Guns of Icarus Online – Color Texture Guide

How to use high resolution meshes to create consistant color textures.

Setup

Base Color

To arrive at our finished texture we derive information from the high resolution sculpt. We then composite this information into the texture map to restore volume and details missing in the low resolution mesh.
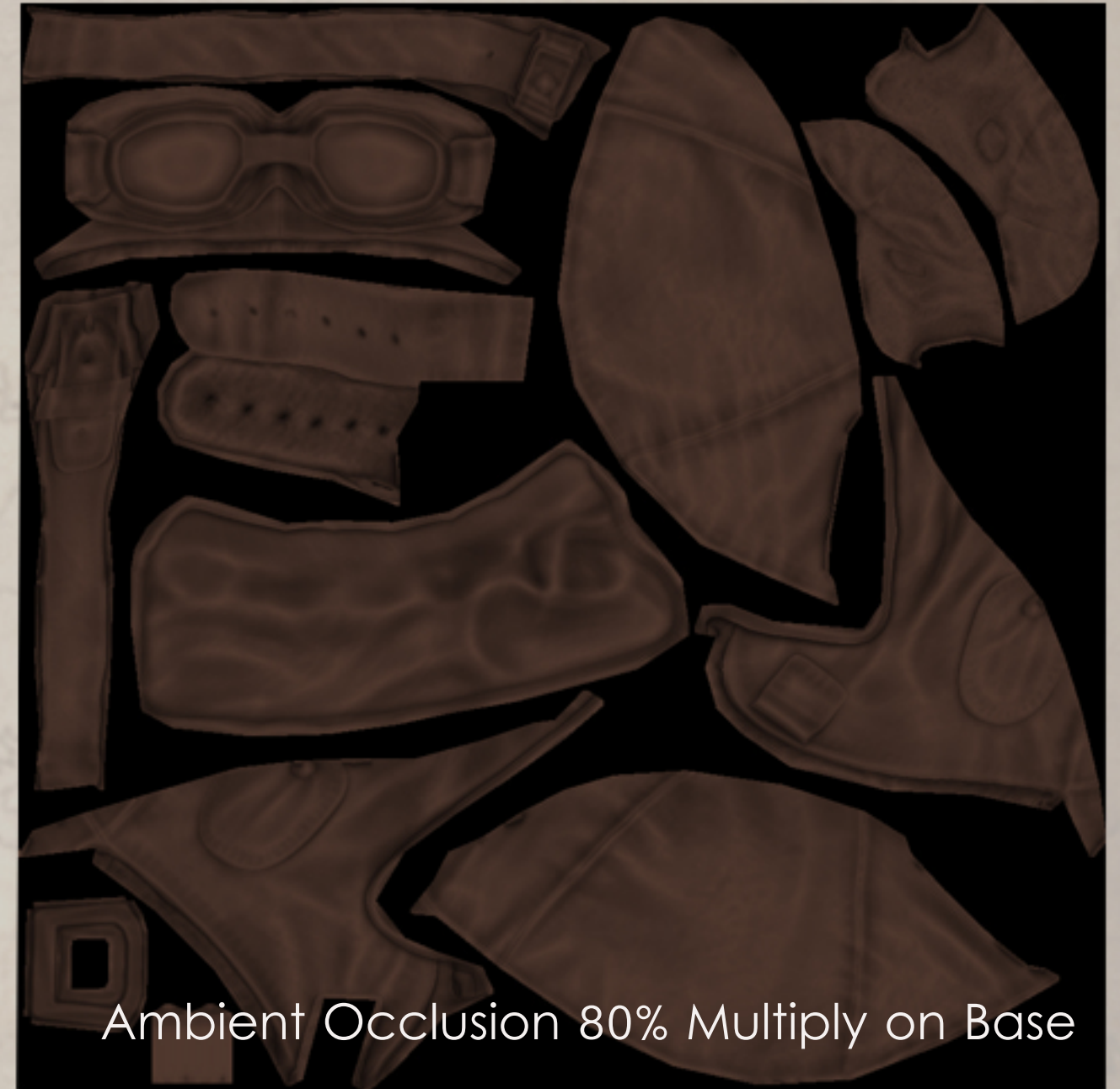
Start your texture with a uniform base color

