Beginners Guide
Using Textures from TaME and Other Sources

"Why BUY when you can CREATE?"
TaME the textures waiting to jump
out of your digital images.

TaME
Texture and Material Extractor
Shown below are actual texture extracts from the image in the center.

Create Your Own
Professional Quality Seamless Textures

for WINDOWS
Win95se, Win98, Vista, and Win7
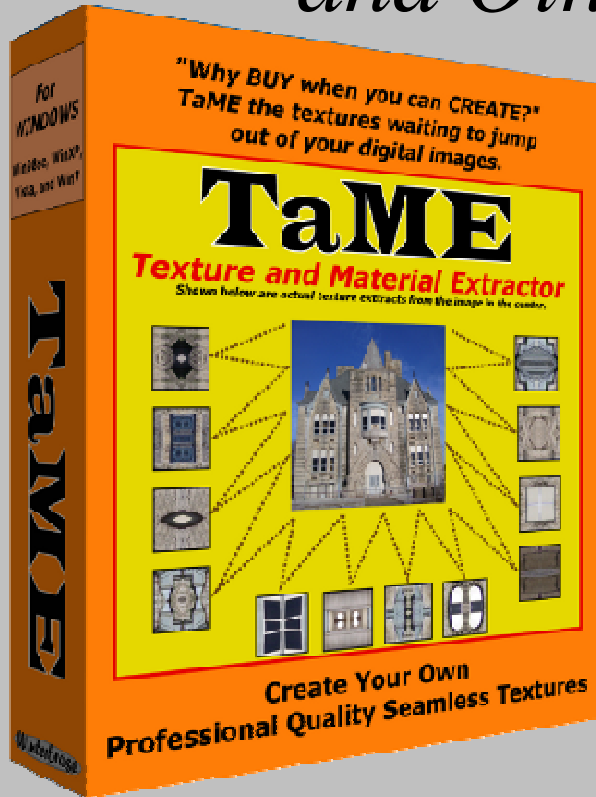
with

Daz Studio 4

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Making The Most Of Your Resources
To Create Unique Professional Renders

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This tutorial was created to demonstrate how to use textures created using
TaME v3 and textures from many other sources with Daz Studio 4.

Overview

The goal of this tutorial is to demonstrate how to use textures created with the TaME
application in Daz Studio 4 (DS4) to create your own unique look and feel for your
renders. You will need TaME version 3 to create your own textures, but only Daz
Studio 4 is required to complete this step-by-step tutorial because we have included 3
real sample textures from TaME for you to use.

Default Scene

Start DS4 to begin a default scene with the Genesis figure.
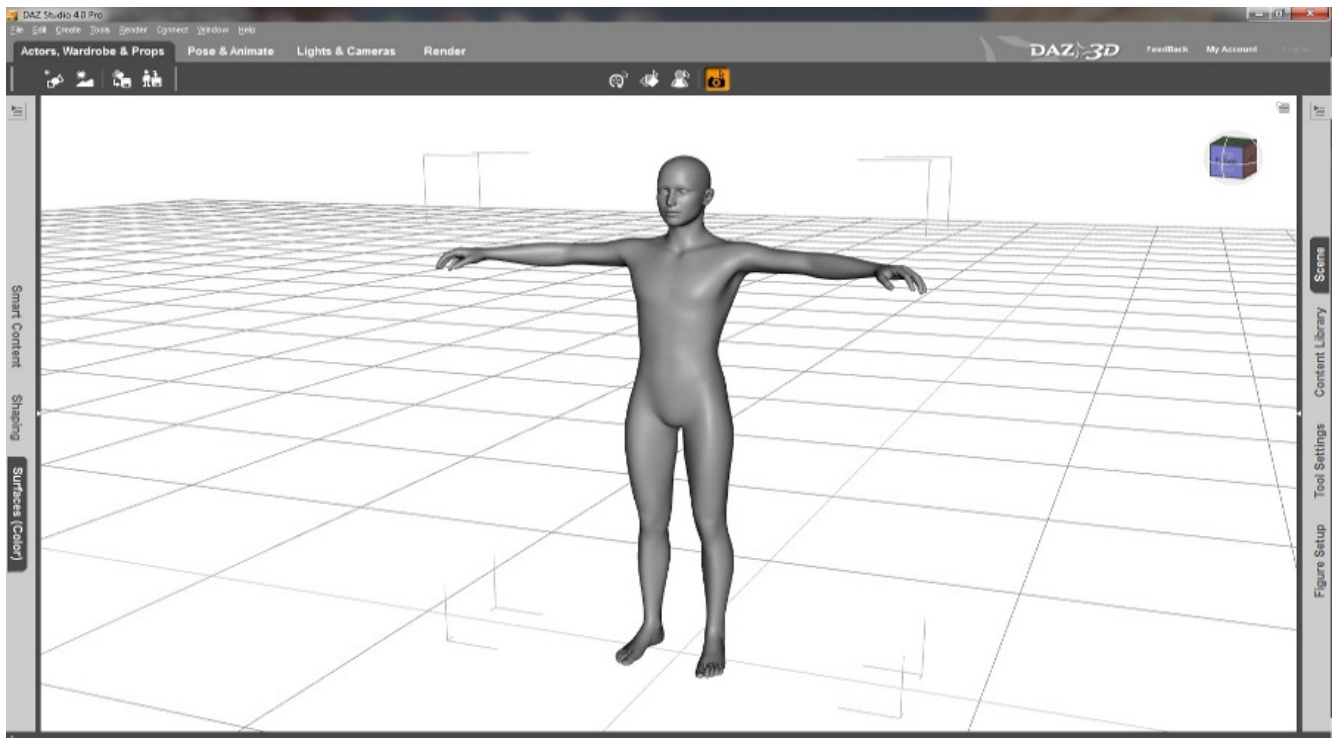
Clothing Our Figure

