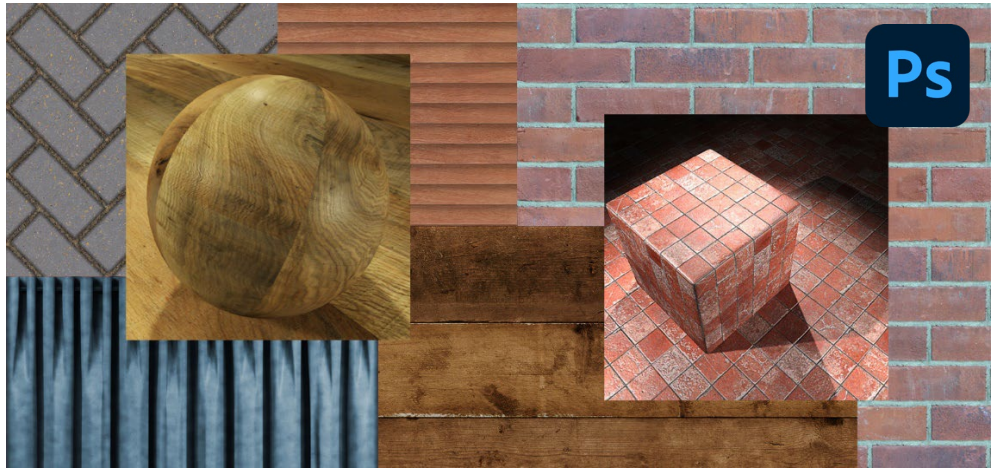


Photoshop textures for 3D visualisations

Training course outline

3D Artists harness the power of Photoshop to create great photorealistic textures in 3D.

Having unique, professional textures shows your architectural visualisations, interior designs and similar projects in the best possible light.



Course summary

Teaches fundamental Photoshop skills for creating new texture maps to use in your visualisations, and editing existing textures.

You'll learn about the many hidden technical requirements and practices that aren't spoken about or explained in a Google search, and explore examples which can be translated into multiple areas of your work.

Duration

One day.

Pre-requisites

Delegates should have a basic understanding of 3D modelling using an application 3ds Max, Maya, Inventor, SketchUp or similar.

No prior photoshop knowledge is required.

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

Courses are hosted by highly experienced instructors with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed Adobe Creative Cloud software to practice the techniques taught. You can choose to use a Windows computer or Mac.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information

See armada.co.uk/course/pstextures.

Course syllabus

See over.

Course syllabus

What is a 3D texture?

What are the most popular file formats?

What are the most useful textures for 3D?

Understanding UVW mapping.

Useful Photoshop tools

Other Photoshop plugins

Photoshop Filters that help

Mouse control

Adding or removing perspective

Adjusting highlights

Editing phone camera pictures

Editing DSLR camera pictures

Understanding RGB

What is 8 bit or 16 bit?

Time investments and benefits

Textures for SketchUp

Textures for 3ds Max

Textures for V-Ray

Texture limitations

Best use of Computer memory

Creating a digital texture resource

Database benefits

Editing techniques for Photoshop

JPEG compression

Textures vs bitmaps

What makes a good texture?

Where to find textures

How to edit textures

Positioning textures

Limits to graphics and bitmaps

Animation maps

Reflection maps

Cutout maps

Dirt maps

Normal maps

Techniques for LARGE areas

Exporting 2D images

Time savings

Saving Alpha channels

Using Alpha channels

Shadows or not?

Do's and Don'ts

Shortcuts

Quality benefits vs size