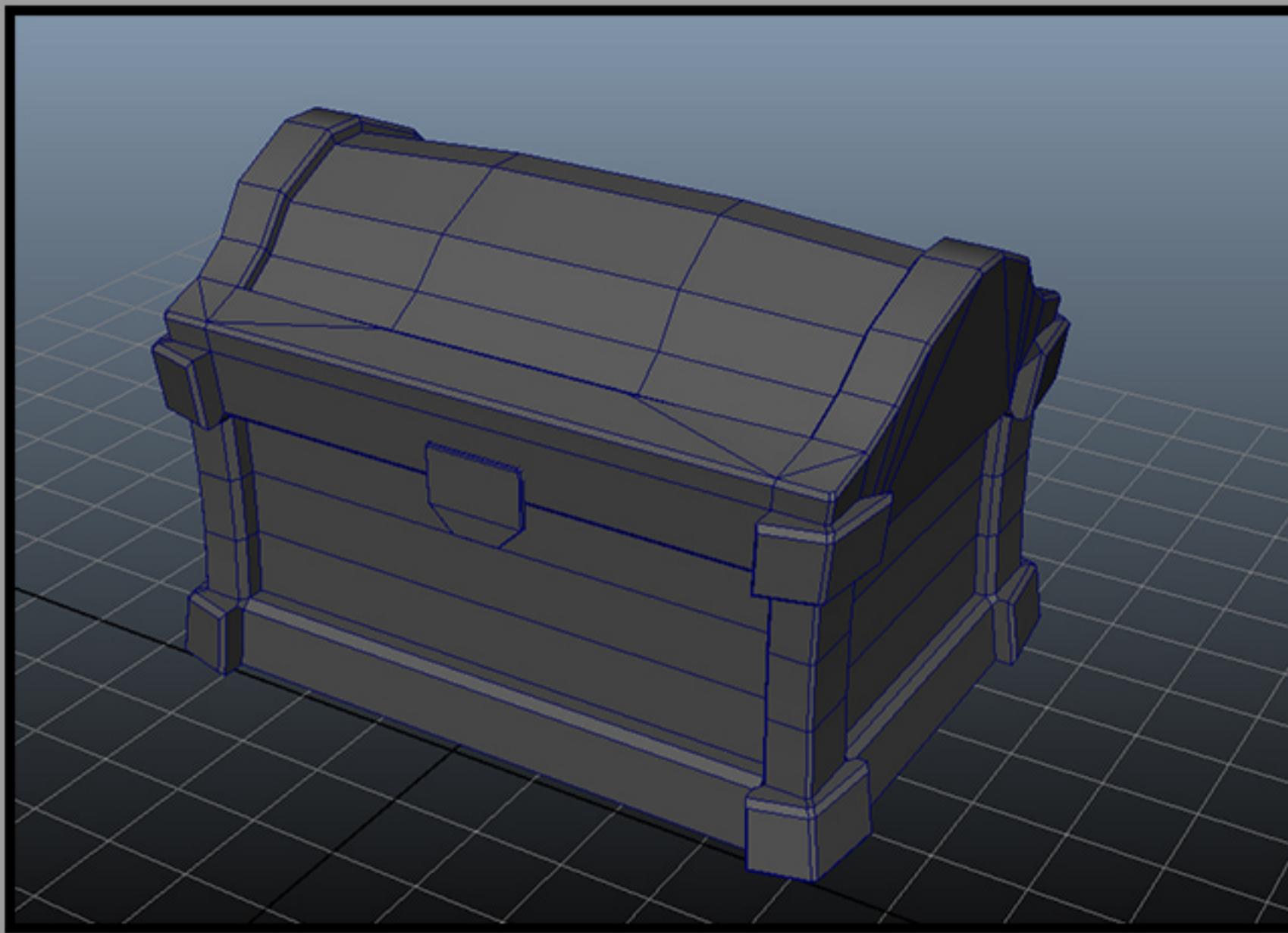


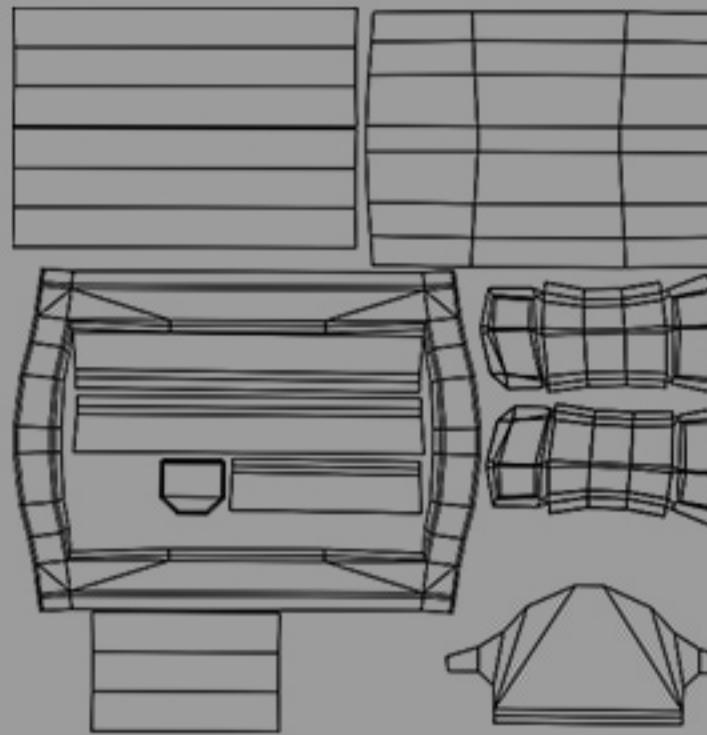
how do i used  
Quixel  
App?

