

# Additional Content Volume 4: Step-by-Step Texturing of the Alien-Plant

In this step-by-step Tutorial you will learn how to Texture the Alien-Plant Model in **Quixel Mixer**.

In *Chapter 5, Texturing your Models inside Quixel Mixer*, you've had the opportunity to experiment with Procedural Texturing on the Alien-Plant Model.

Having this freedom to play with the various settings, instead of blindly following instructions to enter arbitrary numbers & using certain Materials, helps you to really understand the Software from a whole different perspective. Self-experimentation is one of the best methods to learning 3D.

But there are those who feel more comfortable following step-by-step instructions, to understand how I got to the final result of my Alien-Plant's Textures. Well...this Tutorial is made for you!

We will be covering the following main topic:

- **Step-by-Step Texturing of your Alien-Plant Model**

At the end of this Online Tutorial, you will understand exactly every step I have used to Texture my Alien-Plant Model, from beginning to end.

Let's first start with the Technical Requirements first.

## Technical requirements

The following is the software and hardware you would need to complete this Chapter.

- A computer that can run basic 3D animation software.

- You need to have installed **Quixel Mixer** (free) from: <https://quixel.com/mixer>

## Step-by-Step Texturing of the Alien-Plant in Mixer

In this Section, we will start by downloading the Model and Textures that we will use for this tutorial. Then we will start to Texture the Alien-Plant Model.

**Download the Model file:** `AlienPlant.fbx` and **the following five Texture files** from the **Online Repository** here:

[https://github.com/Henk3D/Online\\_Repository/tree/main/CHAPTER%2005](https://github.com/Henk3D/Online_Repository/tree/main/CHAPTER%2005)

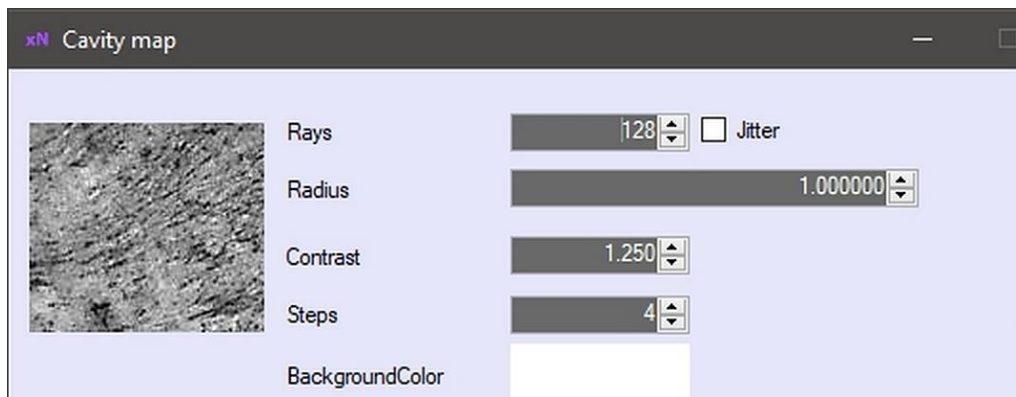
- `AlienPlant_Normals.tga`
- `AlienPlant_AO.tga`
- `AlienPlant_Curvature.tga`
- `AlienPlant_Material_ID.png`
- `AlienPlant_Cavity.tga`

### NOTE:

The Texture: `AlienPlant_Cavity.tga` is a **Cavity Map**. Although we didn't use one of these Texture Maps on the Robot Drone, we will use one on the Alien-Plant.

You can use **xNormal** to Bake this Base Texture Map in the same way as you've Baked the other Base Textures in the Section: *Baking Base Texture Maps, Chapter 4, UV Maps and Texture Baking*.

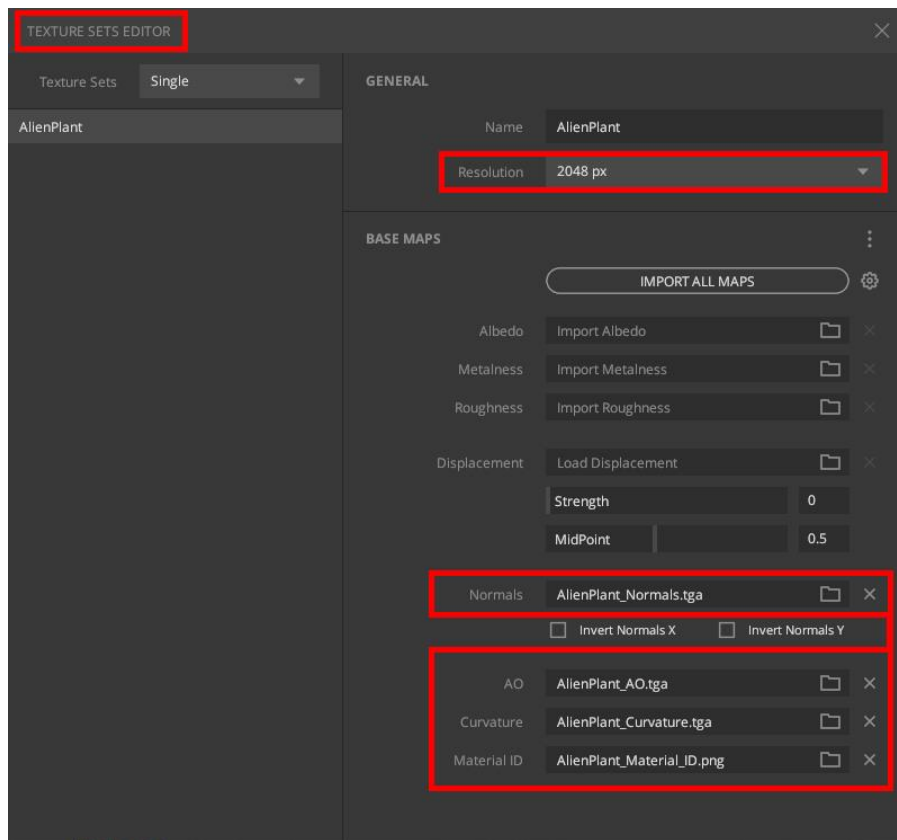
Here is the setting I have used to bake the Cavity Map, shown in *Figure 1*



**Figure 1: The Cavity Map Settings to use (if you want to Bake your own Cavity Map)**

The first thing to do is to **load the Alien-Plant Model into Mixer** in the same way that you've used to load the Robot-Drone. Load the Alien-Plant Model now.