You will need to access the Smart Content Tab in DS4 to put clothes on Genesis. If your is not expanded. simply click on the words "Smart Content" on the left side of your screen.


You will want to get your clothing from the Wardrobe section.

For the purposes of this tutorial, we will be using the following items from he "Outerwear" section in DS4:

Double-clicking the items will place them on the Genesis figure. Regardless of which objects you wish to texturize, the techniques described will apply. Here is the Genesis character with the clothing selected on but without any textures applied.
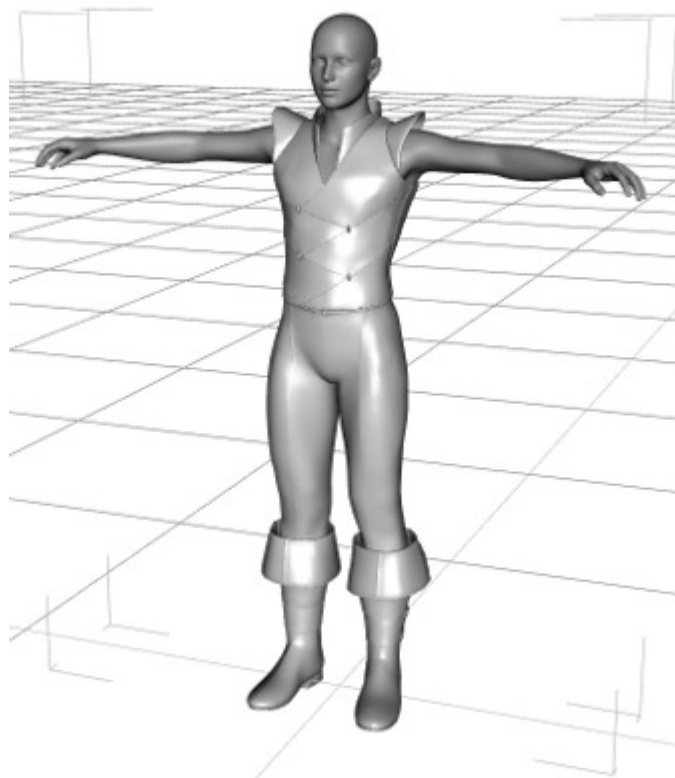
Selecting Your Textures

Of course, the best method of adding textures to 3D models and props is by creating a texture map with high resolution dimensions. The technique we are describing is the fastest way to apply textures directly to a model/prop for an instant preview of how it will look in a texture map; or if used properly to instantly change your scene for rendering. Go to the Surfaces section by clicking the Surfaces (Color) tab to begin work on applying some new textures to the Genesis figure.

You can see the clothing we previously selected in the list under Genesis.
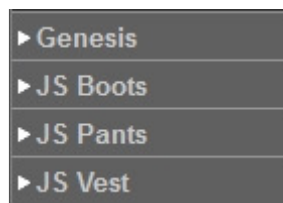
Let's start with the JS Boots. When you expand this item in Surfaces, you can see that it consists of several individual parts with surfaces.

For the purposes of this tutorial, we want to apply our texture to the complete JS Boots object, therefore we will click on that entry to select all parts of the footwear.