- TUTORIAL -

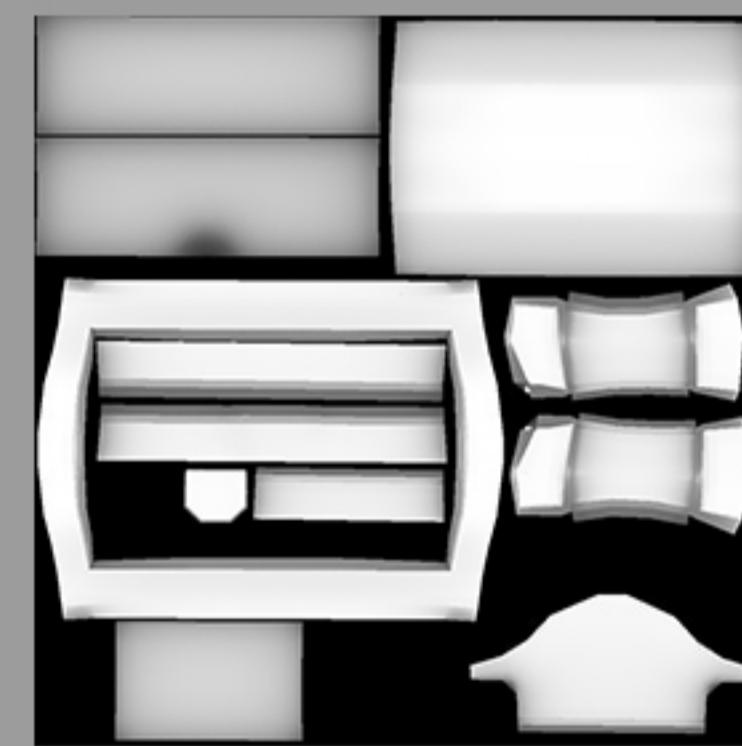
# MOST OF THE TIME YOU NEED THIS STUFF



MODEL .OBJ



\*COLOR ID



AMBIENT  
OCCLUSION

dDo creates dust and grime and stuff based on the normal map. So most of the time you want that.

Either bake a high poly to low poly to generate your normals or you can make them in nDo which I'll cover.

# USING NDO

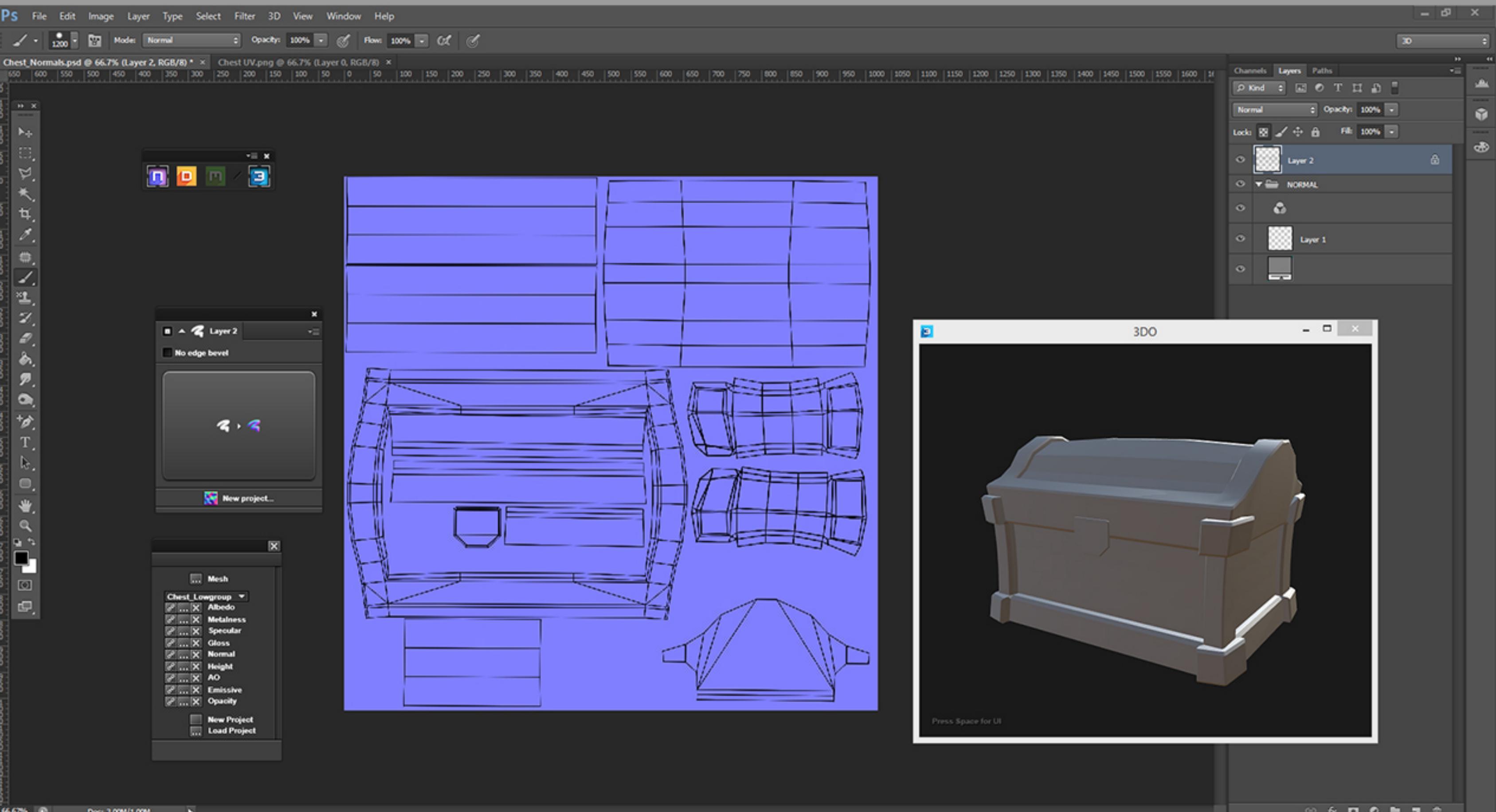
My normal bake looked fugly so I decided to make them in nDo