High Res Ambient Occlusion

Ambient Occlusion

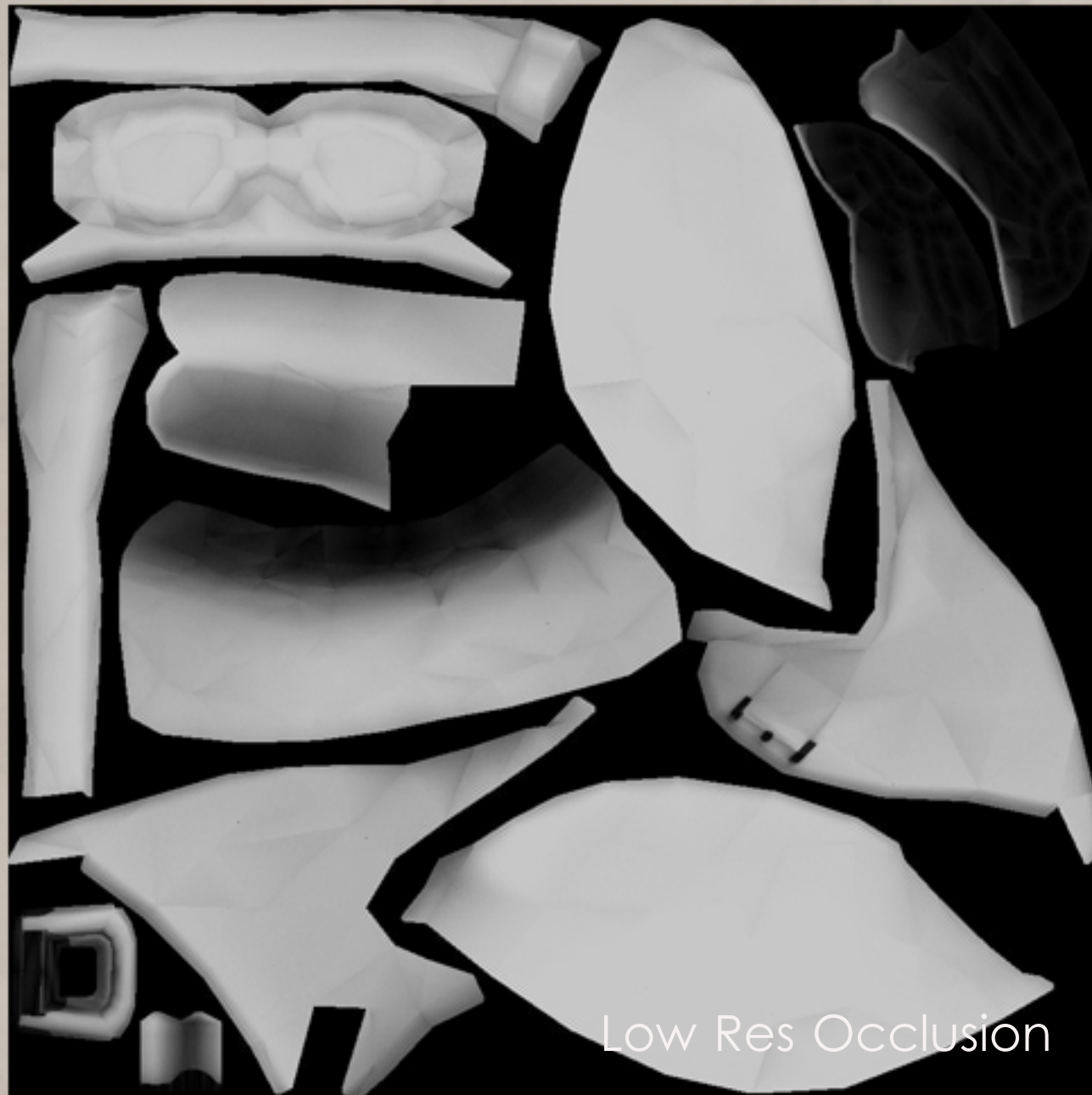Ambient Occlusion 80% Multiply on Base

Bake an ambient occlusion map using the high resolution sculpt.

Composite this map on top of the base layer using the multiply blend mode at 80% opacity.

Low Res Ambient Occlusion

Low Res Occlusion

Low Res Occlusion 80% Multiply

Another AO map is necessary to represent the occlusion generated from the character wearing the item. This is made from positioning the low resolution mesh on top of the characters base mesh and baking the AO.

Composite this map witht he high res occlusion map over the base layer. This is also using a multiply blend mode at 80% opacity.