1. Assign the Alien-Plant's **Normal Map**, **Ambient Occlusion Map**, **Curvature Map**, and **Material ID Map**. In the same way as you've done for the Robot-Drone. In **Figure 2**, you can see how to configure your Texture Editor settings.



**Figure 2: The Texture Editor settings for the Alien-Plant.**

2. Go back to the Layer Tab and add a **Solid Layer**.
3. Change the **Albedo** of the **Solid** Layer to: **Red: 10, Green: 79, Blue: 113**. Set **Metalness** to: **Black**. Set **Roughness** to **Red: 103, Green: 103, Blue: 103**.

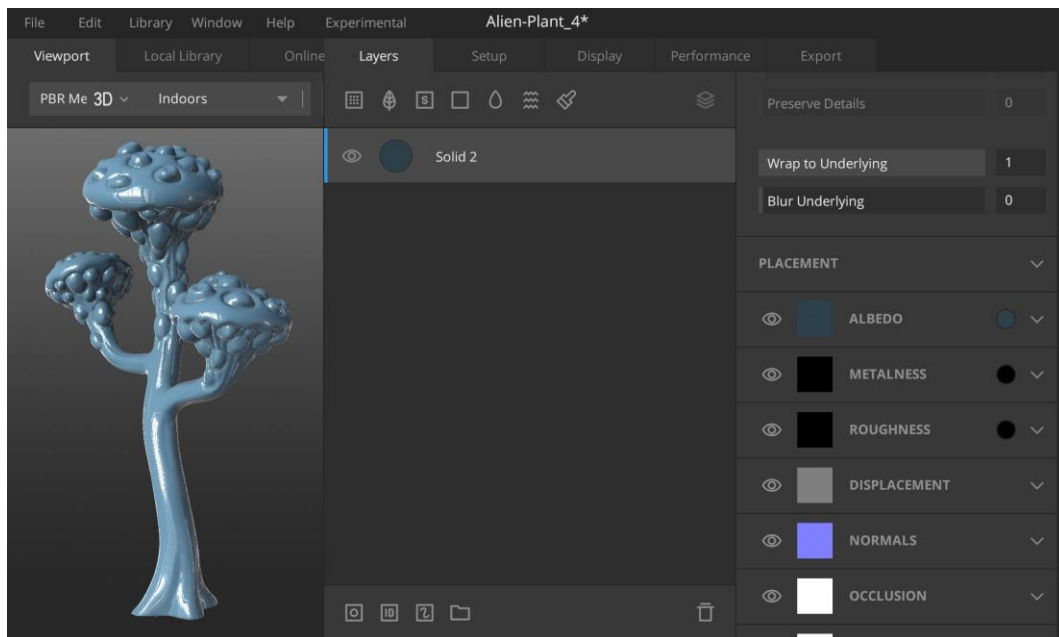


Figure 3: Add a Solid Layer and change it to this turquoise color.

4. Add another **Solid Layer**.
5. Change this Layer's **Opacity** to **0.62**.
6. Change the **Albedo** of the second **Solid** Layer to: **Red: 79**, **Green: 66**, **Blue: 43**. Set **Metalness** and **Roughness** to **Pure Black**. As seen in **Figure 4**.

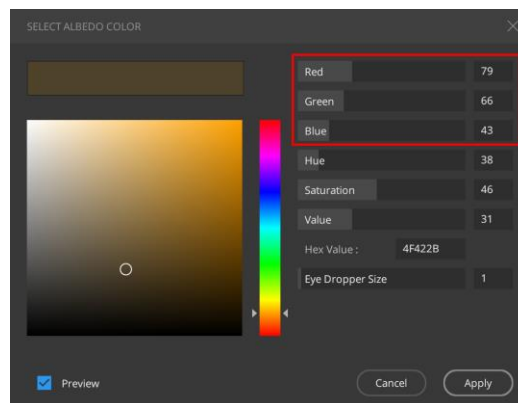
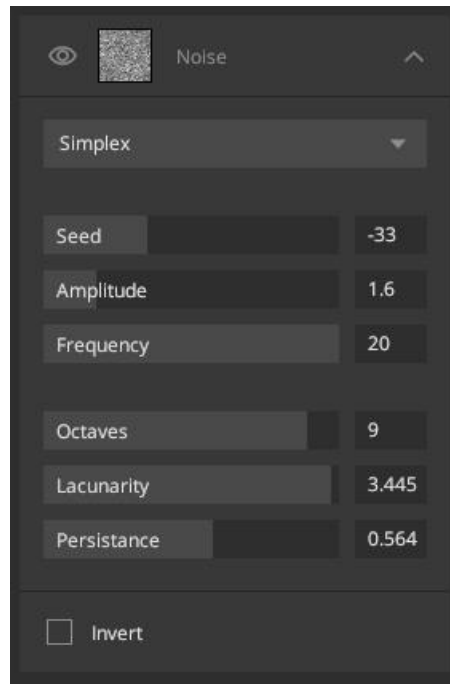