1. Start a new project

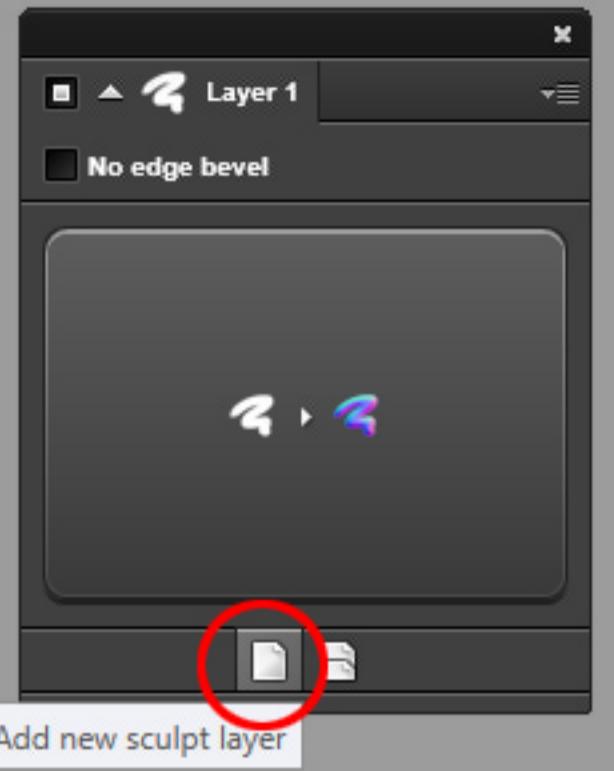


2. Open up 3Do and use the 3Do custom loader to load in your .obj file.



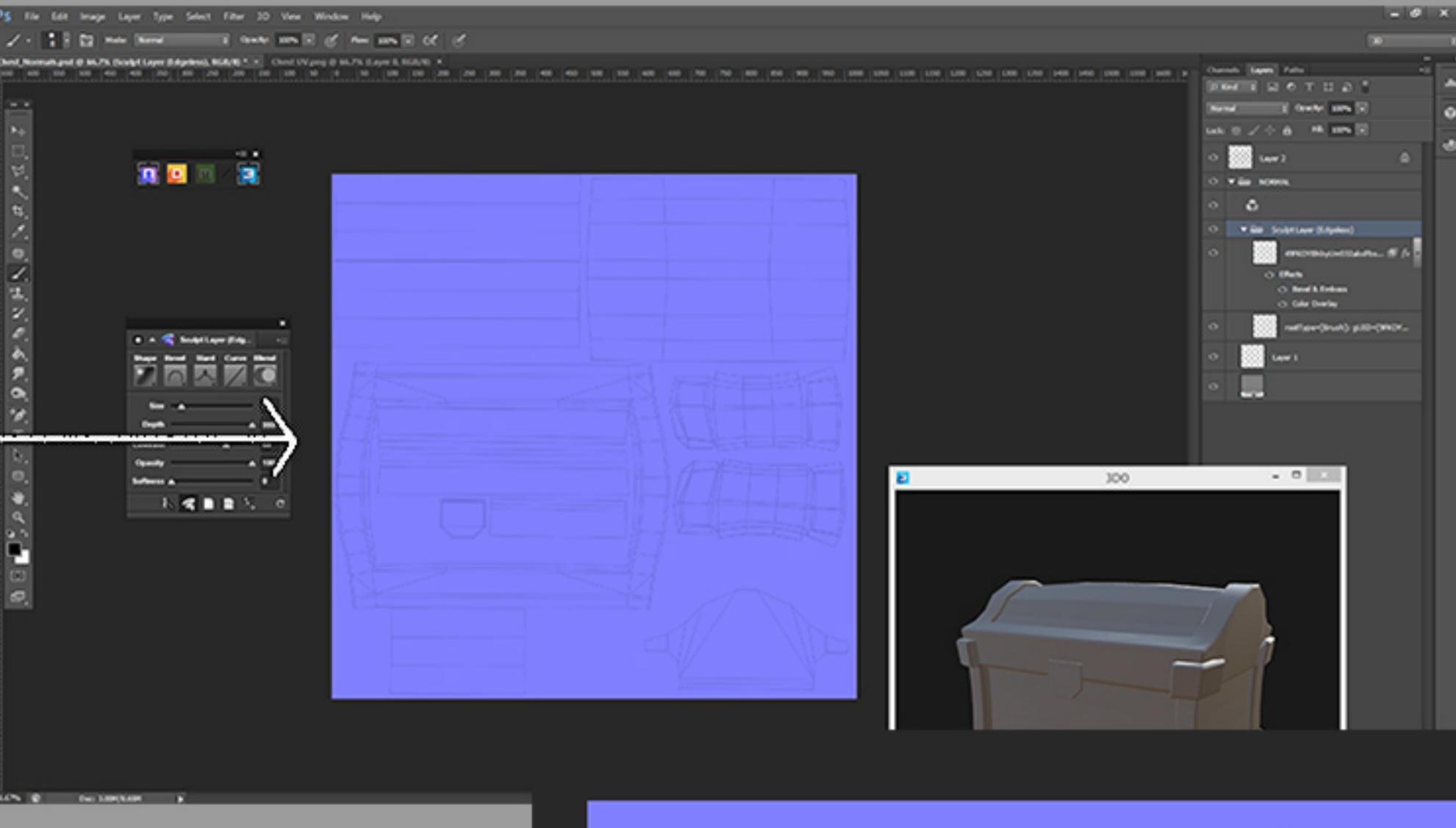
If I'm starting from scratch, I usually put my UVs on a layer at the top  
so I can see where the parts are.

