BiTC - Session 5 - Texturing

April 15, 2017 v1.0

Red highlighting is for quick reference only (not a hyperlink).
TC = (Time Code) refers to the point on the video that the topic is being discussed/demonstrated

TC	Topic (Session 5)
00:00:00	Intro and Copyright
00:01:14	Recap and overview of Session 5
00:05:40	Starting with Genesis 3 in DS
00:06:20	OBJ Export Options and examining them in UVMapper Pro - **out of boundary UV's**
00:09:17	Trick exporting from DS which **stacks UV's**
00:11:00	**Exporting a UV Template** from UV Mapper Pro
00:14:47	**Isolating material** zones
00:17:36	**Reason** for separating maps
In Photoshop	
00:22:22	**xNormal** - will generate a number of maps. In this case, used for AO
00:28:00	1st Q&A
00:32:15	Arki's velvet skirt texture
00:34:00	Making **wrinkles and folds follow the natural folds** of the texture
00:39:00	Using the **Warp Tool**
00:42:30	**Hand drawn Pattern** example
00:43:10	**Stitching** example
00:44:30	Creating a **mask and advantages**
00:48:25	Demonstrating Arki's stitching
00:56:16	Various Maps required to build a proper shader
01:00:00	Diffuse map, bump map and transparency map
01:03:39	**Shox-Design comparison** of stitching and texture of the same dress model
01:04:49	2nd Q&A - Photoshop (forgot the bell) ;-)
01:06:26	**Projection Painting** and the difference between it and Photoshop

01:07:07	Hand drawn pattern
Blacksmith 3D Paint	
01:08:20	Blacksmith 3D Paint - **Seamless painting**
01:14:07	Brush size changes with the size of the viewport
01:18:00	**Comparison of Project Paint vs Photoshop** copy and paste
01:19:00	3rd Q&A
01:23:00	Hand drawn patterns and **creating a tiling pattern**
01:30:38	Final Q&A
01:38:00	Last words from Shox-Design
01:44:00	Wrap Up

Stich brush links per Mark
https://www.brusheezy.com/brushes/1637-stitch
http://www.psd-dude.com/tutorials/resources/stitch-photoshop-brushes.aspx
https://cgelves.com/free-sewing-stitch-brushes-set-for-photoshop/