

Texture making from real clothing

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Tools Needed

* **Poser**

* **Paint program**

Support Files

* **[SblouseTut.zip](#)**

Introduction

I found pretty [shirt](#) from my [closet](#) and thought that it'll look nice on [Sandy blouse](#) by EnglishBob. You can also use any kind of cloth to use this tutorial. We'll be focusing how to best fit the embroidery in the texture template that comes in sandy.zip package = runtime/textures/Morphography/Sandy/Template and Texture.jpg So get your scanner and paint program ready and let's make some fashion :) I've included also texture parts and final texture with mat poses in the zip (1.35mb) so you can actually create same texture yourself while following this tutorial.



Step 1 - Planning and scanning

Let's start again with some thinking. Most important thing is to outline what parts of the real cloth will be used. In my case decision is quite easy. Shirt has embroidery on it so I've scanned most parts of the neckline decorations and one of the

flowers in sleeve. I've also scanned part of the white fabric itself to be used as the base texture.

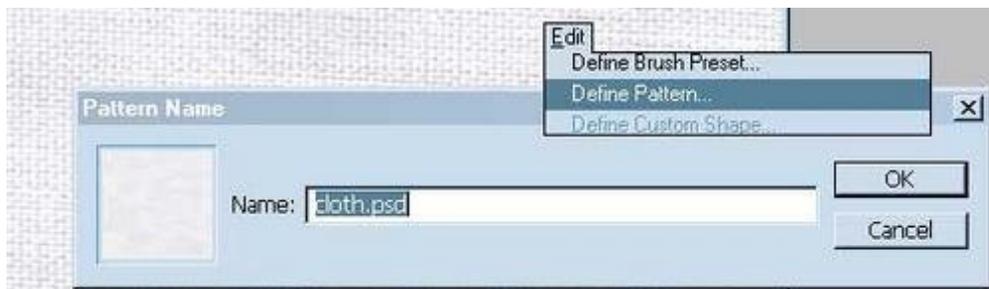
To get the most detail of the cloth, I've had my scanner settings in 300x300dpi to capture most of the details while keeping file size reasonable. Bigger resolutions can be also used to increase amount of detail.

Step 2 - Sewing

Alright! Now we have bunch of scans that contains main parts that we want to transfer into digital shirt. Myself I have three closeups of neckline, one of the sleeves and the basic fabric.

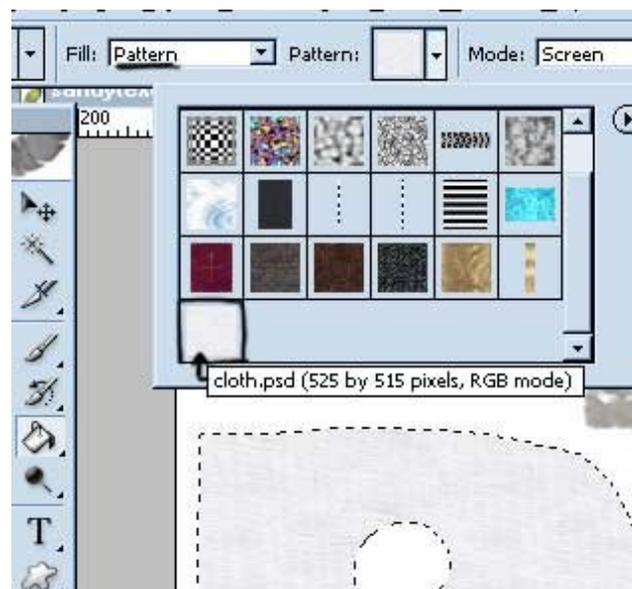
Now open the Template and Texture.jpg and save it in different name like sandytexture.jpg or something:) Change size of the image to 2000pixels wide to get more room to work around. For the first thing we'll be doing is to fill the texture in the basic fabric.

So open cloth.jpg and click Edit->Define pattern. New window will pop up showing thumbnail of the texture. Name it sandy cloth.



Go back to sandytexture.jpg. Click with magic wand tool in any white area outside template and press ctrl-i to invert selection. Create new layer. From Select->Modify->Expand give it value of three to get rid of possible seams in texture. Choose paint bucket tool and change its fill from foreground to pattern. Pattern drop down menu will be available. Click on downward pointing arrow and locate the newly created sandy cloth texture. Select it and click anywhere inside selection to fill it up with cloth texture.