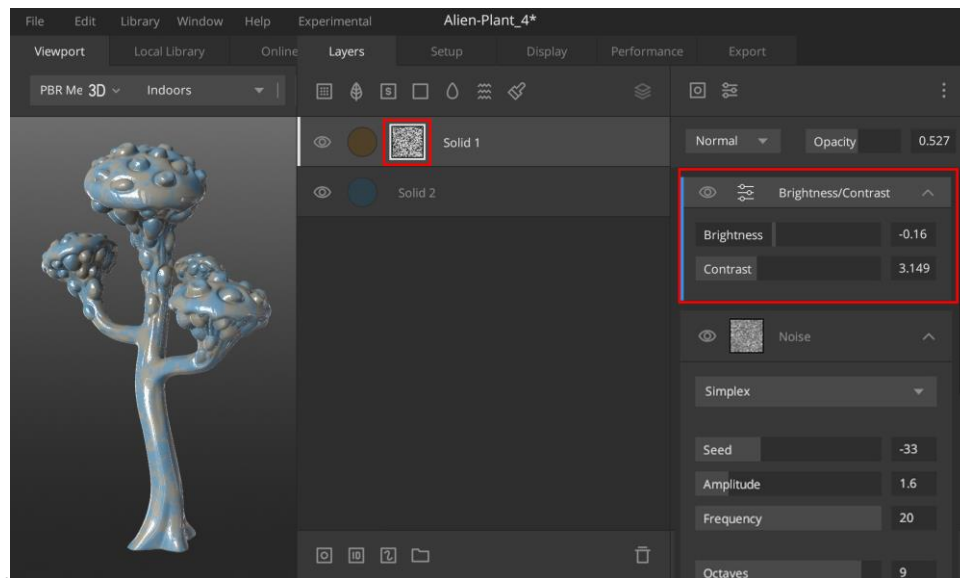
Figure 4: Setting the Albedo Color of the Second Solid Layer.

7. Add a **Mask Stack** to this second Layer. Select the **Mask** in the Layer.
8. Add a **Simplex Noise Mask** modifier to this Layer. In this **Noise** menu set the following settings: **Seed**: -33, **Amplitude**: 1.6, **Frequency**: 20, **Octaves**: 9, **Lacunarity**: 3.445, **Persistence**: 0.564. As seen in *Figure 5*.



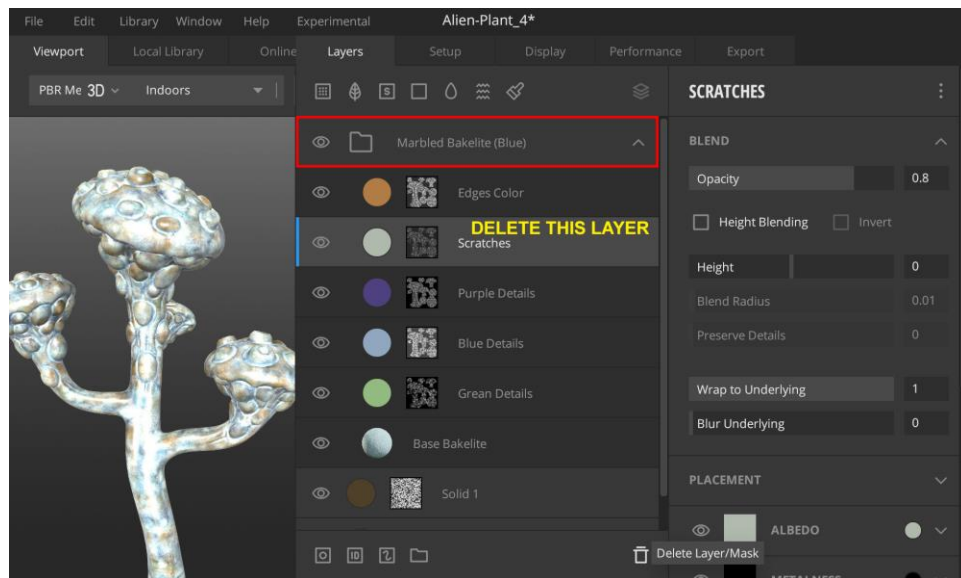
**Figure 5: The settings for the Noise Mask.**

9. Add a **Brightness / Contrast Mask modifier**. Set **Brightness** to -0.16 and **Contrast** to 3.15. As seen in *Figure 6*.



**Figure 6: Adjusting the Brightness/Contrast Mask's settings.**

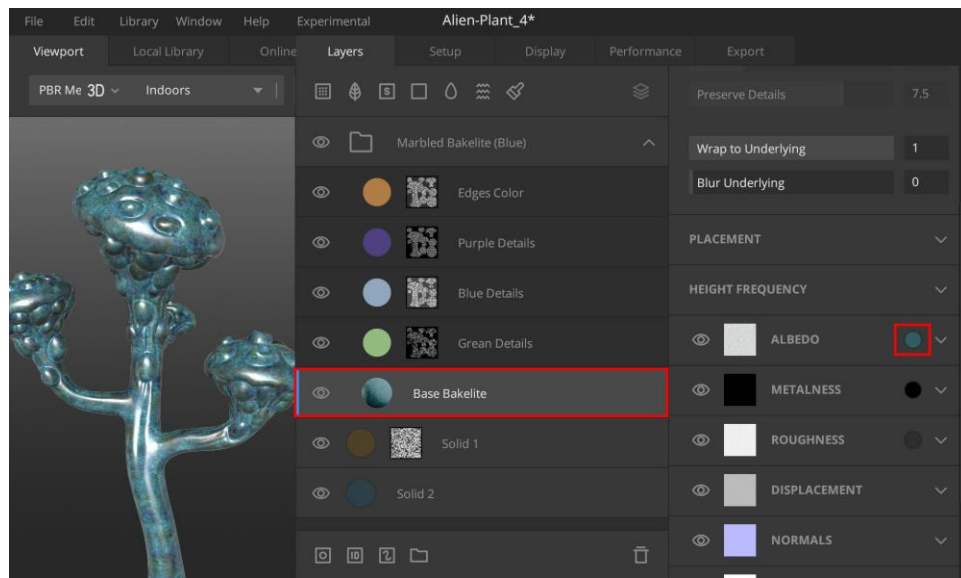
10. Add a **Smart Material**, in the **Material Browser** with the **Local Library** tab selected, search for, and add **Marbled Bakelite (Blue)**.
11. **Click** on the **Marbled Bakelite (Blue)** folder's drop-down Icon. Select the **Scratches** Layer. Press **Delete** to delete the **Scratches** Layer. As seen in **Figure 7**.