DDO ALLOWS YOU TO DRAW YOUR NORMALS. WHICH IS REALLY NEAT!



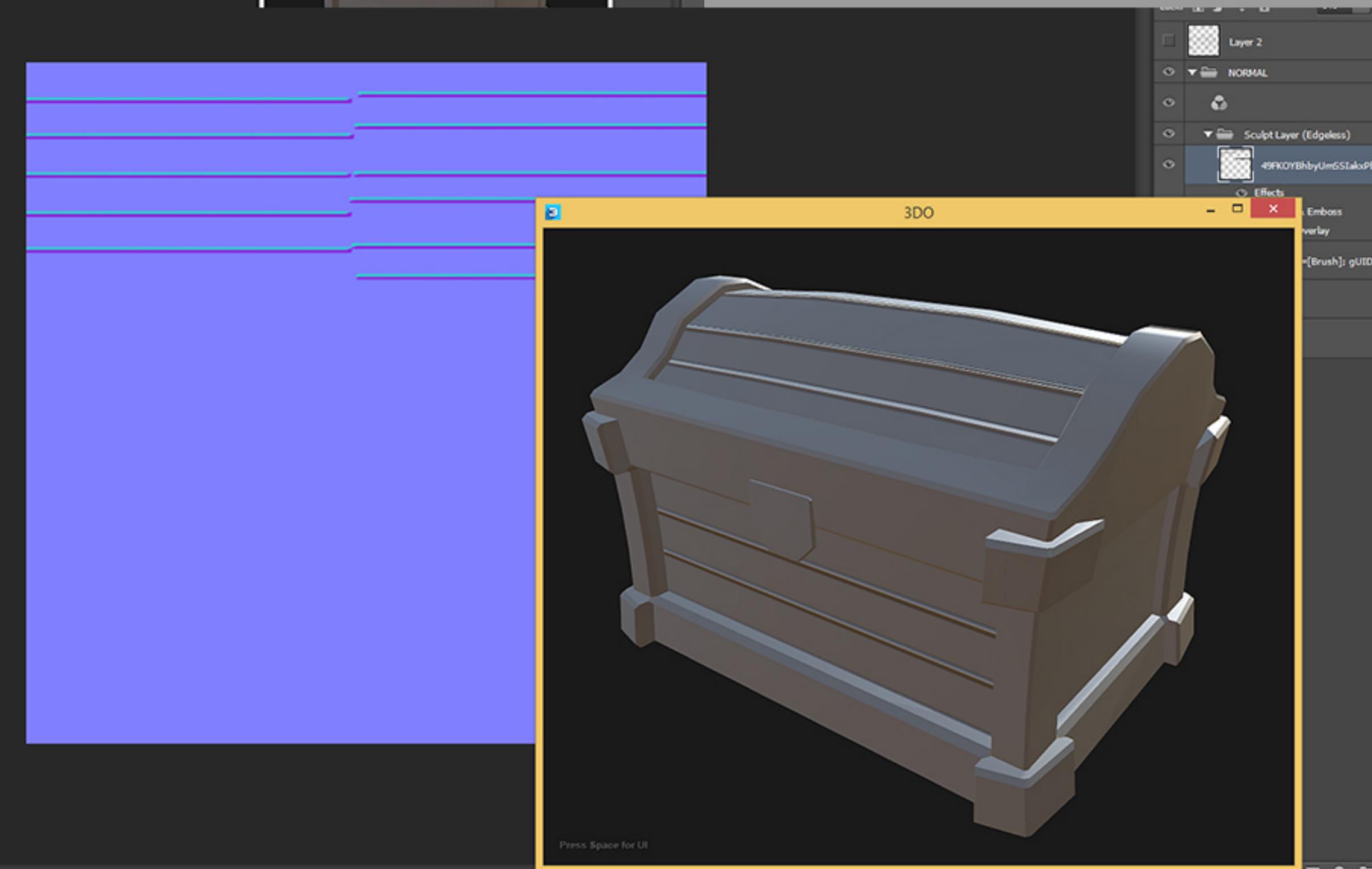
ADD A NEW SCULPT LAYER

AND THEN START DRAWING ON HERE

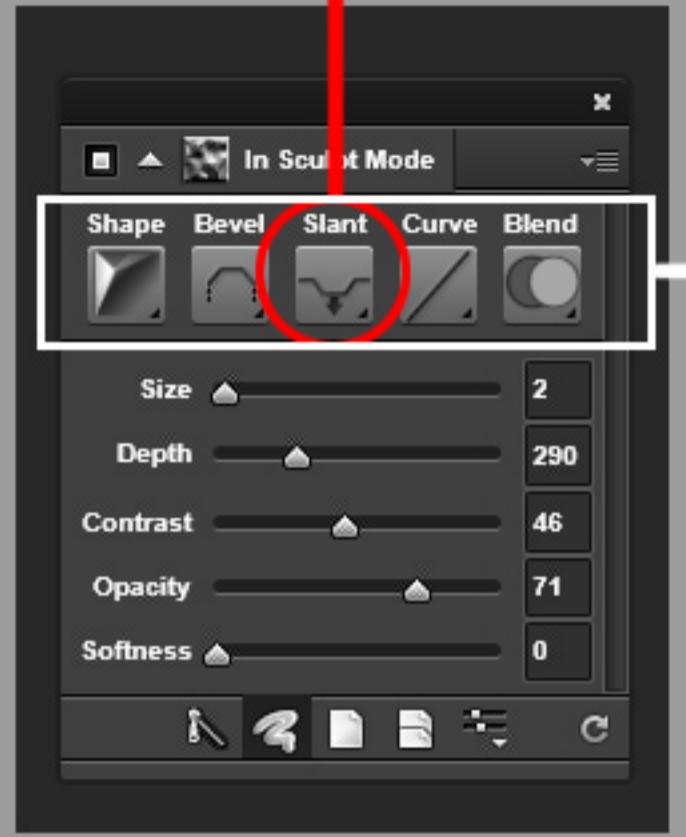


STRAIGHT LINES TO MAKE DEEPER WOOD PLANKS. SUPER SIMPLE!

