

Tattoo Painting



Blacksmith3D Paint

Written by Tashar59

Blacksmith3D-Paint V3.3 Tattoo Tutorial

This is a tutorial on how to apply a tattoo or any rendered (Poser,DS,Others) image to any figure or prop texture.

The Tattoo / Image Creation

Step 1. Using DS/ Poser/ Other. Render your image with nothing in the background.

Poser users need to set the render to black in the render settings.



DS users don't need to worry about that. DS can save without background.
Other software may vary, check your alfa exports.

Step 2. Save your image as an .PNG alfa channel file format.



You should now have an image like this with a transparent Background. All lines behind this image are not part of the original image to show the transparency.

Loading Figure / Object into Blacksmith3d Paint

Step 3. There are a couple of ways to set up your figure to use in Blacksmith3D Paint.

1. You can load the figure into Poser and apply the texture to the figure you want to add the image / tattoo. Then save as a new character / Cr2 in folder of your choice. DS users can create Cr2 with extra steps so the next way (2) may be easier.

Open Blacksmith3D Paint.

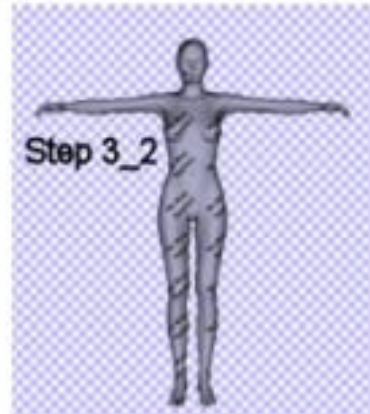
Click on File > import. Browse to your saved Cr2. Only check the Import Textures box and click OK,



2. You can load the figure's .obj directly into Blacksmith Paint

Open Blacksmith3D Paint.

Click on File > Import. Browse to the .obj. Uncheck Import Textures and click OK.



Applying the Texture map to Figure or Object to be used.

Step 4. A texture map or merchant resource map needs to be loaded to the figure that was imported by way of Step 3_2.

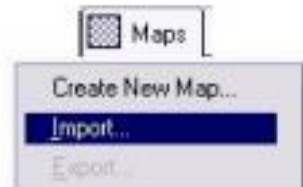
1. On the top right of screen, click on the Manager tab. Click on the materials folder and select the material group you want to load the texture to. I am using Victoria 4 from Daz3D and will be applying my image / tattoo to her back. So I will double click on 2_SkinTorso.



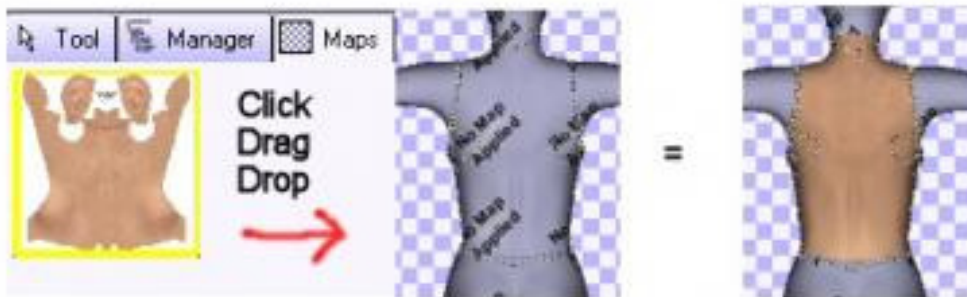
You will know it is selected because the figures Torso will turn yellow for a second. If you don't see it turn yellow, try again.



2. click on the Maps tab. Right mouse click and select Import. Browse to the folder where you have your texture and select the right one for your material zone. 2_SkinTorso.



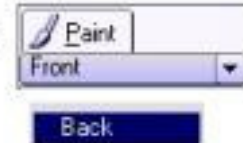
3. Click on your texture map in the Maps folder and drag it to the material zone you had selected in Step 4_1. You will get a conformation warning. Select NO



Setting up the Screen View and Brush texture.

Step 5. Let's set up the view screen to work with better.

1. Select the camera view that best suits where we want to work. Click on the little arrow beside the button at the top left of screen that says Front. A drop down menu will appear and select Back. The arrow keys can also be used to change the cameras. Using the shift key with the arrows give more camera options.



2. Select the magnifying glass in the left tool column. With the left mouse button. Click and Drag a frame around the section of the figure or object to Zoom in. Using the Alt key will zoom back out or you can click on Viewports > Framing > Frame Selection. There are more useful options in the menu.



Step 6. Setting up the Texture Brush is simple enough. Click on the icon with the circle with a line through it. Another menu will open and click on the file folder icon. Then browse to your image / tattoo .PNG and open it.



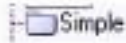
You should now see your image in the Brush Texture icon.



Step 7. Click on the Brush Shape Icon.



Click on the simple folder.



and select the Solid Brush.


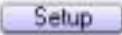


You could select the solid square. It's your choice. Using other brushes can give unique effects so experiment.



Setting up and Brushing on Image / Tattoo to Figure / Prop

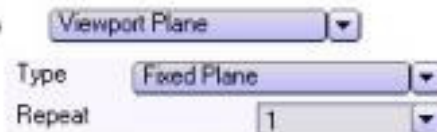
Step 8. Placing the image / tattoo where we want on the figure.

1. Click on the texture brush. The one with the image.  then click on the Setup button. 

You will now be in the Tools tab, top right of screen, you will see the Brush Tile Menu.



2. Now click on the little arrow beside Viewport Plane and change that to Fixed Plane and Repeat at 1.




3. With Frame checked. Hit the (V) key. Left click mouse and frame the figure or object where you want your image / tattoo to be.



Using the Move, Size and Rotate to place the image to where it will be applied. Hint. There are additional tools to help Center, Rotate and Zero in the list.



4. Select the Paint Brush on the left.  Hit the (V) key to turn the image off.

5. Brush the image / tattoo to the figure or object.



Hint. In the Tool > Paint Brush palette. You can adjust the strength of the brush. Adjusting the Strength to 50% or so will give that tattoo look on the skin.

6. Save your new map. Maps tab. Right click mouse. Select Export. Save to what ever folder you want with a NEW name in the file format of your choice.

Final Tips.

Some final hints and tips to close out this tutorial.

1. There are other methods to create an image to use for the Texture Brush.

2D / Paint software like PhotoShop, PaintShopPro and even apps like Gimp which is free.

They can save your image to the wanted alfa channel (PNG, Tiff ect.).

They can also convert non alfa formats to alfa formats.
Try using the PNG Wizard when saving. Gives a transparant option.

They have tools such as majic wands to select the backgrounds and delete or inverse and copy the part that you want.

If the image is solid color like white or black. Can save as transparent.

2. When brushing a tattoo to an arm, leg or anything tubuler / cylindrical.

In the Brush Tile Setup, Choose the Cylindrical Type and frame accordingly.

Use the Culling options Paint Brush tool tab. Check the None box.

3. Watch the bottom of the Blacksmith window. When you move your mouse over anything. It will tell you what it is and what it does. It also shows possiton of things when you move something. Along with other handy and useful info.

4. Above all else. Play with all the tools and see what they can do.
Just have some fun and see what you can come up with.

Enjoy
Tashar 59