step 19
The last bump detail is the stitches. These are created by adding a new layer, selecting the Airbrush tool

149, 145, 113 and set the
Layer Blend to Hard Light
with a Layer Opacity of 100
per cent. This is the colour
foundation. Next we add

35 World strap3D World strap3D World strap3D

World Strap3Daworld strap3D World strap3D World strap3D World strap3D World

strap3D Worldestrap3DeWorldestrapith(aboutde25 words) by some writer s.

Step 20
Once the stitches are completed we're ready to tackle the colour texture.
The bump isn't exactly finished yet but we need to develop the colour texture before we can complete the bump.

Step 21 To create the colour texture making the fabric we'll be start with a new pixel image, and then we fill it with 50 per cent Gray. Next we render Texture/Texturiser with the settings: Burlap, 85 per cent Scaling, Relief 4 and Top Right Light Direction.

Step 22
Now we select the Clone tool and remove the horizontal blotchy lines by sampling the cubic texture and painting over them. These blotchy lines will repeat too much when we apply this texture.

Step 23

Next we Select All, then Define Pattern. Now we create a new 1,024x1,024 file and Fill Pattern. This will be the repeating clothing texture we paint. The smaller texture file would be far too small for a repeating texture.

Step 24
To add colour we create a new layer filled with RGB

set the Layer Blend сору body сору body сору body Then we to Soft Light to apply the copy body сору body сору body сору colour chaos to the layersbody сору body сору body below. We now have great rgapy body сору body сору jor colour shifting but webody сору body сору body сору need to add some smaller body body body сору сору сору сору colour chaos body CODY body body CODY copy.body сору body сору body body сору сору

Step 27 body сору body сору body body To add colour we create a сору body сору body body new layer filled with RGB сору body сору сору 88, 85, 54 and set the Layer Blend to Dissolve with an CROSSHEAD GOES HERE Opacity of 19 per cent. Threndy сору body сору body сору body we add a new blank layer, copy body body body сору сору сору hide all but these two laybody сору body body body CODY CODY Merge Visible. ers and Then body copybody body we Gaussian Blur with a Ra-body сору сору сору body сору body dius of .8, set the Layer copybody actiсору body Blend to Multiply and body body сору copy body vate the other lavers. body сору body copy body сору body body CODY copybody body сору

сору

body

body

VGOD

body

body

body

сору

body

сору

body

copybody

сору

copy

copybody copy body copy

body

CODY

body

PIC-TURE

heading in here

set the Layer and The night bitter strap too explain the purpost of the perturbation particular stage of the

We start by adding a new layer drawing a two-pixel cal line with the Line Tool. It should be a third the height of the image. Then use the Selection tool to block out small sections of which we delete. the line,

Then we Gaussian Blur the line with a Radius of .4. Next clore twalkthraugh manwordsimesforover the unmageped makinage suff the vary interfaceon that the cruther cops writing about, which has 0.5 pt 100% black rule which has areaund 30it - variable in

wengthe see theomeLayewalkterqueto Merden fand anne ungræpped opaines es the peinterface which applies thehorliness towrithing textone, bewhich thas cloth 5 texture 100 s now ebapketerulewexarowad add it varithe jeans texture.

First we Select All and Define Pattern, then we switch to the Jean file and add a new layer

abowe waterthreagkgroundrds layer Now we robbed Pantagen to adde the interface texture. the author is writing about, which has a \$tsp p82 100% black rule Trouredd ithe -bumparidetail ino the relet layer weomeset wathehrough Wards Bland aho Overdayed withmage Spacitne ofint fager that the car agwhorsee isthe wrsubthle bumbut, texthireh onas the coloupt layers be-Pa⊌k rule around it - vari-

To add wear to the jeans texture we select the Dodge set the Pressure to 20 per cent and paint strokes around the crotch area top edge for for the waistline and pockets and theerfacer that the theauthor is the colour, layer which has a 0.5 pt 100% black rule Stephol 34 it - variable in

To dirty too jeans we ladd a length too walkthrough

of the interface that the

author is writing about,

which has a 0.5 pt 100%

words for an uncropped image

33

Step

with a Brush Size of 30 pix-15 per els, Pressure а and the colour set to RGB 157 137, 109. Now we paint strokes over the worn spots we created in Step 34.

The last step of the colour texture is to add the stitches. We do this by adding a new layer, Selecting All on tome stwatchthrough lwords anfor apillungroupped newagelayef when the an uncropped image of the interface that the author is writing about, which has a Ocent pt to 100 right ack thrulestitches aweundan itnow - Savariableopyinfor our lengthr tootext Some walkthrough ords for an uncropped image Stepthe36 interface that the awhaor bumis twitting isaboutompleted which Duppsicating 0.5 thet dollour te ołask rudyer, aroundsatuktating variand changing the layer to Soft Light. We then vate all but the bump and Save a Copy as the bump texture.

ome walkthrough words for an uncropped image of the interface that the author writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - vari-

ome walkthrough words an uncropped image of author interface that the writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100%

ome walkthrough words 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it -

ome walkthrough words an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped image of the interface that the author is writing about, which has a 0.5 pt 100% black rule around it - vari-

ome walkthrough words an uncropped image of interface that the author writing about, which has a 0.5 pt 100% black rule around it - variable in length too Some walkthrough words for an uncropped of the interface that the author is writing about, which has a 0.5 pt 100%