BUT THEY'RE FACING THE WRONG WAY. THEY'RE COMING OUT  
RATHER THAN BEING INDENTED.

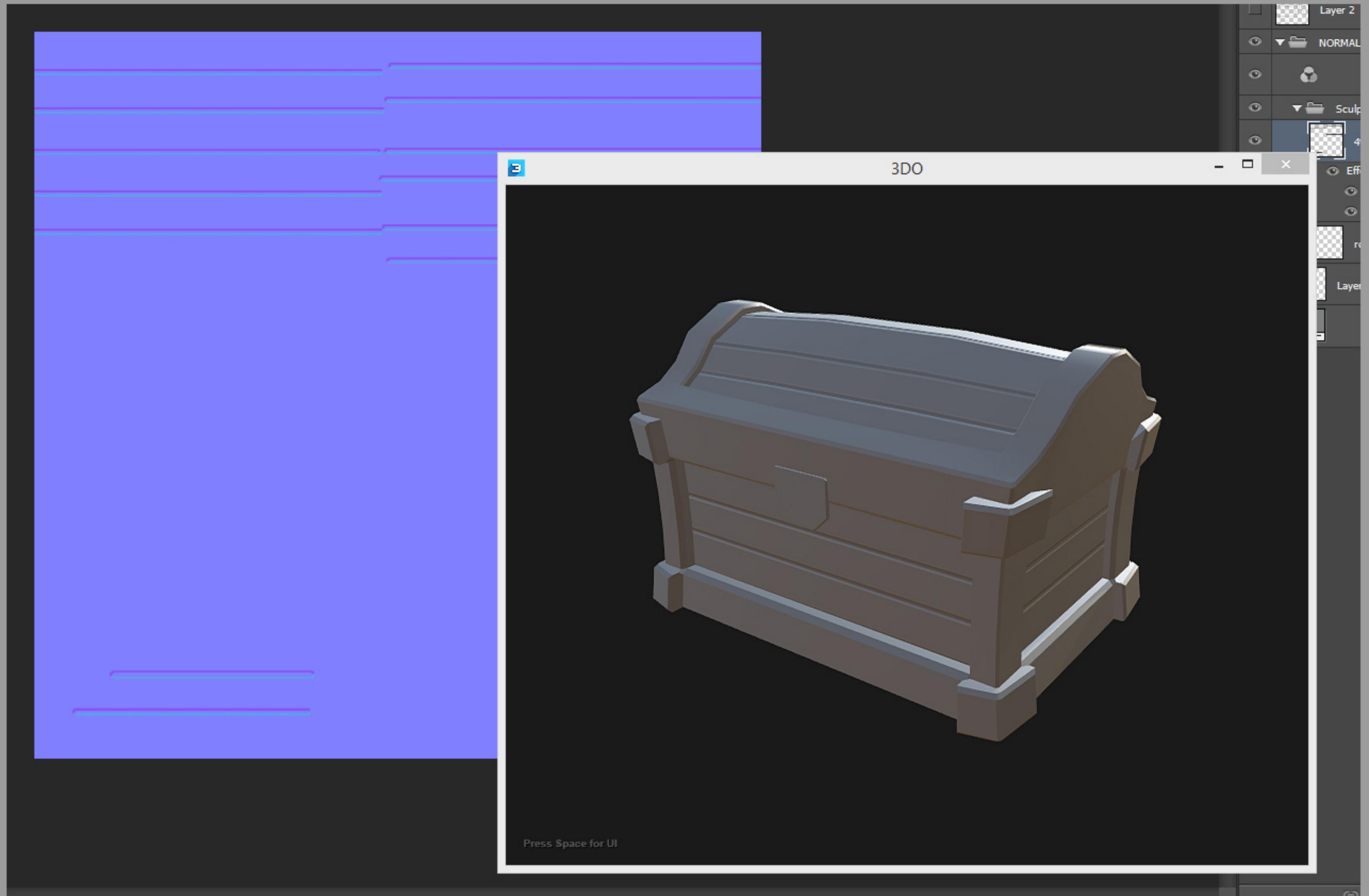


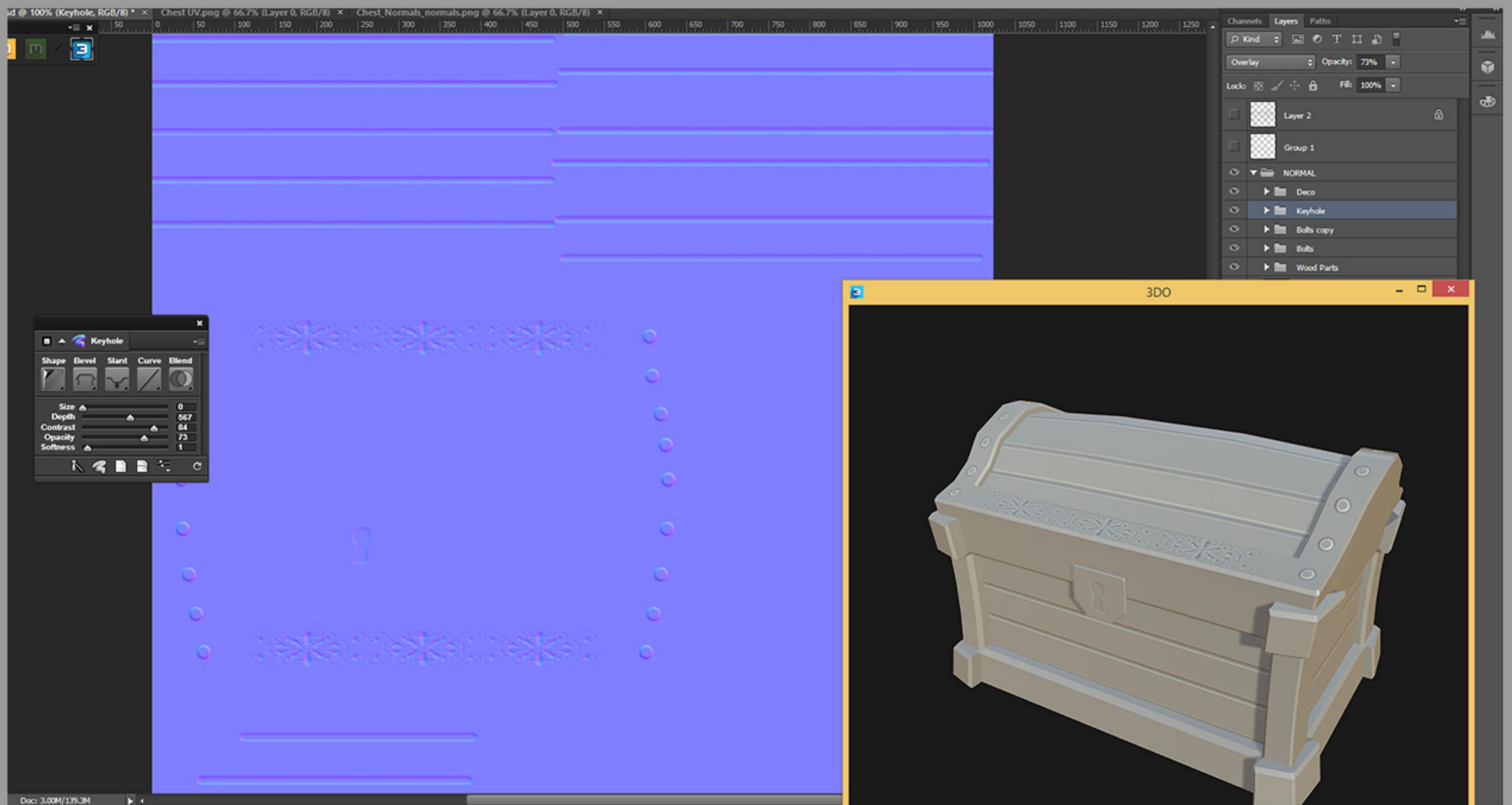
I JUST NEED TO MESS WITH MY SETTINGS HERE.



TAKE A LOOK AT THESE DIFFERENT SETTINGS  
AND PLAY AROUND WITH THEM!

THEY'RE ALL PRETTY SELF EXPLANATORY AND  
THEY ALL DO REALLY NEAT THINGS!





NOTE: MAKE SURE TO DOUBLE CHECK YOUR SAVE FILE. NDO ASKS YOU IN THE BEGINNING WHERE TO SAVE YOUR FILE TO, BUT IT DOESN'T DO IT. JUST SAVE-AS IN THE BEGINNING SOMEWHERE OR ELSE IT WILL CREATE YOUR .PSD IN SOME TEMP FOLDER.

AND THAT'S PRETTY MUCH IT. DDO IS PRETTY CONVENIENT TO MADE DETAILS INSTEAD OF CREATING A HIGH POLY AND BAKING IT TO A LOW POLY.

