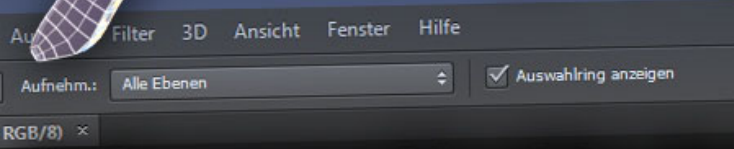


# Meshology



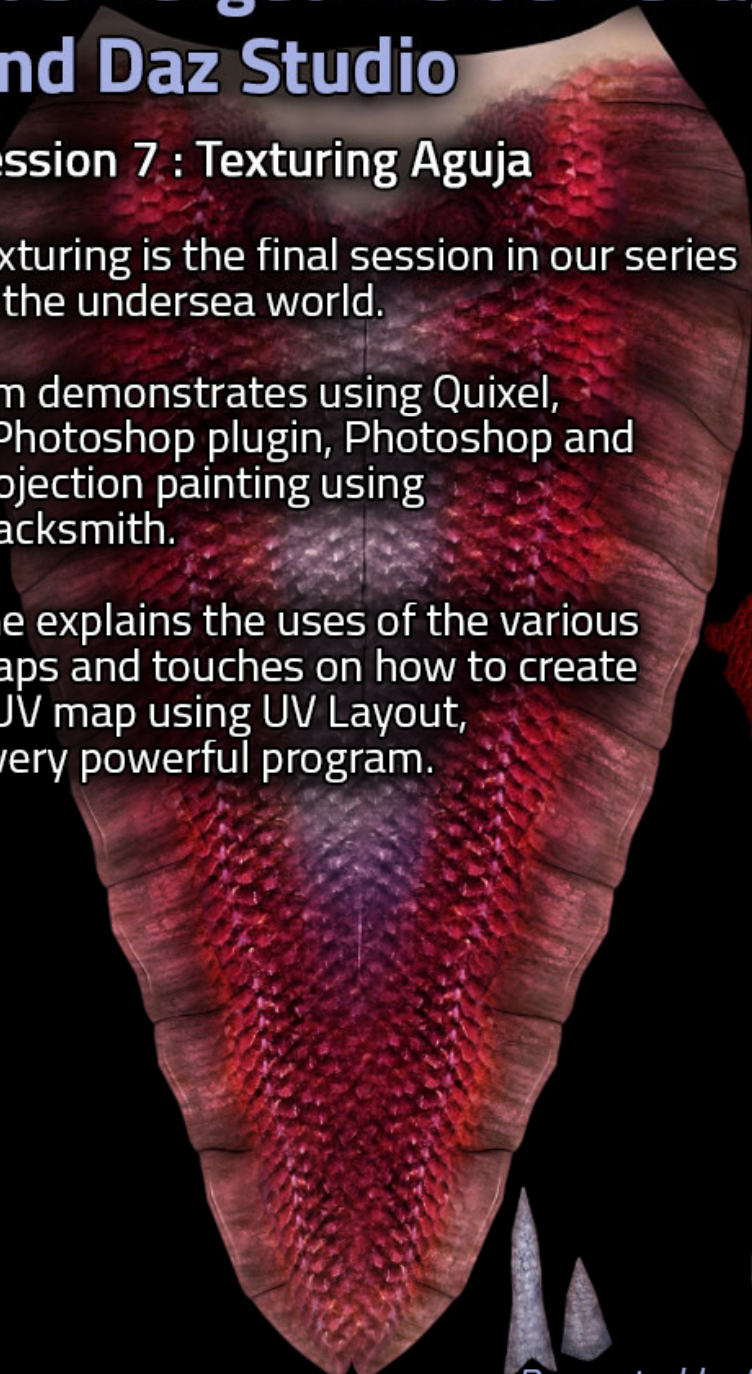
## Submerged inside Hexagon and Daz Studio

### Session 7 : Texturing Aguja

Texturing is the final session in our series of the undersea world.

Kim demonstrates using Quixel, a Photoshop plugin, Photoshop and projection painting using Blacksmith.

She explains the uses of the various maps and touches on how to create a UV map using UV Layout, a very powerful program.



# Submerged inside Hexagon and DAZ Studio

recorded September 21, 2018 v1

Time Code	Description : Session 7 : Texturing Aguya
00:00:00	Intro
00:01:04	Overview of Session 7
00:02:50	UV Mapping
00:03:19	What is a UV Map
00:06:32	Example of Creating UV Maps in UV Mapper Pro
00:08:14	Example of Creating UV Maps in UV Layout
00:19:12	The Hair's UV Maps
00:26:24	Texturing in Quixel
00:28:00	Quixel's ID Map
00:29:24	Creating the ID Map from UV Mapper Pro
00:31:50	Applying Colours to the ID Map
00:34:03	Quixel Generated Maps
00:35:51	Ambient Occlusion (AO) Maps
00:37:19	Using xNormal to Create Ambient Occlusion Maps
00:42:03	Texturing in Photoshop or GIMP
00:44:17	Following the Flow of the Mesh
00:44:54	Using Edit > Distort
00:45:22	Using Edit > Warp
00:49:57	Symmetry in Textures Will Kill a Credible Model
00:52:08	NEVER Get Rid of your PSD Files
00:53:11	Creating a Bump Map
00:57:32	Applying a Blur Filter on your Bump Map
01:00:53	Texturing the Tail using Projecting Paint
01:14:57	Photo References for Texturing the Tail
01:19:30	Texturing the Hair
01:19:56	The Transparency Map for the Hair
01:21:10	Hand-Painting the Roots of the Hairs
01:24:40	Texture Map for the Hair
01:27:32	Creating Hair Colours
01:30:42	Creating White Hair
01:34:00	Selection of Product Maps
01:35:04	Water Surface Map
01:35:50	Kelp Maps
01:36:36	Rocks Map
01:37:41	Sand Plain Map
01:39:09	Credits