**Figure 7: Deleting the Scratches Layer in the Marbled Bakelite (Blue) Material.**

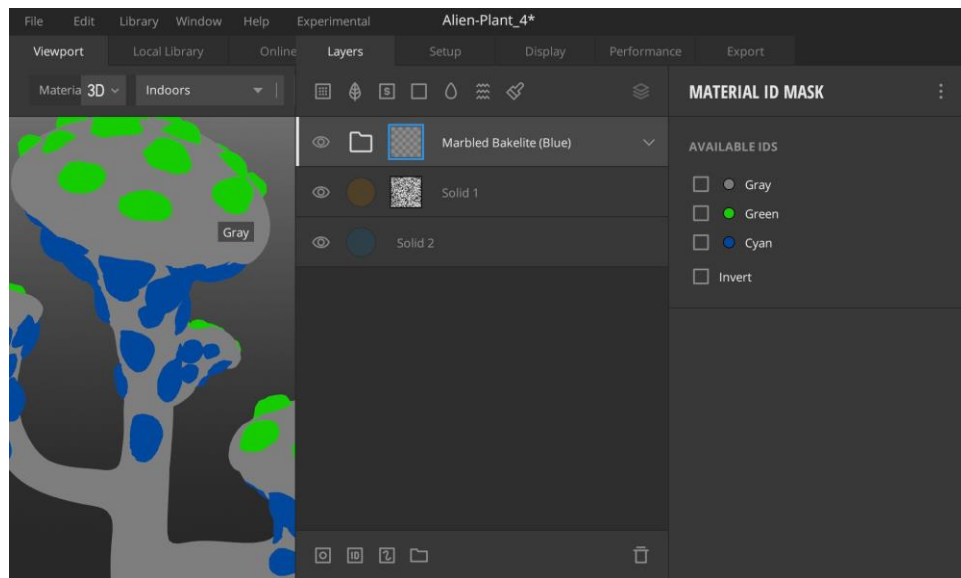
12. Click on the **Base Bakelite Layer** inside the **Marbled Bakelite (Blue)** folder. Change the **Albedo** to: **Red: 51, Green: 94, Blue: 97**. As seen in **Figure 8**.





**Figure 8: Changing the Albedo color of the Base Bakelite Layer.**

13. Add a **Material ID Mask** to **Marbled Bakelite (Blue)** Layer. Select this Mask.
14. Press **Q** and **left click** to select the **Gray color** on the Model's **Material ID**. As seen in **Figure 9**. This tells Blender that you want to apply this Material to the Grey areas in the Material ID Map.



**Figure 9: Adding a Material ID Mask to the Marbled Bakelite (Blue) Layer, with the Material ID colors shown on the right side.**

Your Model will now look like this one in **Figure 10**.

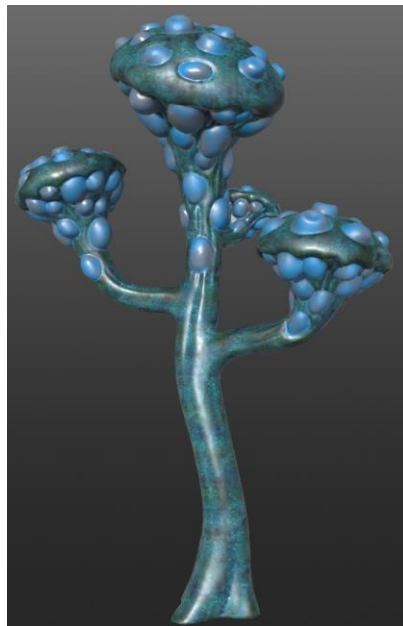


Figure 10: The Model at this stage.

15. We will now add another Solid Layer. **Click** on **Add Solid Layer**. Change the **Solid Layer's Albedo** to: **Red: 20, Green: 17, Blue: 232**. This created a blue color Solid Layer.
16. Add a **Material ID Mask** to this Layer.
17. Press **Q** and **left click** to select the **Gray color** on the Model's **Material ID**.  
(Like you've done in **Step 14**)
18. Add a **Mask Stack** to this second Layer and select the Mask in the Layer.
19. Add a **Perlin Noise Mask modifier** to this Layer. In this **Noise** menu set the following settings: **Seed: 38, Amplitude: 30, Frequency: 50, Octaves: 1, Lacunarity: 1.5, Persistence: 0.359**. As seen in **Figure 11**.

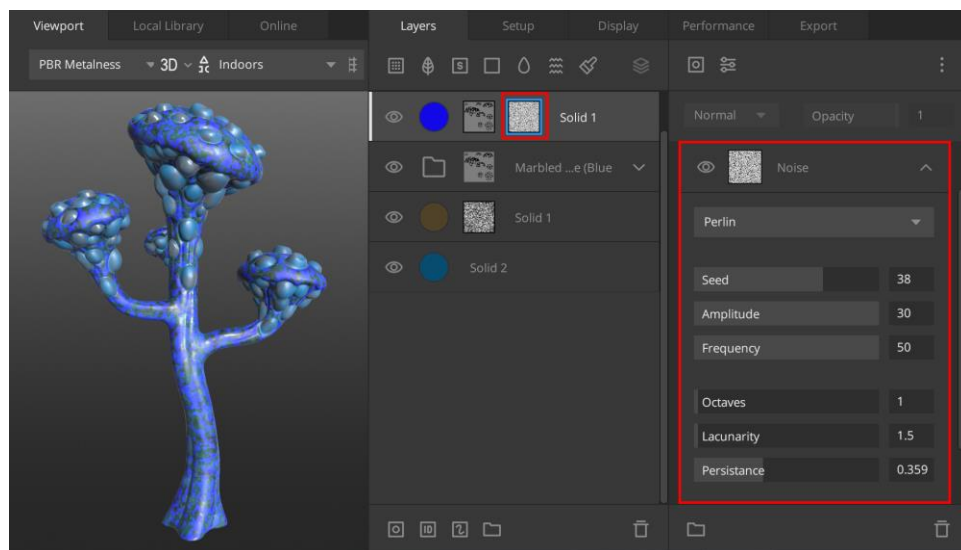
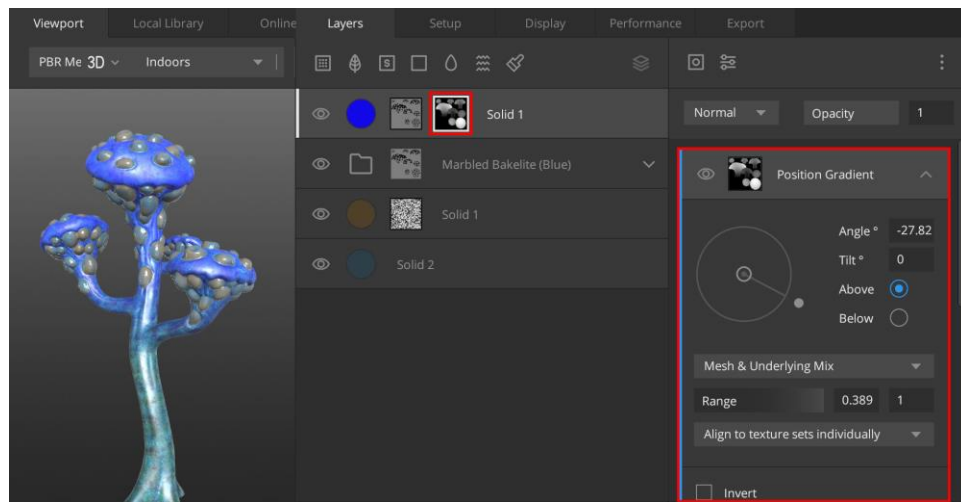


