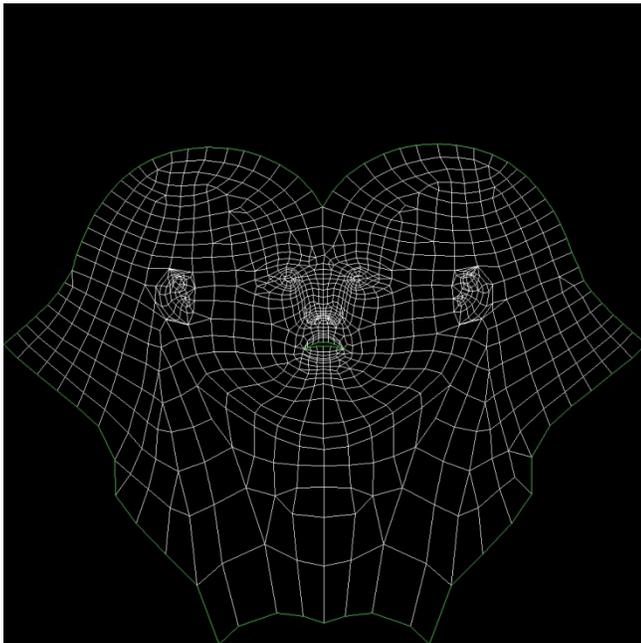
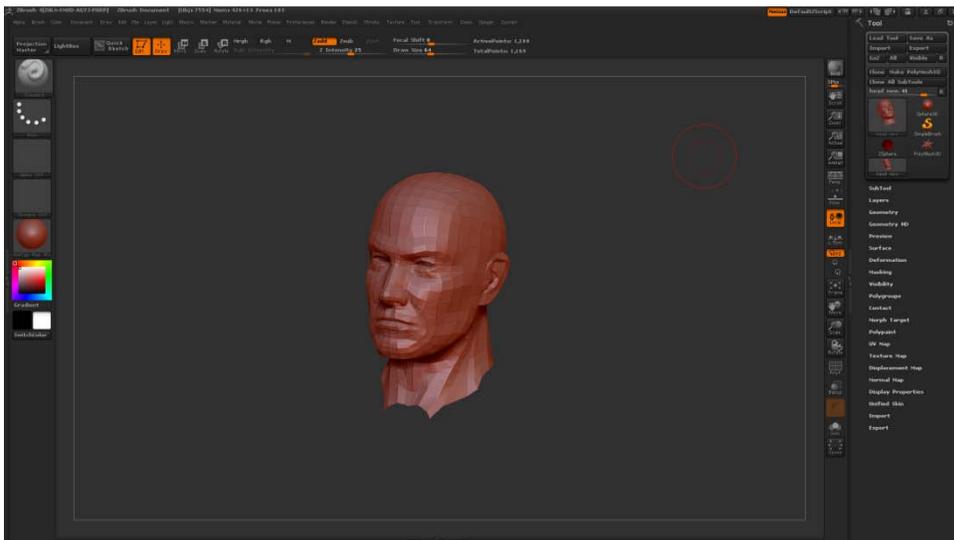


We started our project using a basic head template I created earlier in 3Dstudio Max.



Then applied a “UVMap” modifier (cylindrical), and with a bit of tweaking produced a UV texture coordinates map.

Now the file is ready to export to Zbrush, as an .obj object for further processing.

