

HomeWork #2

After seeing the zbrush lesson. Create 2 normal maps different surfaces using this method.

Surfaces that you can create range from but aren't limited to:

Rocks

Metal plates

Metal patterns

Walls

Floors

Ceilings

Scifi / Technological

Make sure you make a project folder and load all the textures from there.

geo_name (geometry)

mt_name (materials)

mt_pl_name (plastic material)

mt_ml_name (metal material)

tx_df_name (diffuse texture)

tx_nm_name (normal textures)

tx_dp_name (displace textures)

Evaluation

20% Turn In on time

20% Creativity on how you create models to be used as normal textures.

20% Texture Quality

20% Proper Naming

20% Application to a shader