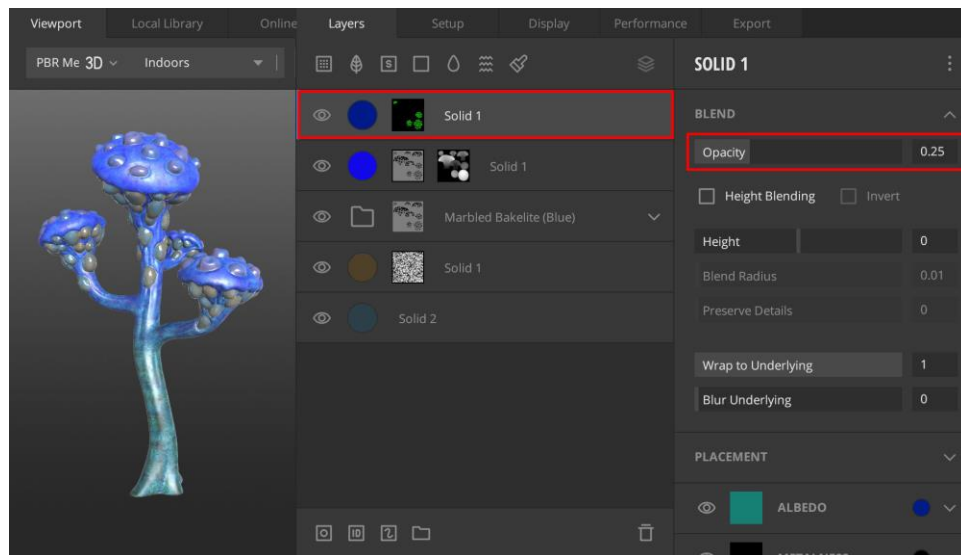
Figure 11: Adding a Noise Mask Modifier to the Mask.

20. **Next, we want to create a gradient color from top to bottom: Click** on **Add Mask Component** and select **Position Gradient**.
21. In the **Position Gradient menu**, set **Angle: -27.80, Range: 0.39** (first box). As seen in **Figure 12**.



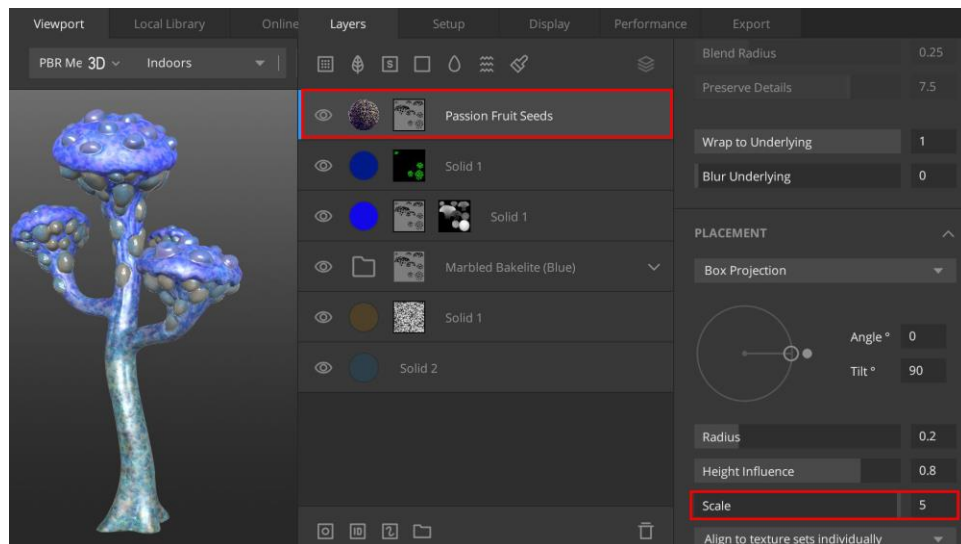
**Figure 12: Adding a Position Gradient to the Mask.**

22. In the **Blend** menu, set the **Opacity** to 0.388.
23. Click on **Add Solid Layer**. Change the **Solid** Layer's **Albedo** to: **Red**: 6, **Green**: 30, **Blue**: 137.
24. In the **Blend** menu, set this **Solid** Layer's **Opacity** to 0.25. As seen in **Figure 13**.
25. Add a **Material ID Mask** to this **Solid** Layer. Press **Q** and select the **Green** **Material ID** color.



**Figure 13: Changing the Opacity and adding a Material ID Mask Stack.**

26. Click **Add Surface Layer**. Set your type to **Surface** and search online for and add: **Passion Fruit Seeds**.
27. Change this Layer's **Opacity** to 0.095.
28. In **Placement** in the **Property Stack**, set the **Scale** to 5. As highlighted in **Figure 14**.
29. Add a **Material ID Mask** to the **Passion Fruit Seeds** Layer.
30. Press **Q** and **left click** to select the **Gray** color on the Model's **Material ID**.



