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0005-Creating Hypertextures [Download Topic]

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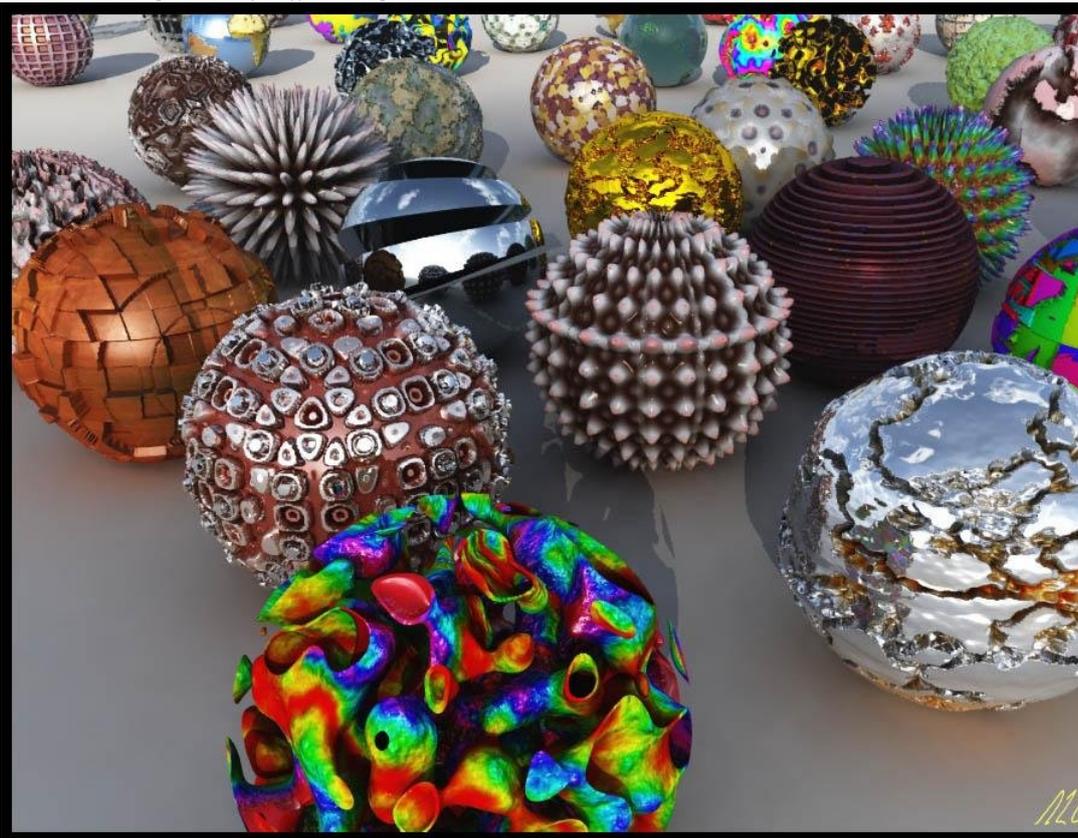


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0005-Creating Hypertextures

There are a couple of new texturing concepts in Vue 6. One of them is "Displacement mapping" where you change the shape of the object. That is de tutorial.

Another new texturing functionality is hypertexturing.



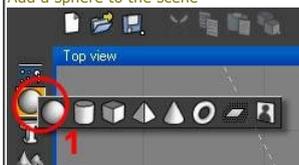
The multi-coloured ball up the front is a hypertexture. Most of the others are "Displacement mapping" textures. You might be able to pick them by th tutorial :).

Follow these steps to create a displacement texture:

[Start a new scene.](#)

Load a light atmosphere. see [Loading a Spectral Atmosphere](#)

[Add a sphere to the scene](#)



1. Click the sphere object to add it to your scene. If your icon here is not a sphere as in the image, hold your mouse down for a second and the pop-up can change your default shape.

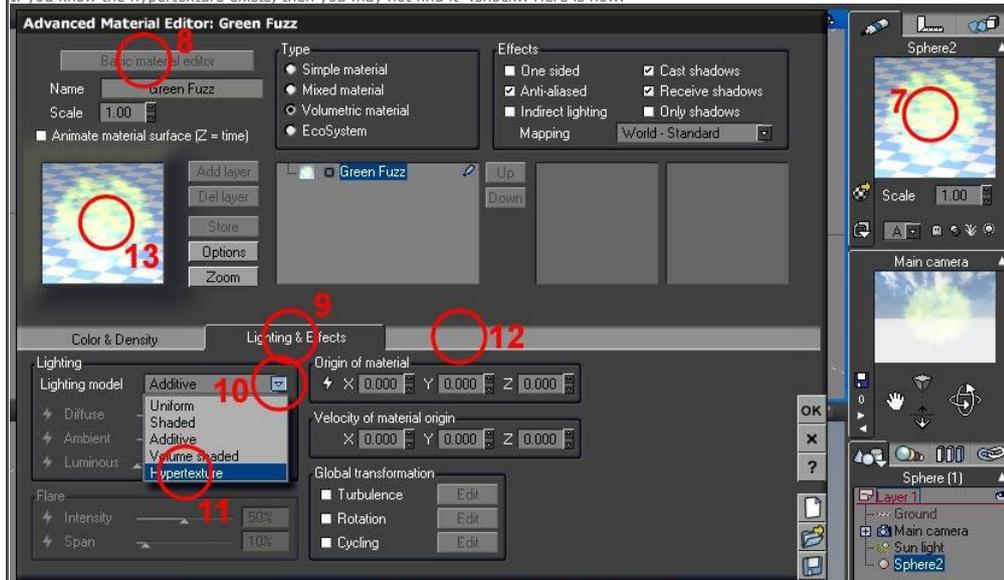
[Apply a texture](#)



2. Move your sphere around the scene until you center it within your camera view
3. Click the "Load Material" button
4. Select the "Volumetric Materials" Category
5. Select the "Green Fuzz" Material
6. Click the "OK" button

Now to apply the hypertexture

If you know the hypertexture exists, then you may not find it :shock:. Here is how.



7. Double click on the "Material Window" to bring up the "Material Editor"
8. If you are in "Basic" mode, then click the "Advanced material editor" button
9. Click the "Lighting & Effects" tab
10. Click the "Lighting model" drop down button
11. Ahh... there it is!!!. Select "Hypertexture"
12. A new tab titled "Hypertexture Material" will appear
13. The texture of the "Green Fuzz" will now be a grey solid

Applying Materials to Hypertextures

- Click the "Hypertexture Material" tab and you will get a standard material window titled "Hypertexture material"
 You can now change that material into whatever you want. Well mostly, there are a few exceptions, but I will let you find those yourself.



This one has the "Old Rock" texture applied to it. It looks great and was quite simple to do.

Hope you enjoyed.

Site Admin and Artist
art.sacada.net

#1 07 Oct 2006 12:32

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Thanks for the useful Topic sacada :

stalker (04 November), Blaine91555 (15 March),



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