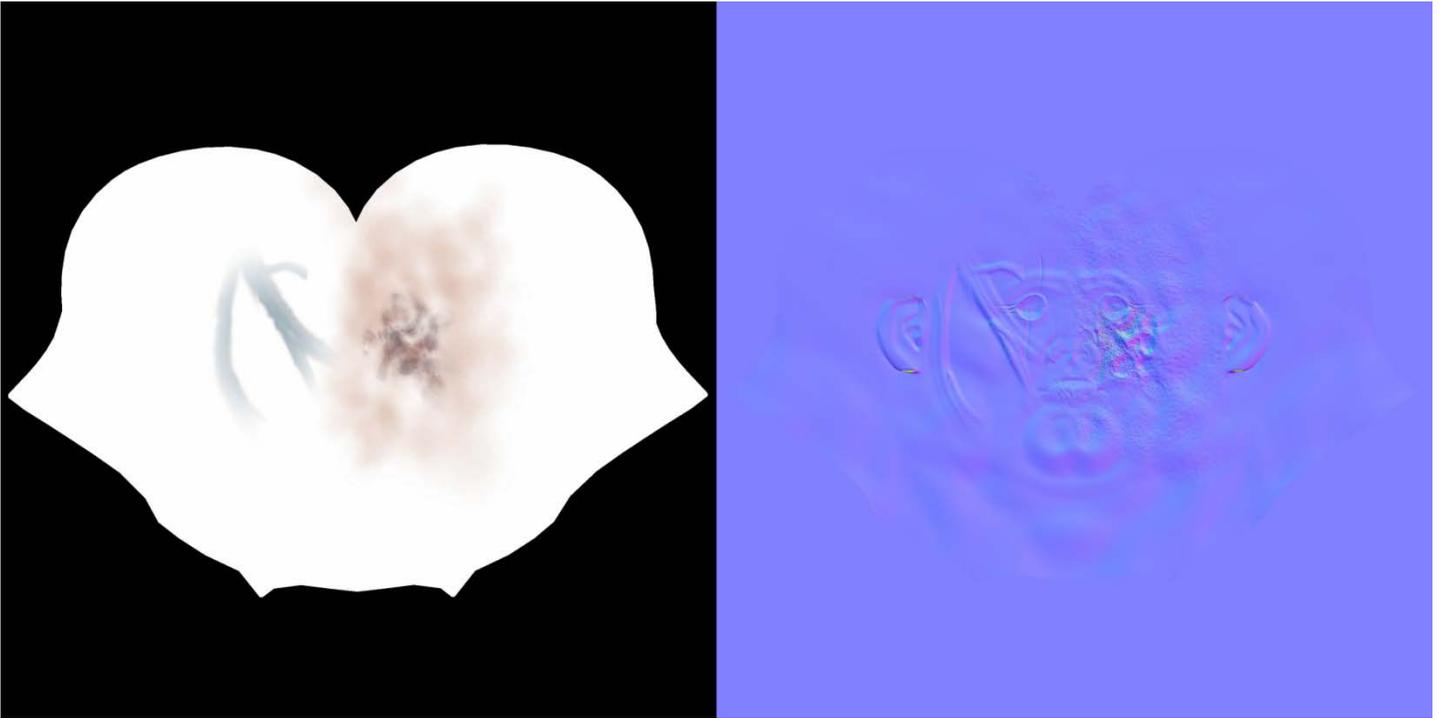


Launching Zbrush, under “Tool”, we use “Import” to fetch our .obj and then draw it to our canvas. Then under Tool-Geometry we divide our head 4-5 times, and using the various brushes of the software, we start sculpting!

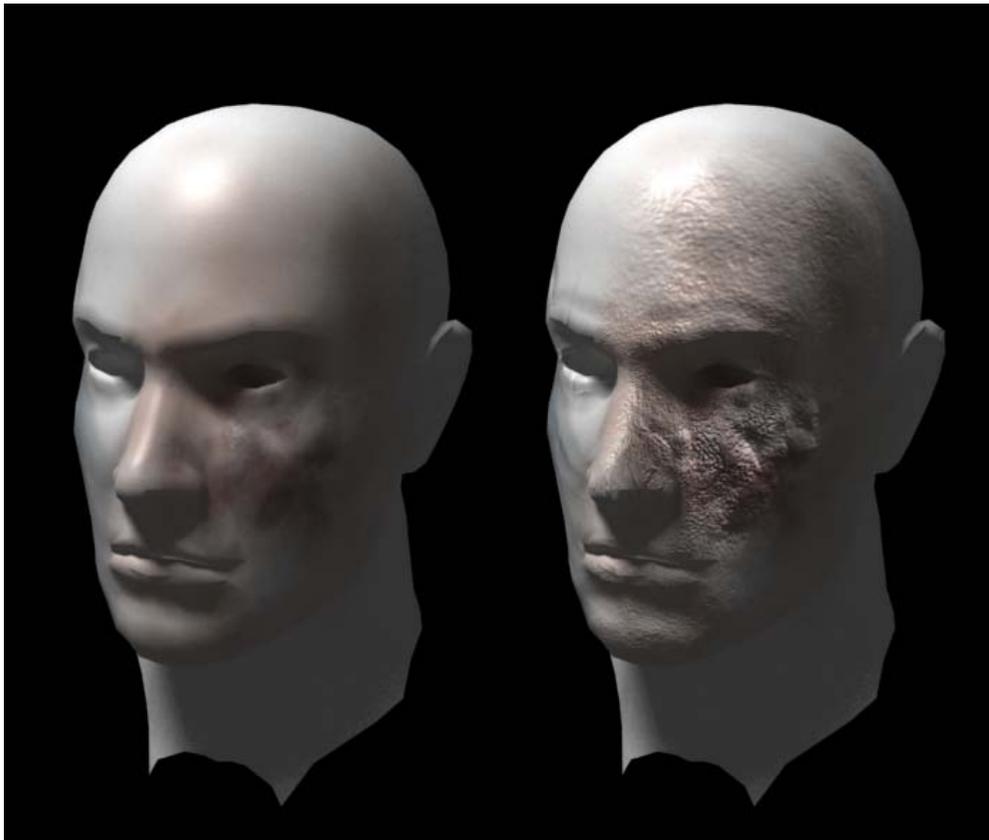
*Note that we can modify both geometry (zadd/zsub that will affect our normal map), as well as the diffuse texture (mrgb with texture enabled and polypaint on).

Once we are happy with the result, we must create and export the 2 maps.

First for the normal map, we go down to our lowest subdivision level, and under “UV map” we select the desired pixel resolution (2048 for this demo), then scroll down to “normal map” and press “Create normal map”. Now to export: “Clone nm” to bring it over to the texture palette and then from the top texture menu, check “flip V” and export. For the diffuse texture, we need the model to be at the highest subdivision level, and then scroll down to “texture map” and create a “new from polypaint”. Clone the texture created, go up to “texture” menu, flip V and export the same way on a different file.



Now we switch back to our original 3D Studio Max scene, apply these textures (diffuse and normal bump map) and set up a light in order to see the effect the normal map has.



The following illustrates the differences on the model, with and without normal map, both using the same low-polygonal head of 2294 triangles!

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