**Figure 14: Changing the Scale of the Passion Fruit Seeds Layer.**

31. Click **Add Surface Layer**. Set your type to **Surface** and search online for and add: **Alien Seeds**.
32. Change this Layer's **Opacity** to 0.06.
33. Change the Alien Seed Layer's **Albedo** to: **Red: 95, Green: 194, Blue: 2**.
34. Change the Alien Seed Layer's **Roughness** to: **Red: 107, Green: 107, Blue: 107**.
35. In **Placement** in the **Property Stack**, set the **Scale** to 1.5. As shown in **Figure 16**.
36. Add a **Material ID Mask** to the **Alien Seeds** Layer.
37. Press **Q** and **left click** to **select both the Gray and the Green colors** on the Model's **Material ID**.

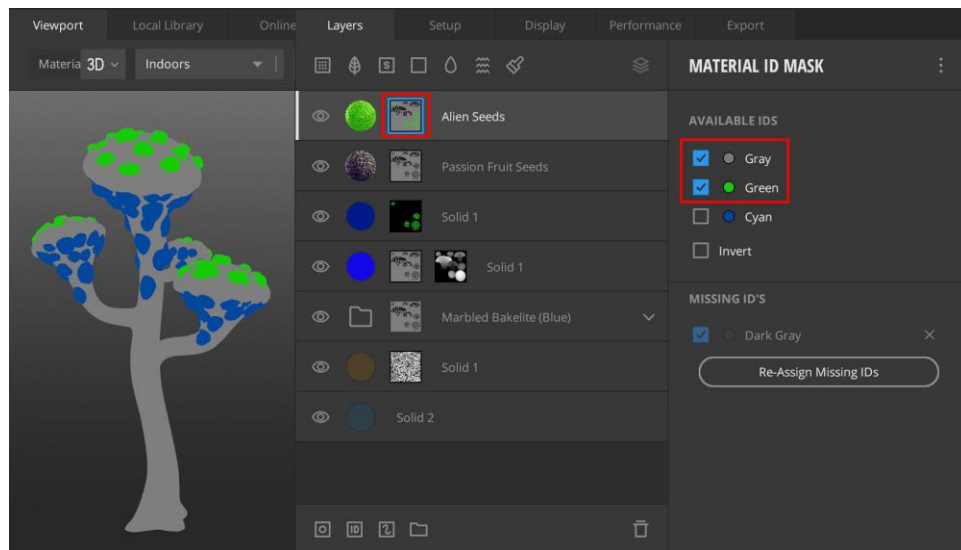


Figure 15: Selecting the Gray and the Green colors from the Material ID Mask.

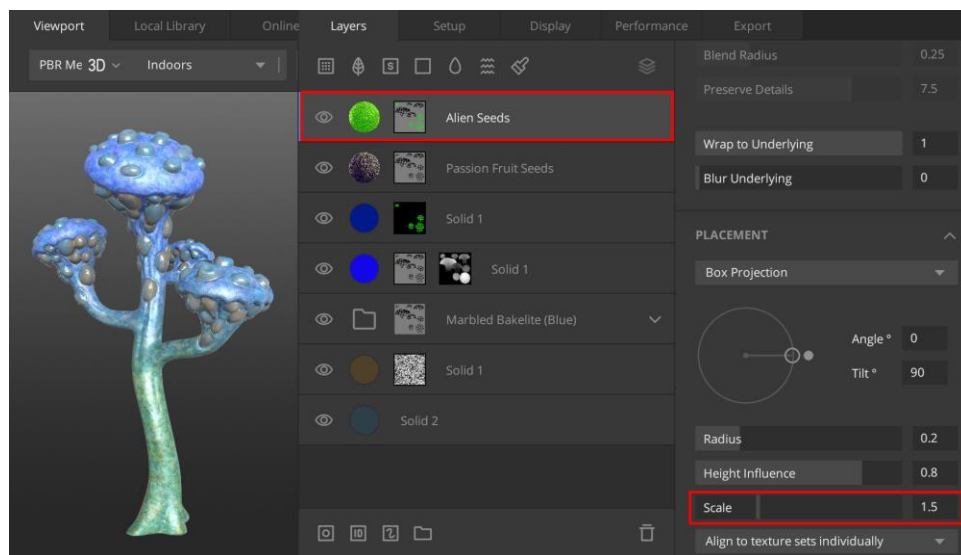
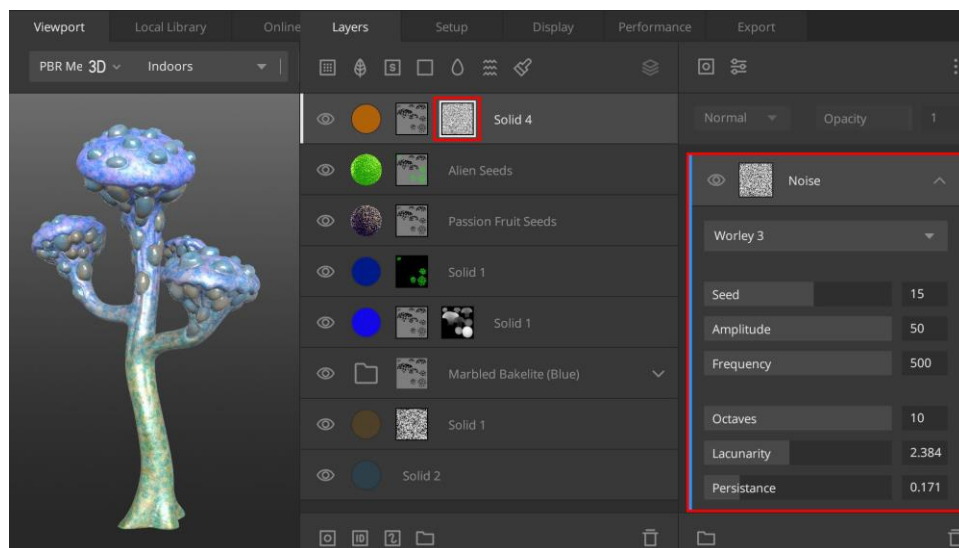


Figure 16: Setting the Scale of the Alien Seeds Layer.

