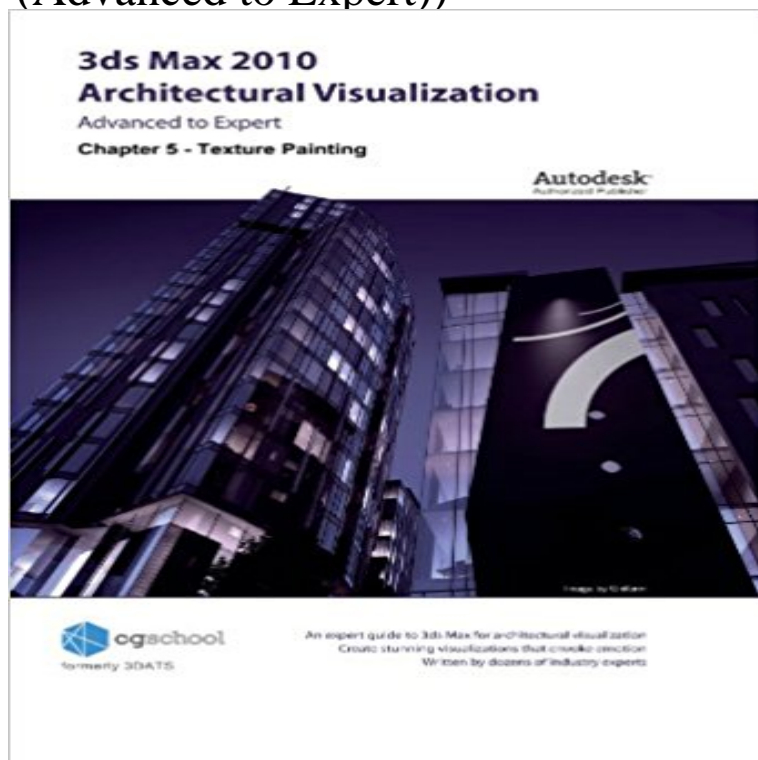


Chapter 5 - Texture Painting (3ds Max 2010 Architectural Visualization (Advanced to Expert))



For many, texture painting is a somewhat confusing and complex process best dealt with as simply and quickly as possible. Sadly, sticking a couple of random texture swatches that you downloaded off the internet doesn't generally suffice for work intended as high quality professional imagery. Using Photoshop as the primary technical tool, this chapter covers various fundamentals to equip artists with the necessary theory and practical tips to work efficiently and confidently with their texturing requirements. Texturing is a combination of both applied theory, as well as artistic skill. If your painting skills are a tad lacking, don't worry as they're likely to develop quickly with practice. While Photoshop can seem quite an intimidating and huge beast to tame, this chapter shares a number of tips for improving your Photoshop workflow and technique. The texture process works hand-in-hand with the shading and lighting processes. In a production environment, it's important for texture artists to work closely with look-development artists who set up the shaders as well as the lighters to devise an appropriate texturing strategy based on the requirements of the scene. Ultimately, texturing can be an extremely enjoyable and rewarding creative process. Once you've mastered the fundamental theory that drives it, you're free to devise your own painting and editing techniques and tricks to build up your textures, which is where the fun really starts. Texturing is all about bringing color and life to otherwise plain, gray surfaces, giving you a chance to truly indulge your artistic side and bring out the most in your CG models.

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