Point Light Map



Point Light Map 100% Soft Light

Items also benefit from a tonal falloff from top to bottom. To do this, place white point lights above the item and bake the light information. The lights should not cast shadows and the material applied should have specular information.

A point light map gives an object the illusion of form. It will also draw the attention of the viewer upward where the light source is strongest and give the object directionality.

Cavity Map
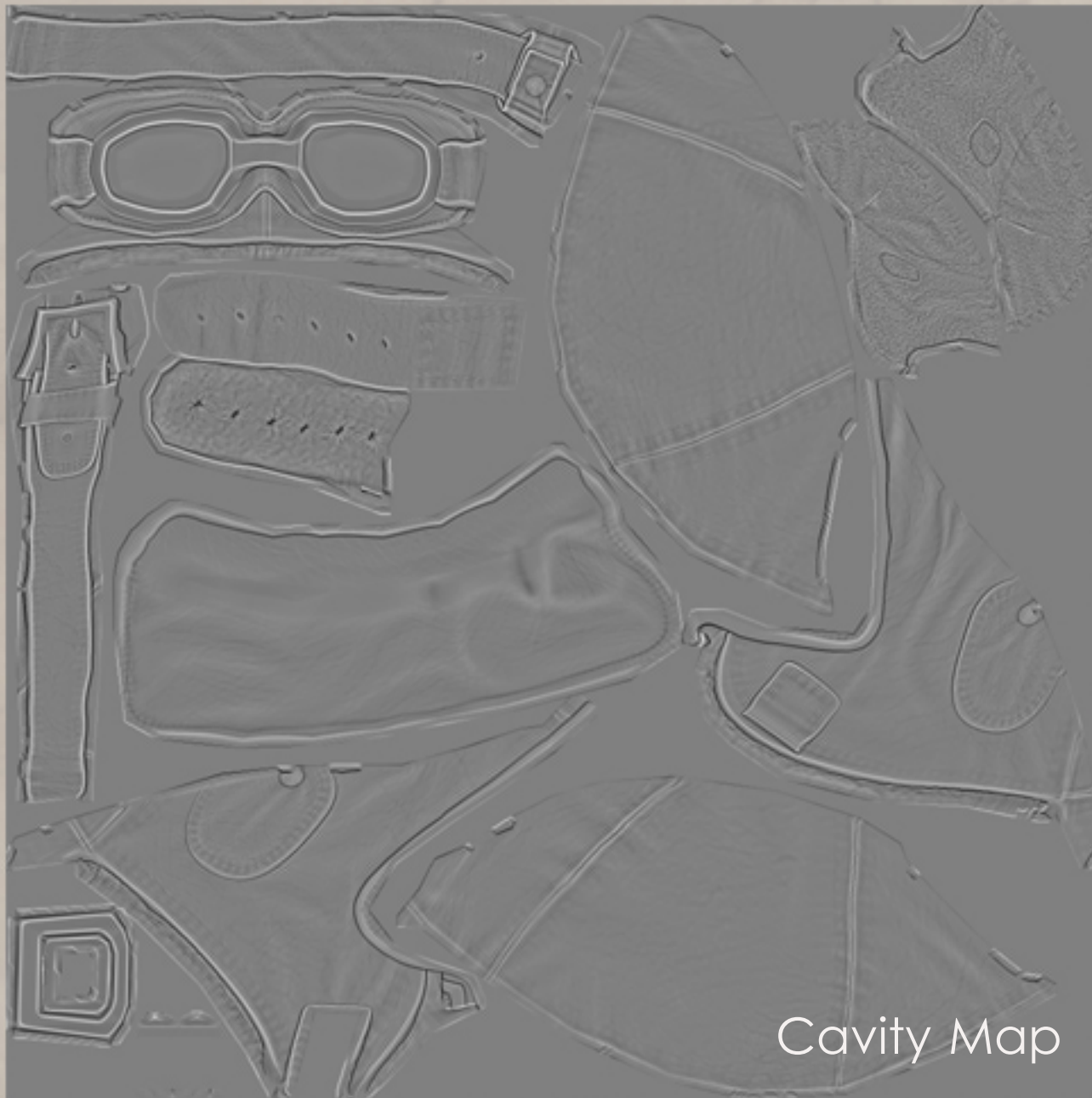
Cavity Map

A cavity map will sharpen your details and create additional depth information.

Cavity Map 90% Overlay

Composite this map over the occlusion and point light maps using an overlay layer.