38. Add another **Solid Layer**.
39. Change this Layer's **Opacity** to **0.1**.

40. Change the **Albedo** of the **Solid** Layer to: **Red:** 177, **Green:** 99, **Blue:** 9. Set **Metalness** and **Roughness** to **Pure Black**.
41. Add a **Material ID Mask** to this **Solid** Layer.
42. Press **Q** and **left click** select the **Gray color** on the Model's **Material ID**.
43. Add a **Mask Stack** to this second Layer. Select the Mask in the Layer.
44. Add a **Worley 3 Noise Mask** modifier to this Layer. In this **Noise** menu set the following settings: **Seed:** 15, **Amplitude:** 50, **Frequency:** 500, **Octaves:** 10, **Lacunarity:** 2.38, **Persistence:** 0.17. As shown in the highlighted area of **Figure 17**.



**Figure 17: The Worley 3 Noise settings.**

Let's now **add some darker lines around the edges of the nodules and spore sacks**. We will do this by using the Alien-Plant's **Cavity Map**.

45. Add another **Solid Layer**.
46. Change this Layer's **Opacity** to 0.84. As seen in **Figure 18**.
47. Change the **Albedo** of the **Solid** Layer to: **Red:** 15, **Green:** 6, **Blue:** 1. Set **Roughness** to **Pure White**.



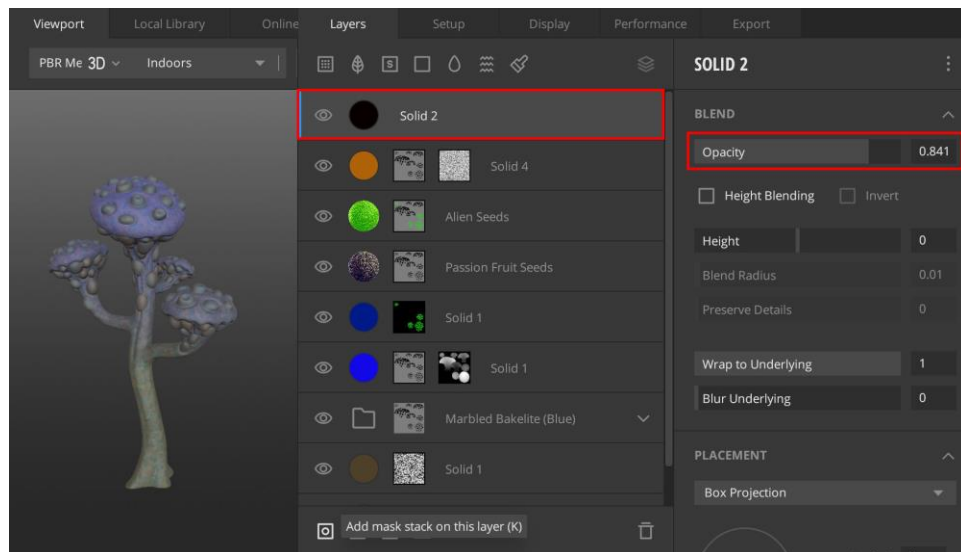


Figure 18: Adding another Solid Layer and changing its Opacity.

48. Add a **Mask Stack** to this second Layer. Select the Mask in the Layer.
49. **Click** on **Add Mask Component** and select **Texture Map**. As shown in **Figure 19**.

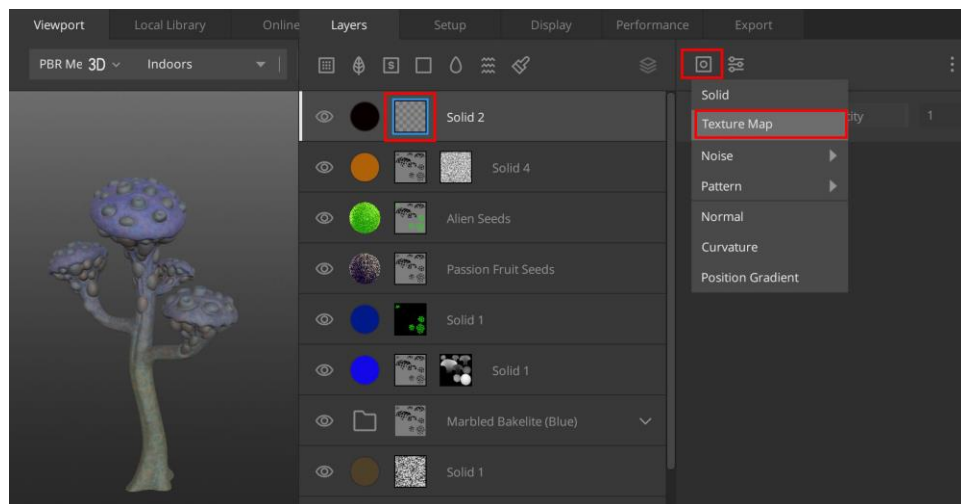
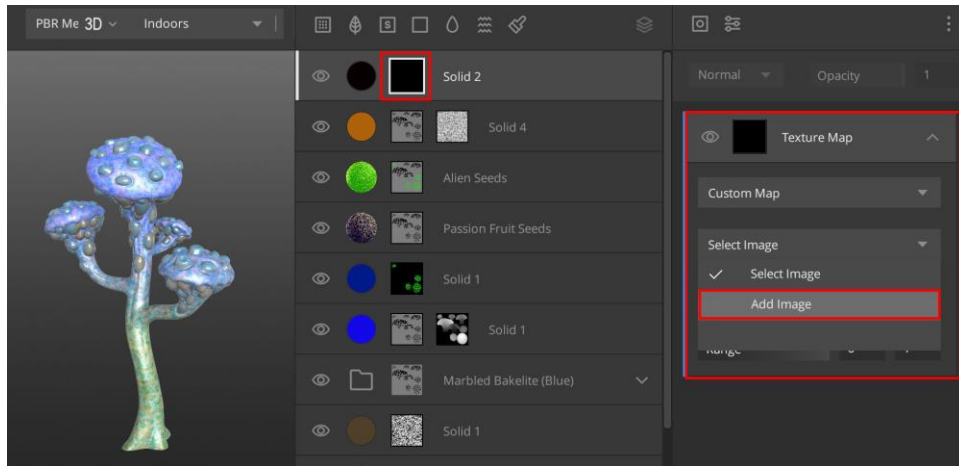


Figure 19: Adding a Mask Component to the Mask and selecting Texture Map as the option.