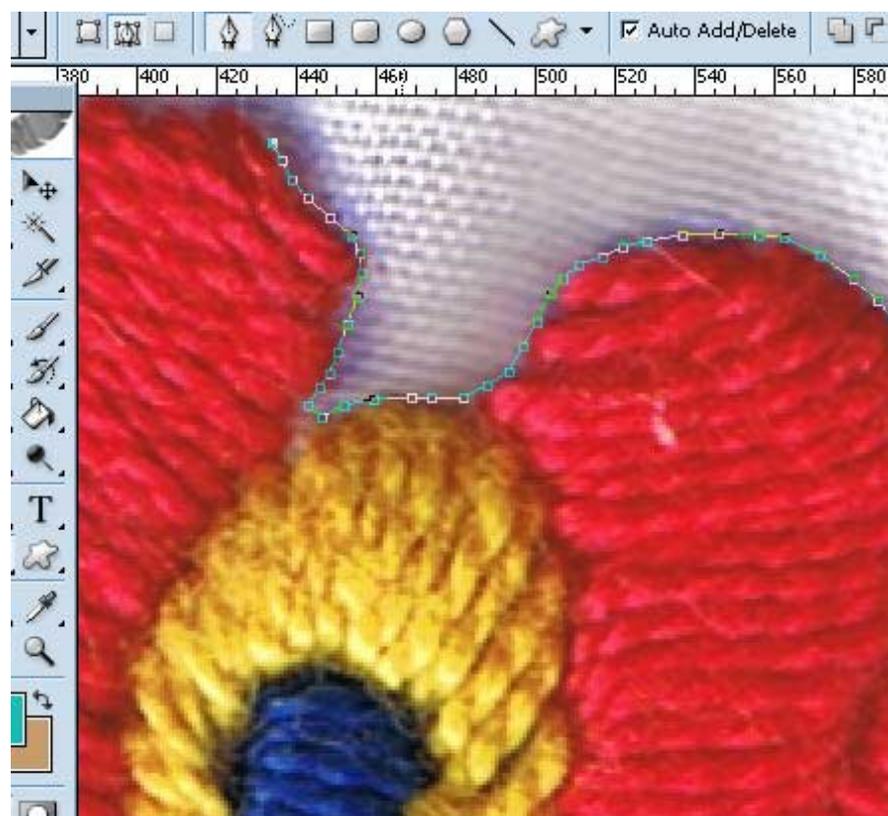
Save texture in both .psd and in .jpg. use psd to make changes and modifications and jpg to use in poser. At this point you can use quite low quality to keep filesize in minimum while making changes to the texture. When we're finished, use better quality to get more detail.



Now start poser and add Sandy blouse to the scene. In material room change blouse's texture to sandytexture.jpg. Try rendering to see that cloth texture tiles up pretty nice.

Step 3 - Embroiding

Now comes the most tedious part. Switch back to photoshop and take pen tool. We're going to cut out those decorations. You can select areas also with lasso tool, but placing anchor points with pen tool gives you more control over the path and selection.



When you have finished creating path around flower load it as selection and press ctrl+c to copy pattern to clip board. You can also create new document and save pattern for future works. Activate sandytexture.psd and press ctrl+v to paste it above cloth texture layer. Make that layer invisible to see the template. Rotate and resize embroidery to fit sleeve's bottom part. Make cloth layer visible again and save it as in jpg format in same name as in previous step. When asking about replacing already existing file, just press ok. Head back to poser and make test render about right sleeve. Make more adjustments if needed.



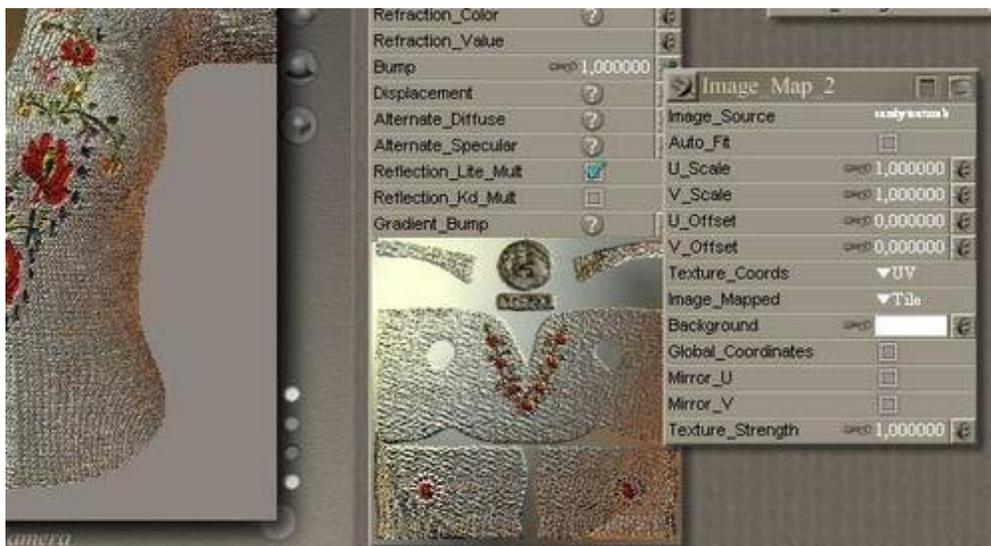
Keep repeating cut 'n pasting for the parts that you want to transfer in to texture. Make paths, turn them into selections, copy selection and paste it over cloth texture. Resize and rotate to fit template, save in jpg and make test renders along the way to see how it looks in poser. :D

Lot of work to do but it is worth of it.