Colorized Height Map

Height Map

Colorized Height Map

Adding color to volume information will help the item advance or receed depending on the color of the texture map. Start by rending a height map using the high poly mesh,
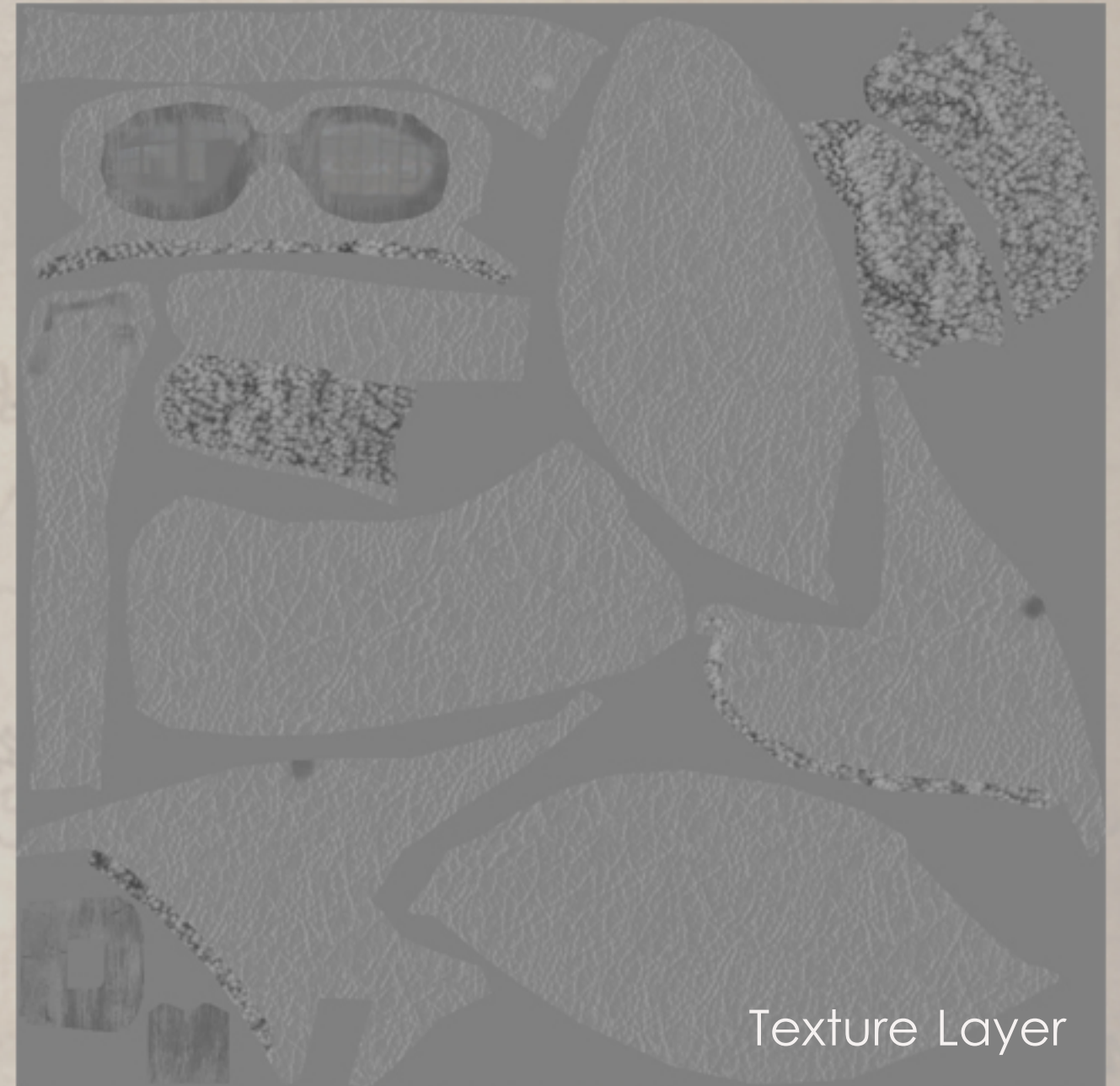
Modify this map using a color balance adjustment. Apply warm colors to the whites and a cool color to the darks.

Light and Texture Layers

Colorized Height Map 30% Opacity Soft Light

Texture Layer

Composite this layer using soft light and a very low opacity. The color value added should be subtle and contribute to your base color information, not destroy it. This map is placed above the cavity map layer.

