

Gold Material for watch / Or pour montre

Tute of sort by Arnaud Lebegue arnaud0

First the render: if you don't like it, no use looking at the material parameters):
See end result rendered in a white world (that matters, since the material is reflective).



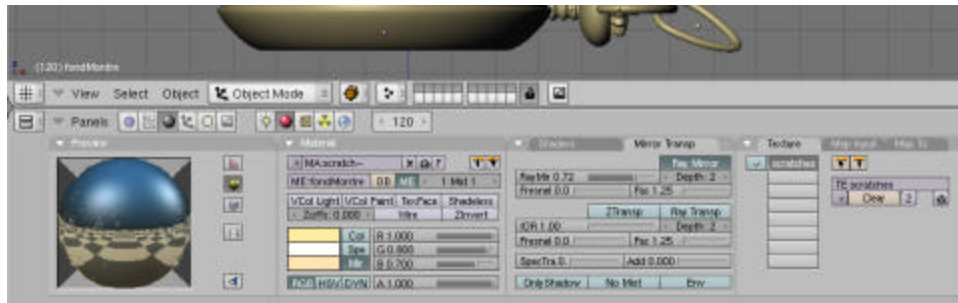
Note: I put screen shots and zoom when I think it's relevant, so those who are not totally familiar w/ the interface can find their way better.

Here are a couple of screen shots of the 2 relevant panels of the gold material (shader and mirror)

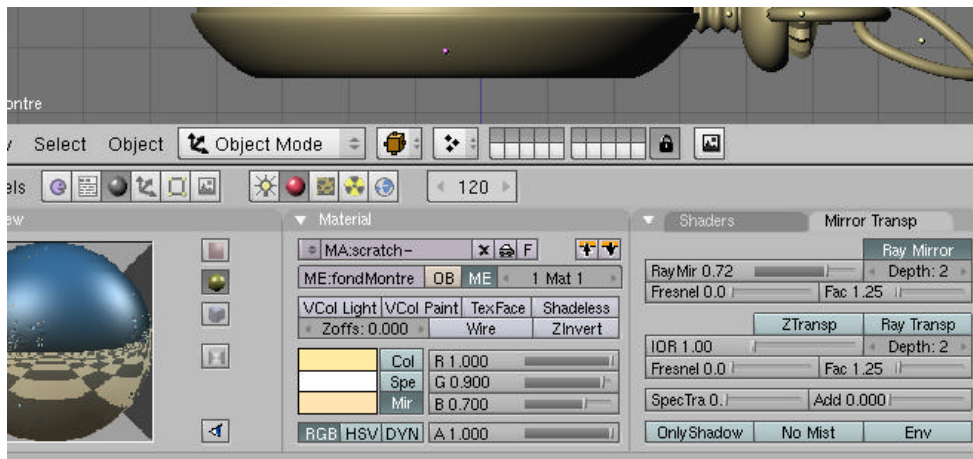
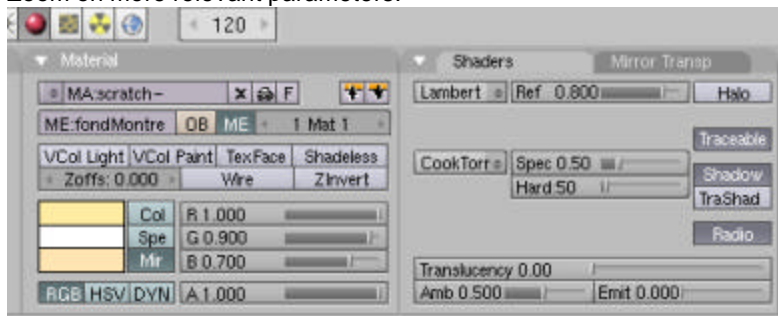
Main material screen:

Another note: Don't be fooled: the "scratch" bump map" that shoes on the first material. It doesn't influence anything yet (I wanted to age / bump and scratch the watch to make it very real). It's not there yet, so I don't show it.

