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:

- Learn how to **Texture your Alien-Plant Model by following every step I used on mine**.

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

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

- `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*

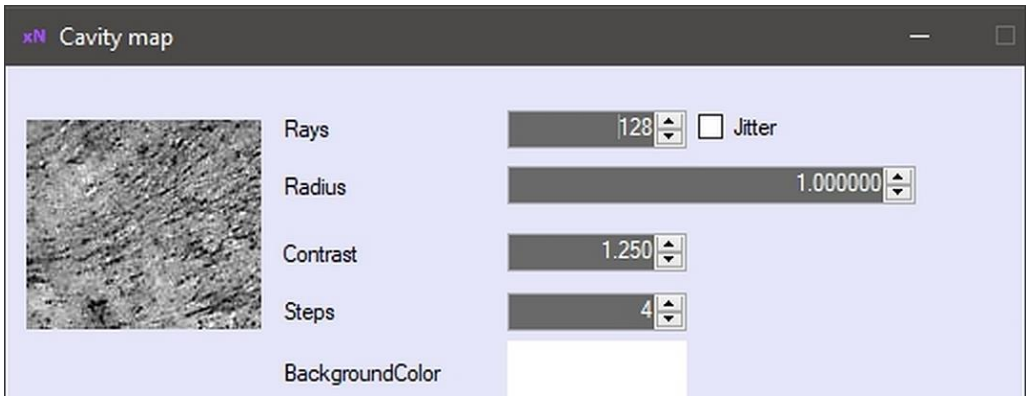

Figure 1: The Cavity Map Settings to use (if you want to Bake your own Cavity Map)

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**.
2. 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`.
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**: `24`, **Green**: `2`, **Blue**: `47`. Set **Metalness** and **Roughness** to **Pure Black**.
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`, **Persistance**: `0.564`.
9. Add a **Brightness / Contrast Mask** modifier. Set **Brightness** to `-0.16` and **Contrast** to `3.15`.
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.
12. *Click* on the **Base Bakelite** Layer inside the **Marbled Bakelite (Blue)** folder. Change the **Albedo** to: **Red**: 51, **Green**: 94, **Blue**: 97.
13. Add a **Material ID Mask** to **Marbled Bakelite (Blue)** Layer.
14. Press *Q* and *left click* to select the **Gray** color on the Model's **Material ID**.
15. Next, we want to create a gradient color from top to bottom. *Click* on **Add Solid Layer**. Change the **Solid** Layer's **Albedo** to: **Red**: 20, **Green**: 17, **Blue**: 232.
16. Press *Q* and *left click* to select the **Gray** color on the Model's **Material ID**.
17. Add a **Mask Stack** to this second Layer and select the Mask in the Layer.
18. 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, **Persistance**: 0.359.
19. *Click* on **Add Mask Component** and select **Position Gradient**.
20. In the **Position Gradient** menu, set **Angle**: -27.80, **Range**: 0.39 (first box).
21. In the **Blend** menu, set the **Opacity** to 0.388.
22. *Click* on **Add Solid Layer**. Change the **Solid** Layer's **Albedo** to: **Red**: 6, **Green**: 30, **Blue**: 137.
23. In the **Blend** menu, set this **Solid** Layer's **Opacity** to 0.25.
24. Add a **Material ID Mask** to this **Solid** Layer. Press *Q* and select the **Green Material ID color**.
25. *Click* **Add Surface Layer**. Set your type to **Surface** and search online for and add: **Passion Fruit Seeds**.
26. Change this Layer's **Opacity** to 0.095.
27. In **Placement** in the **Property Stack**, set the **Scale** to 5.
28. Add a **Material ID Mask** to the **Passion Fruit Seeds** Layer.
29. Press *Q* and *left click* to select the **Gray** color on the Model's **Material ID**.
30. *Click* **Add Surface Layer**. Set your type to **Surface** and search online for and add: **Alien Seeds**.