If you hover your mouse cursor over the selection drop box in the Diffuse Color panel, you will see a thumbnail of the texture map used for JS Boots.
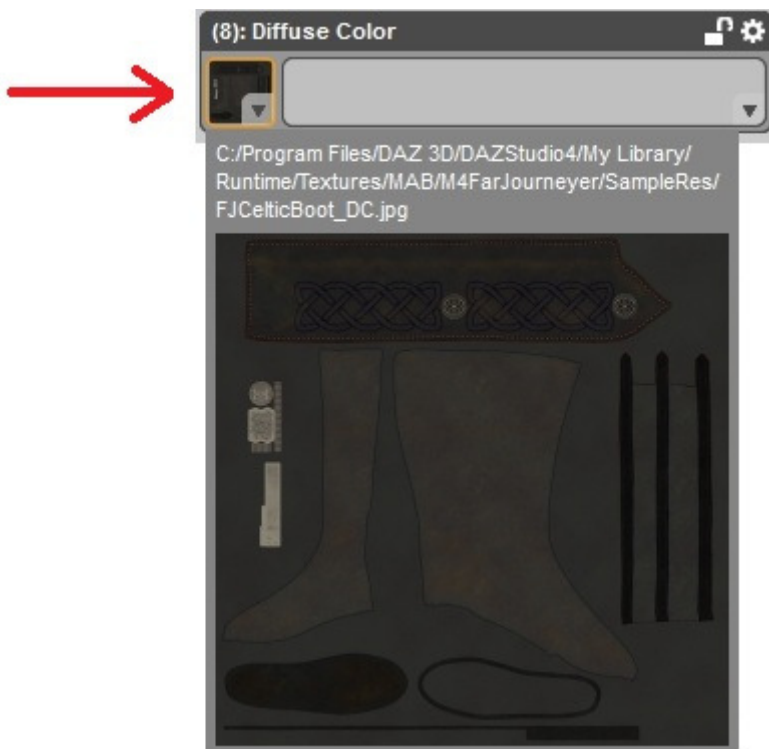
However, we are going to apply our selected textures directly to JS Boots without using the default texture map. Click on the selection drop box and use Browse to locate the "BootsTexture.png" file. You