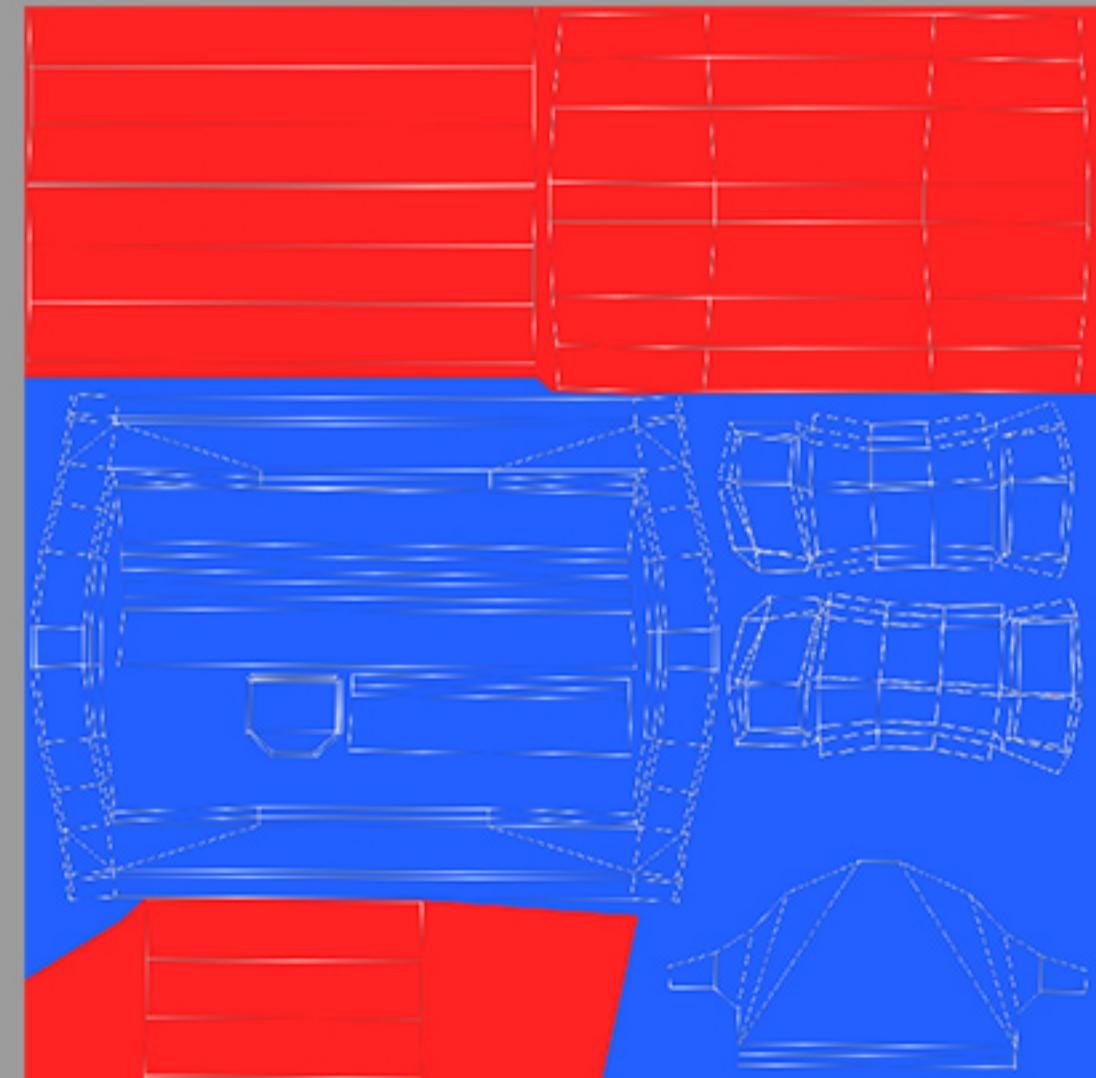
IT'S GREAT TO USE WHEN YOU WANNA CLEAN UP NORMALS AS WELL! YOU CAN USE DIFFERENT BRUSHES AND STUFF TO SCULPT NORMALS. NDO IS SOMETHING YOU JUST REALLY NEED TO PLAY AROUND WITH. IT'S MUCH SIMPLIER TO GET A HOLD OF THAN DDO.

# USING DDO - COLOR ID

You've got your normal map. If you need an AO map, go bake it now. nDo also has a nifty tool to make an AO map from your normals as well. Now we need to make a color ID map.

Color IDs are used to tell dDo what parts to make a different material.

You can bake a color map in maya by assigning each part different colored materials. But I like to just do it in photoshop.



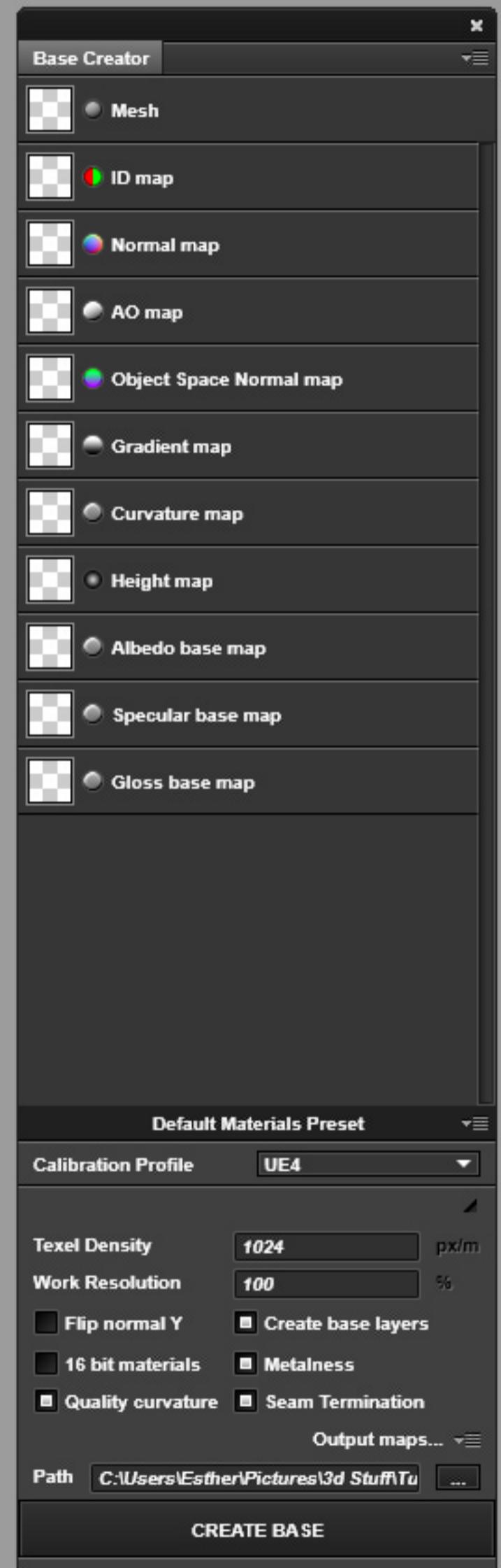
I just open up my uvs in photoshop and use the lasso tool to select areas that are going to be the same materials and use the paint bucket to make it a solid color.

Doesn't have to be neat!