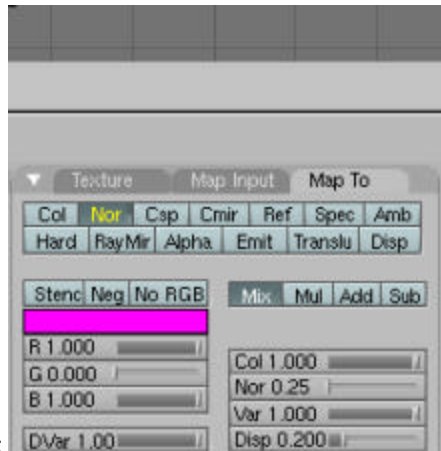
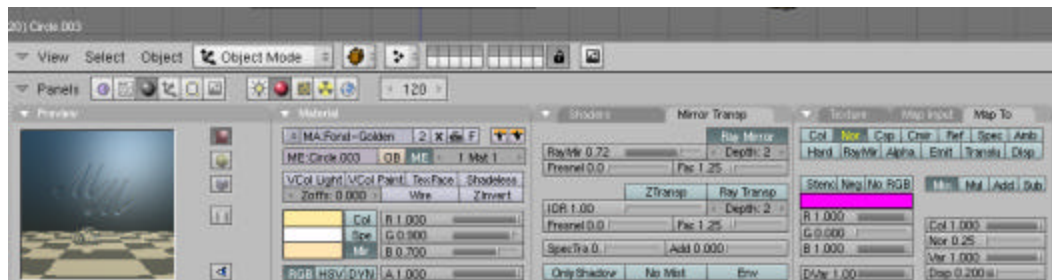
OK: this gold a simple reflective material, use it, alter it as you may...



Zoom on more relevant parameters:



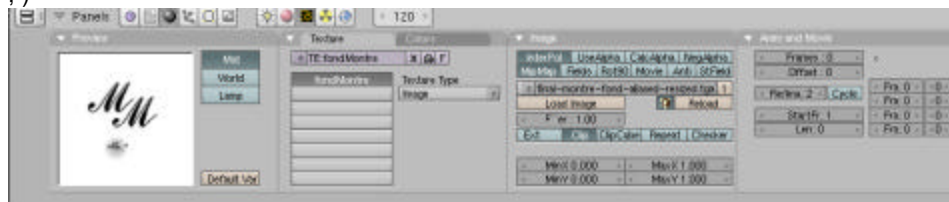
Note: How to engrave MM & stamps in the cover? First, I tried to do Boolean. I was awful... So I tried bumpmap, and it worked well.



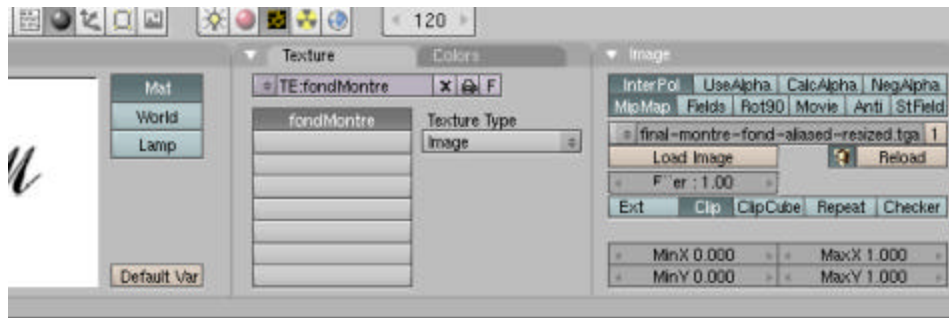
see zoom :

What about the bump map?

Here it is: a text, with bogus stamps (18 K gold, man, the real McCoy)... since I'm the goldsmith :-)



Zoom on relevant settings:



Note: you can go for hard edges, or you can soften them.

Here, it's SOFT (it doesn't show too well, because the pic is scaled down so much).

Suggestions: if it's a simple drawing text, bring it in Gimp. Change its color to gray. Put your black stuff atop. Make it all transparent (except for the black stuff).

Now, take the black drawing, select it, make it gray, and blur, blur again and again, until you think it is sprayed enough. I suggest to blurring because scaling doesn't scale as it should, sometimes (especially w/ text) but it can be a good start...

Have fun.

Arnaud