can double-click or Select and Open the file to load it.
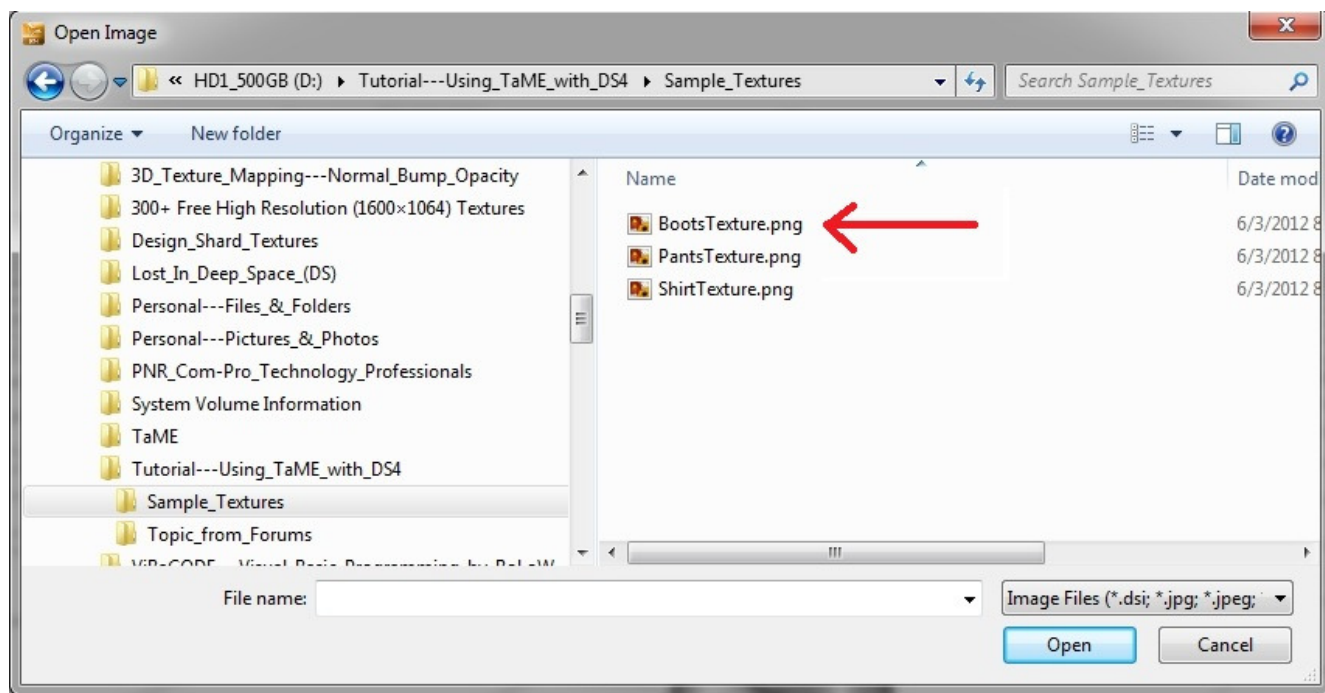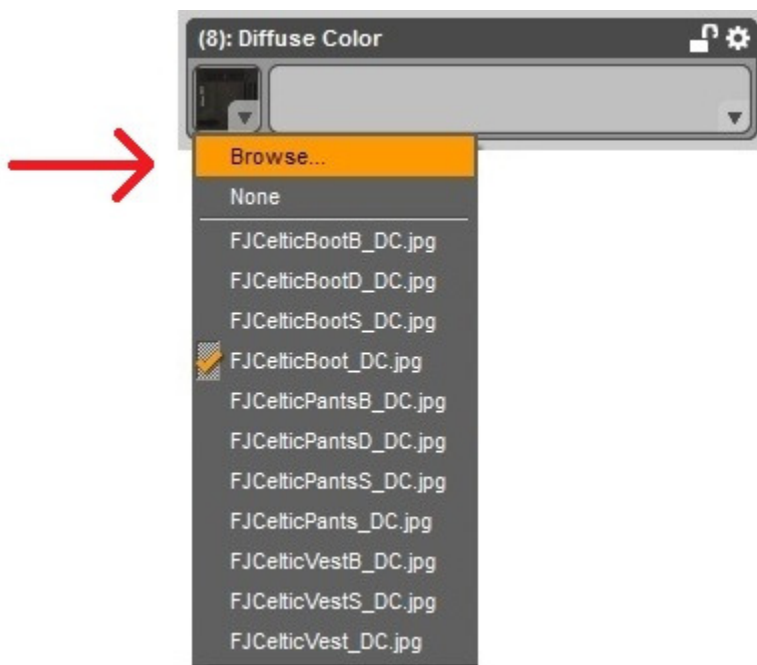
Now if you hover your mouse cursor over the selection drop box in the Diffuse Color panel, you will see a thumbnail of our BootsTexture.png file.
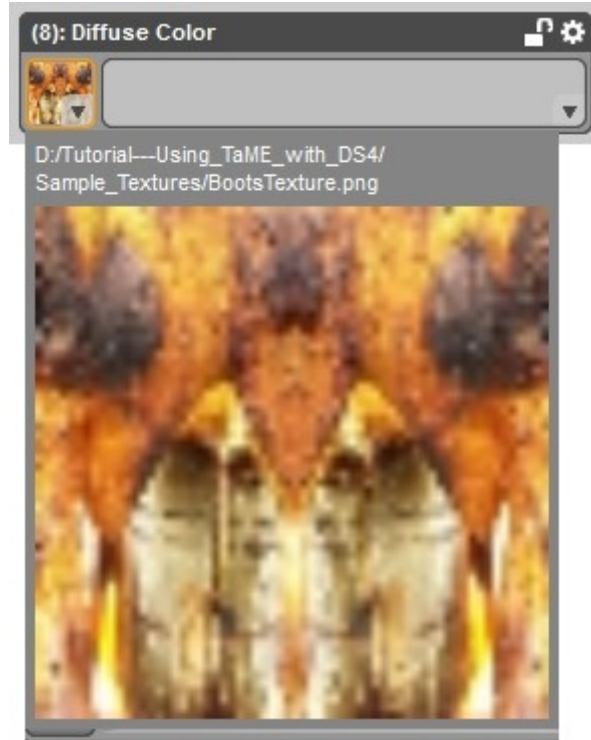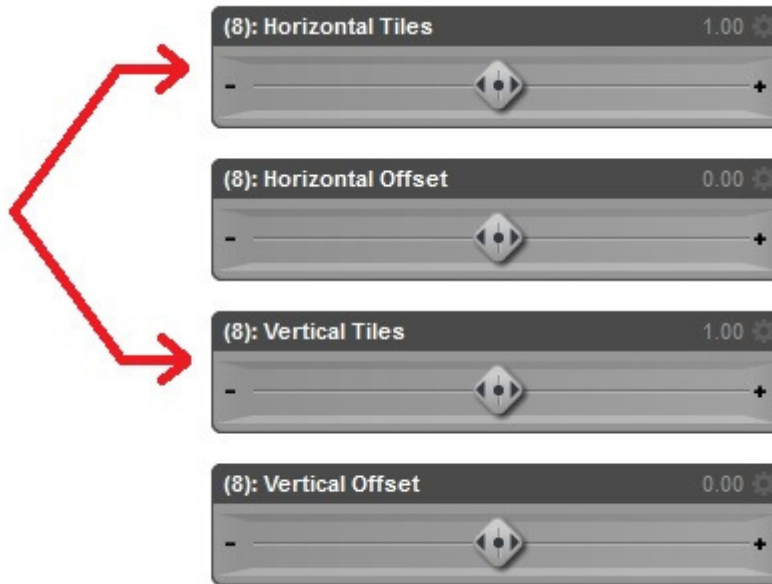