Remaining layers should be composited be–tween these light information layers and the base color layer. One such layer is a texture pass built using photographs. This is a gray–scale layer, set to overlay and set at a low opacity.

Base Layers

Local Color Layer

The local color layer is where most of your painting occurs. Use this layer to definte color regions.

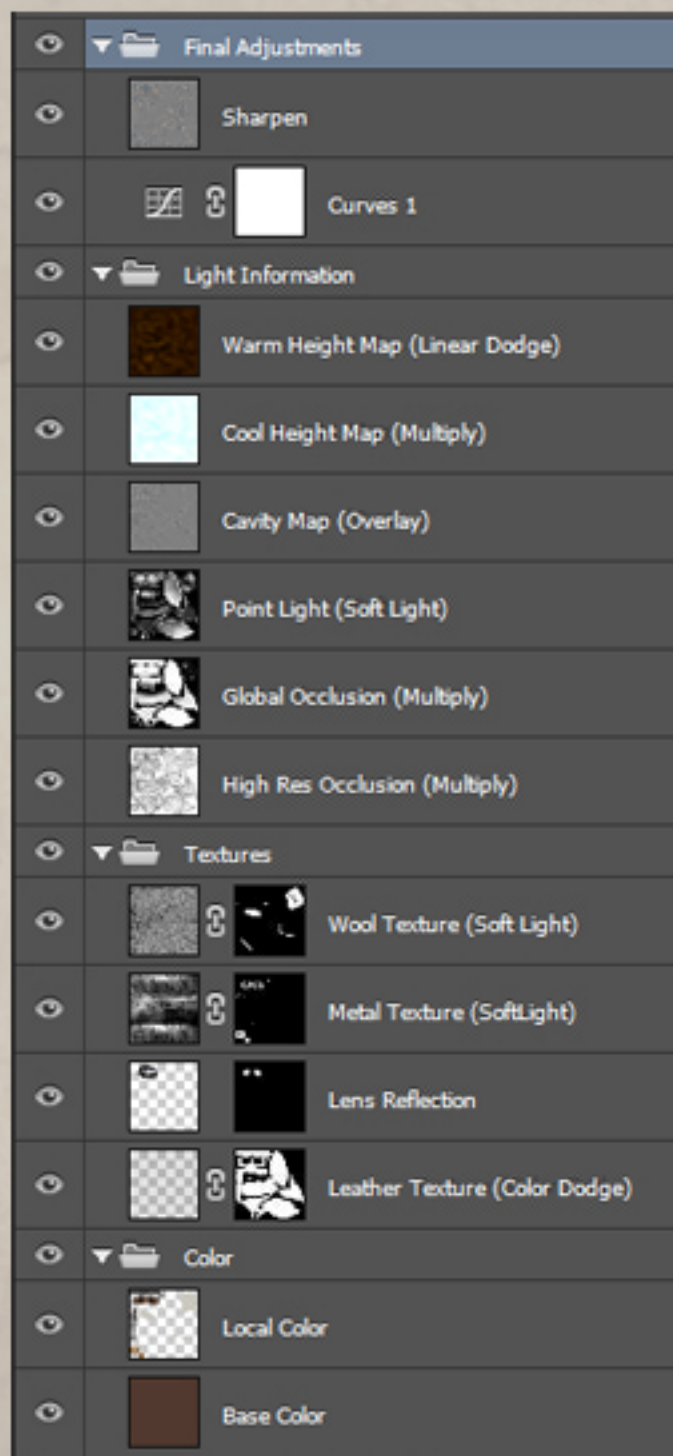Texture Layer Composited Over Local Color

The local color layer is then composited under the texture.

Final Adjustments

Final Color Map

Once fully composited you may wish to add a final adjustment layer to balance colors, adjust saturation, or sharpen the final image.

Now your texture is unified with the details of the normal map

Layers panel

- Final Adjustments
  - Sharpen
  - Curves 1
- Light Information
  - Warm Height Map (Linear Dodge)
  - Cool Height Map (Multiply)
  - Cavity Map (Overlay)
  - Point Light (Soft Light)
  - Global Occlusion (Multiply)
  - High Res Occlusion (Multiply)
- Textures
  - Wool Texture (Soft Light)
  - Metal Texture (SoftLight)
  - Lens Reflection
  - Leather Texture (Color Dodge)
- Color
  - Local Color
  - Base Color