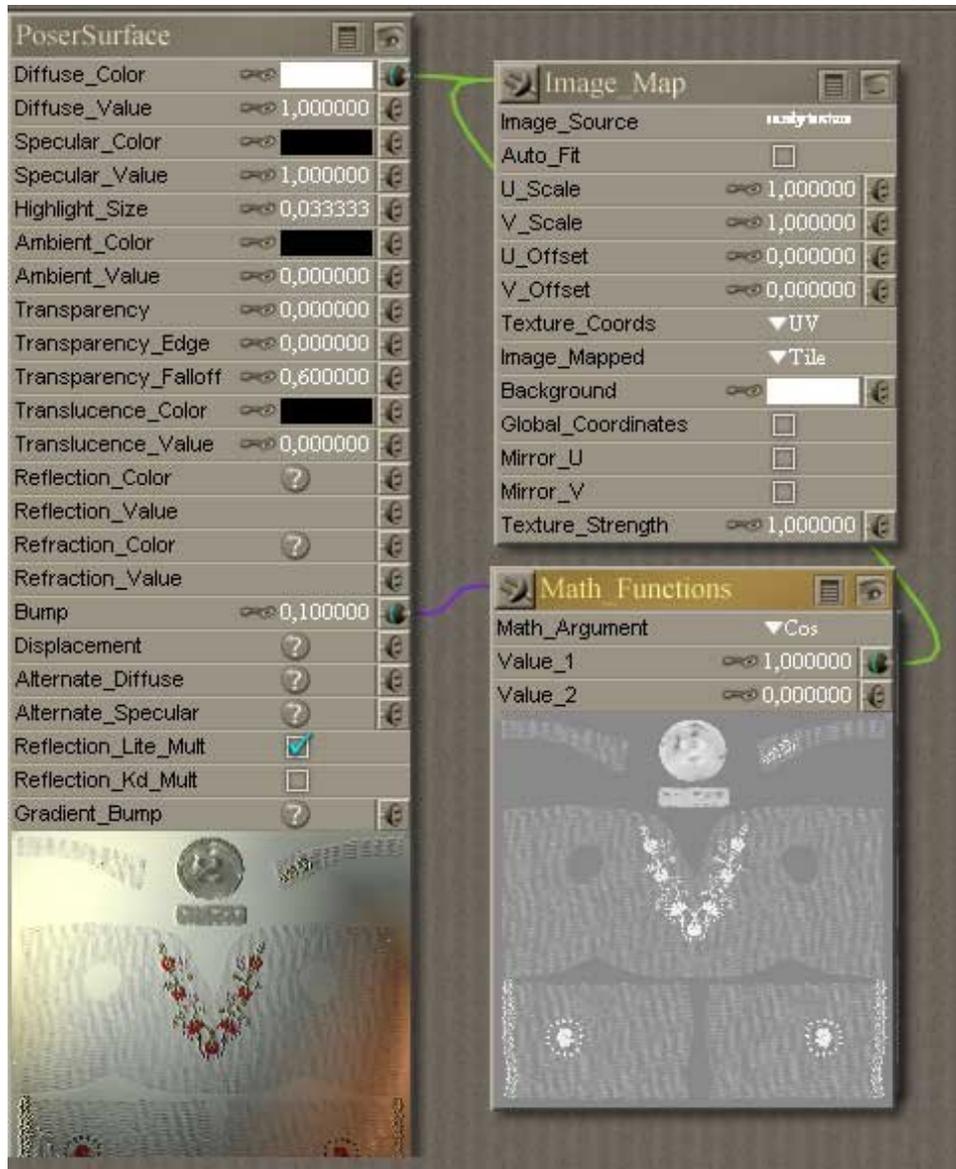
Step 4 - Bumpy bump map

Shirt is looking pretty good now but it still needs some depth. So now we're creating bump map for it. Save your work as sandytexturebump.psd and flatten all layers. Press ctrl-shift-u to desaturate image. Save it as sandytextureb.jpg and apply it to bump node. You can make test render to see that it doesn't look pretty anymore.



So back to photoshop. Press ctrl-i to invert colors. Save and head back to poser. Change bump map strenght to 0,1 and render again. Now it looks much better! :)

Poser 5 users can also use these node settings to use sandytexture.jpg as a bump map.



Step 5 - Work done!

Allright! We're finished! Now Vickie has brand new pretty shirt to show her friends.



This was one way to create textures, hope that you liked it. If you have any questions or comments, please feel free to [email me](#).