50. Keep **Custom Map** as the type. (As shown in **Figure 20**) Where it says **Select Image**, **click** on the drop-down Icon to select **Add Image**. (As shown in **Figure 20**)



**Figure 20: Adding an Image to use as a Mask.**

51. The **Choose Image mask to Load** window will open up. Select the **Alien-Plant's Cavity Map**: **AlienPlant\_Cavity.tga**.
52. **Tick** the **Invert** tick-box and set the **Range** to **0.127** in the input box on the right side. (Keep the **Range** as **0** in the input box on the left side). As shown in **Figure 21**.

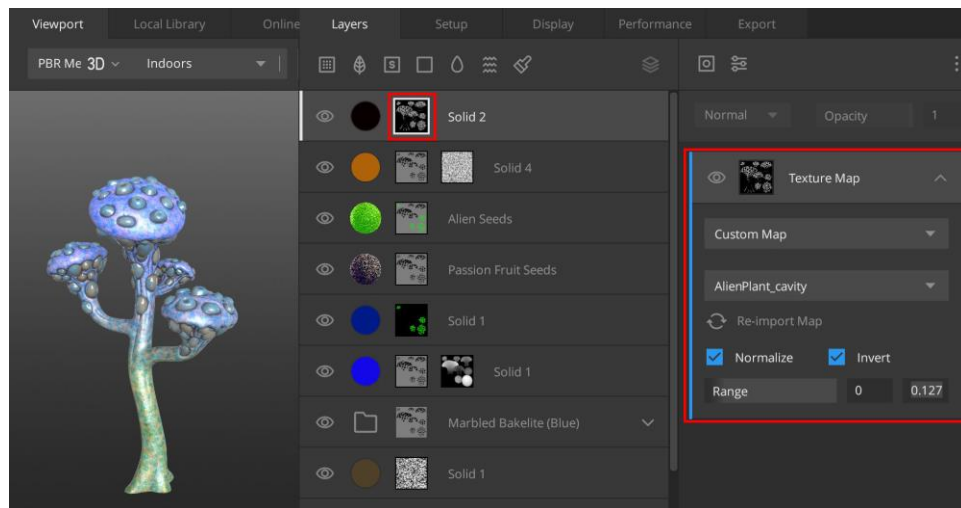


Figure 21: Adjusting the Texture Maps settings.

53. Now for the last step, we want to Blur the dark lines. Click on **Add Mask Modifier** and select **Blur**. Choose the **Gaussian Blur** type. As shown in Figure 22.

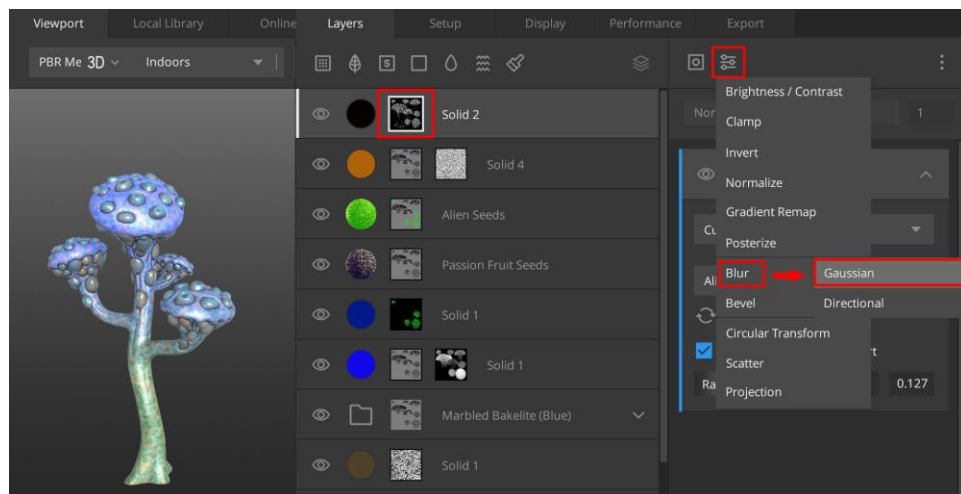
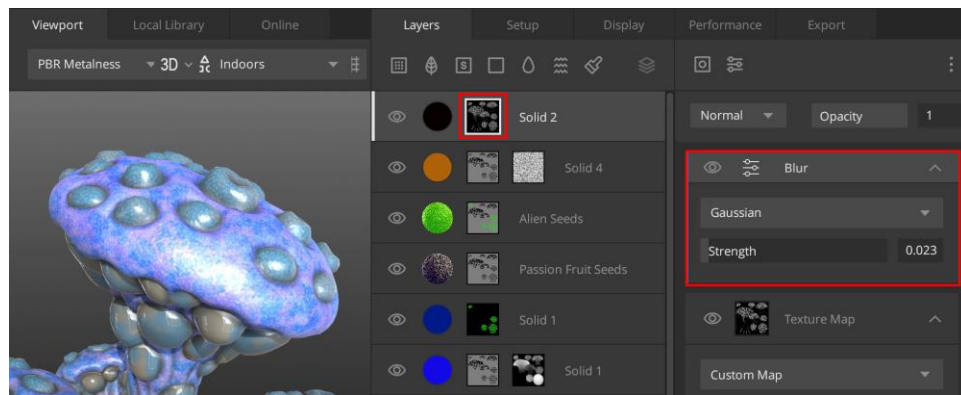


Figure 22: Adding a Blur Mask Modifier to the Mask.

54. Set the **Blur Strength** to 0.023. As shown in Figure 23.



**Figure 23: Adjusting the Blur Strength.**

Congratulations! Your Alien-Plant's Texturing is now complete! It should now look like the Model shown in **Figure 24**



**Figure 24: The Completed Alien-Plant Model.**

## Summary

You have just **learned how to Texture your Alien-Plant Model using the Step-by-Step instructions**. Now your Alien-Plant Model will look the same as mine.