31. Change this Layer's **Opacity** to `0.06`.
32. Change the Alien Seed Layer's **Albedo** to: **Red**: `95`, **Green**: `194`, **Blue**: `2`.
33. Change the Alien Seed Layer's **Roughness** to: **Red**: `107`, **Green**: `107`, **Blue**: `107`.
34. In **Placement** in the **Property Stack**, set the **Scale** to `1.5`.
35. Add a **Material ID Mask** to the **Alien Seeds** Layer.
36. Press *Q* and *left click* to select the **Gray** and the **Green** colors on the Model's **Material ID**.
37. Add another **Solid Layer**.
38. Change this Layer's **Opacity** to `0.1`.
39. Change the **Albedo** of the **Solid** Layer to: **Red**: `177`, **Green**: `99`, **Blue**: `9`. Set **Metalness** and **Roughness** to **Pure Black**.
40. Add a **Material ID Mask** to this **Solid** Layer.
41. Press *Q* and *left click* select the **Gray** color on the Model's **Material ID**.
42. Add a **Mask Stack** to this second Layer. Select the Mask in the Layer.
43. 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`, **Persistance**: `0.17`.

Let's add some darker lines around the edges of the nodules and spore sacks now.

44. Add another **Solid Layer**.
45. Change this Layer's **Opacity** to `0.5`.
46. Change the **Albedo** of the **Solid** Layer to: **Red**: `15`, **Green**: `6`, **Blue**: `1`. Set **Roughness** to **Pure White**.
47. Add a **Mask Stack** to this second Layer. Select the Mask in the Layer.
48. *Click* on **Add Mask Component** and select **Texture Map**. Keep **Custom Map** as the type.
49. Where it says **Select Image**, *click* on the drop-down Icon to select **Add Image**. The **Choose Image mask to Load** window will open up. Select the Alien-Plant's **Cavity Map**: `AlienPlant_Cavity.tga`.

50. *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).
51. 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. Set the **Blur Strength** to `0.023`.

Your Alien-Plant should now look like the Model shown in the following *Figure 2*

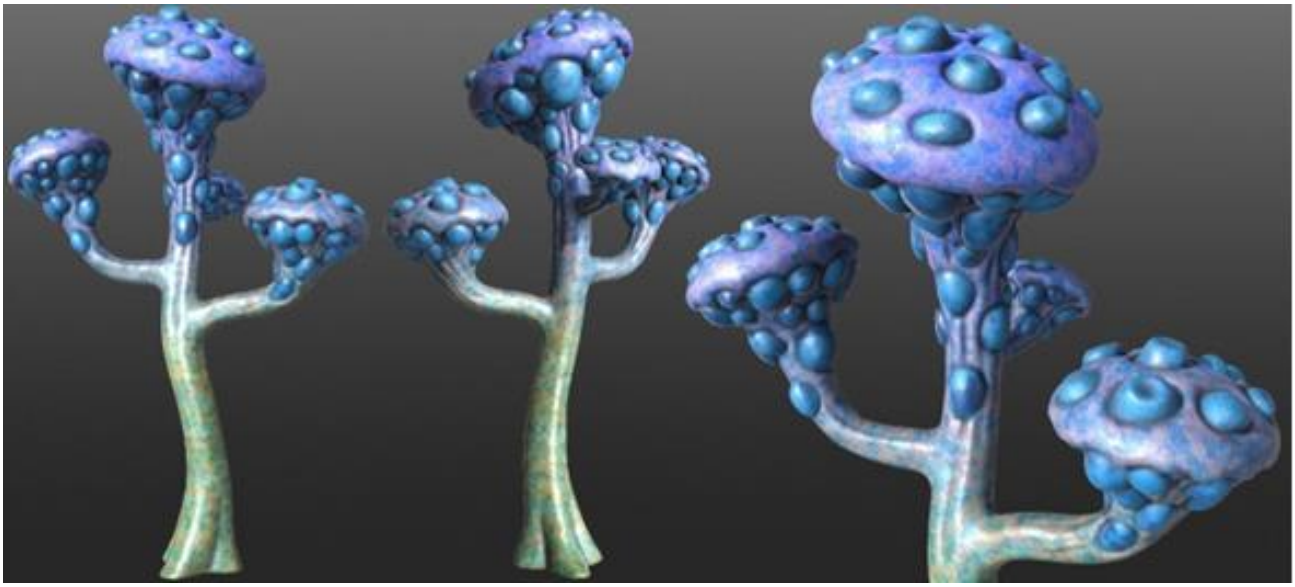

Figure 2: The Completed Alien-Plant Model

Congratulations. You have just completed the Alien-Plant's Procedural Texturing Tutorial!

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.