As you can see here, the texture is simply stretched across the whole boot and doesn't look very appealing.
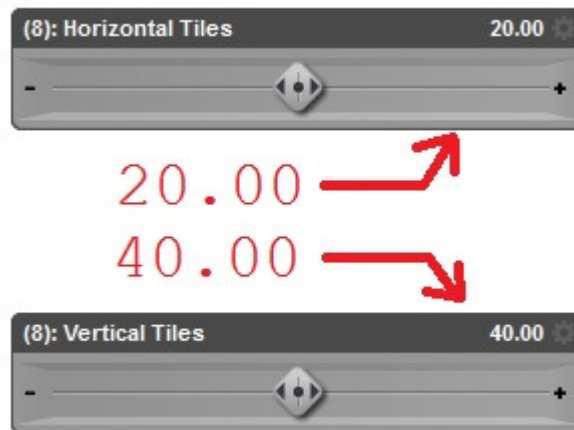
Tiling Your Textures

Scoll down until you see the Horizontal and Vertical Adjustment panels. We will be changing the repetitions of our texture using the Horizontal and Vertical Tiles panels.

The default is "1" which results in the texture being stretched over the whole boot. You will have to adjust these numbers to suit your own particular project and desired looks, but for this tutorial we will be using the settings shown here.

We chose to use 20 for the horizontal tiling and double that to 40 for the vertical tiling since the boots look about twice as high as they are wide and we were shooting for a uniform look when our texture was tiled.

Let's go ahead and complete our outfit. When we finish, our pants/vest will be done.

Important Note

If you get lost when switching between Wardrobe/Surface and Render modes and don't know what happened to your Surface settings, make sure the item you are working on is still selected in the Scene.

Finishing Up

Repeat the same processes you used for the Boots to apply textures to both the Pants and Vest (Shirt) using these textures and settings.
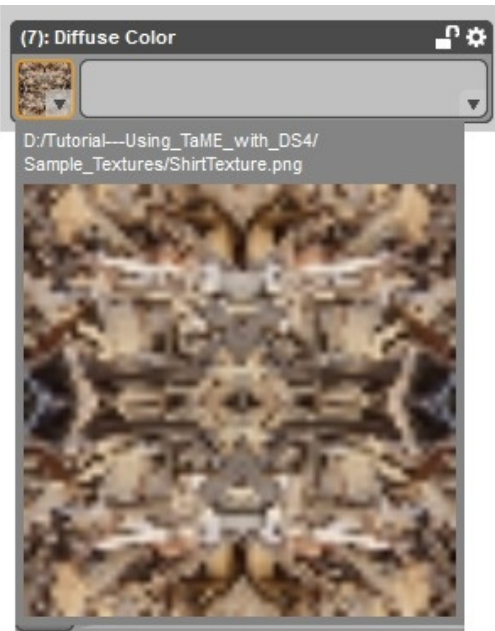
JS Pants
▶ Lacing
▶ Pants

(2): Diffuse Color
255 255 255
D:/Tutorial---Using_TaME_with_DS4/Sample_Textures/PantsTexture.png

(2): Horizontal Tiles   10.00

10.00

(2): Vertical Tiles   30.00

30.00

To make a texture appear stretched vertically, it is tiled 10% as much in the vertical.

JS Vest
▶ ClosureBarrel
▶ Collar
▶ Lacing
▶ Panels
▶ ShoulderPads
▶ VestBack
▶ VestFront

(7): Diffuse Color
D:/Tutorial---Using_TaME_with_DS4/Sample_Textures/ShirtTexture.png

(7): Horizontal Tiles   50.00

50.00

(7): Vertical Tiles   5.00

5.00

Final Render

How is that for quick.? After you know DS4, this can all be done in under 5-minutes!