Final Color ID



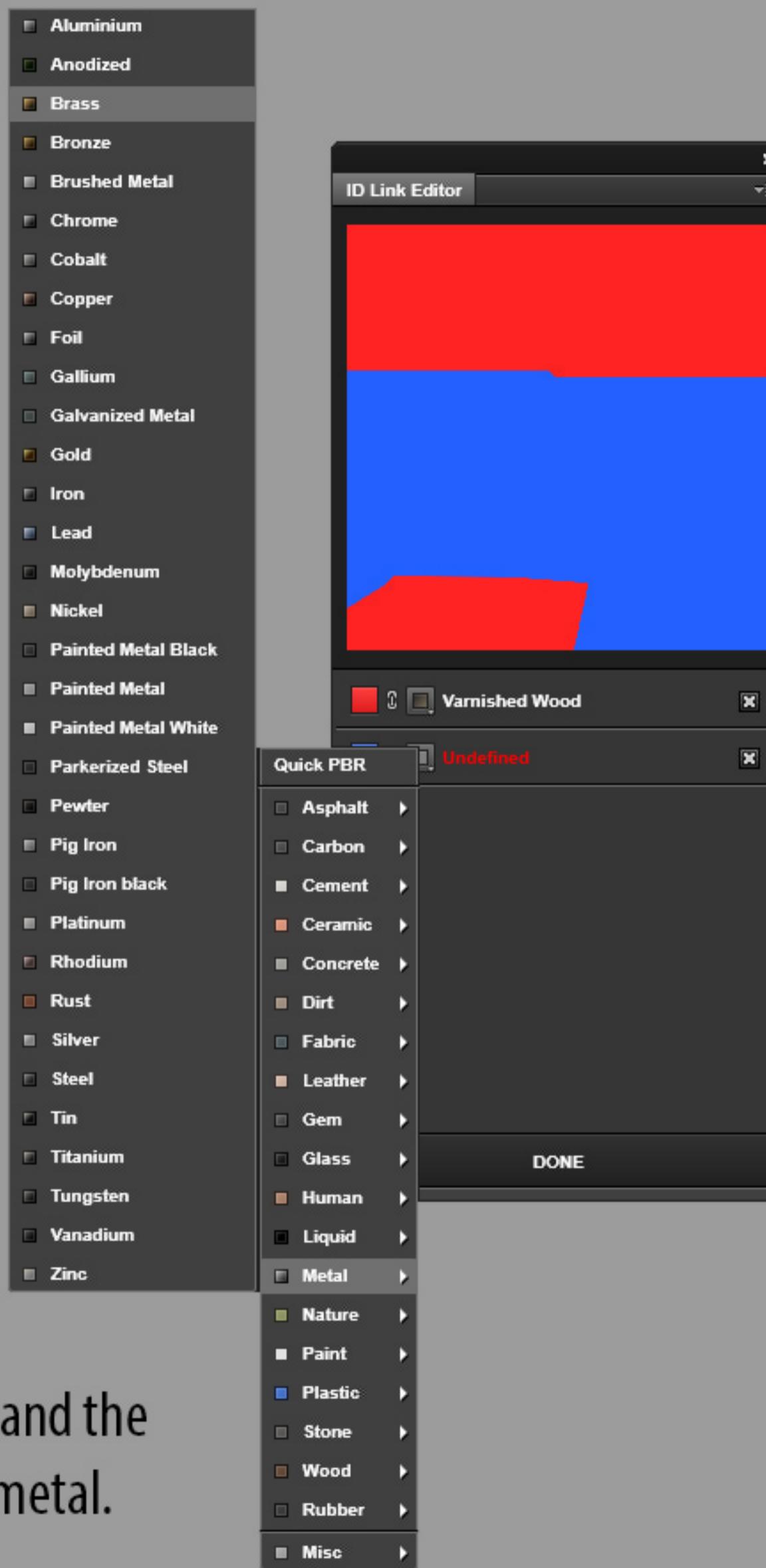
Now open up dDo and start plugging things in!



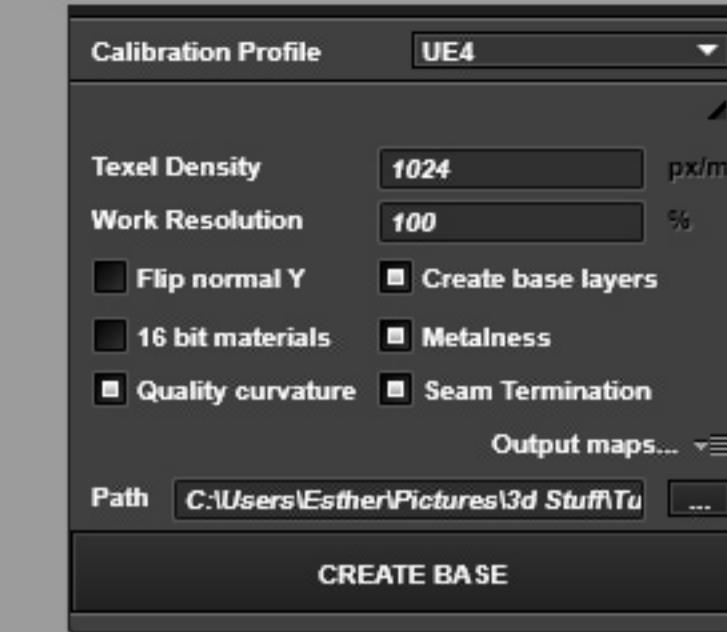
When you plug in a color ID,  
the links button will come up.



You can assign some basic  
materials to start off with in  
the beginning.



I want the red parts to be wood and the  
blue parts to be some kind of metal.



Your settings should be like this.

(Exceptions are texel density and  
metalness)

A lot of scary shit is gonna happen. dDo is gonna make a ton of tabs. It's okay. Just ignore those. From now on you're just going to need to focus on this layer manager.

When dDo finishes making the files, it should look like this.  
Basic materials have been applied.

dDo has created an albedo, ao, roughness (Called 'gloss' in dDo), metalness, and normal.

