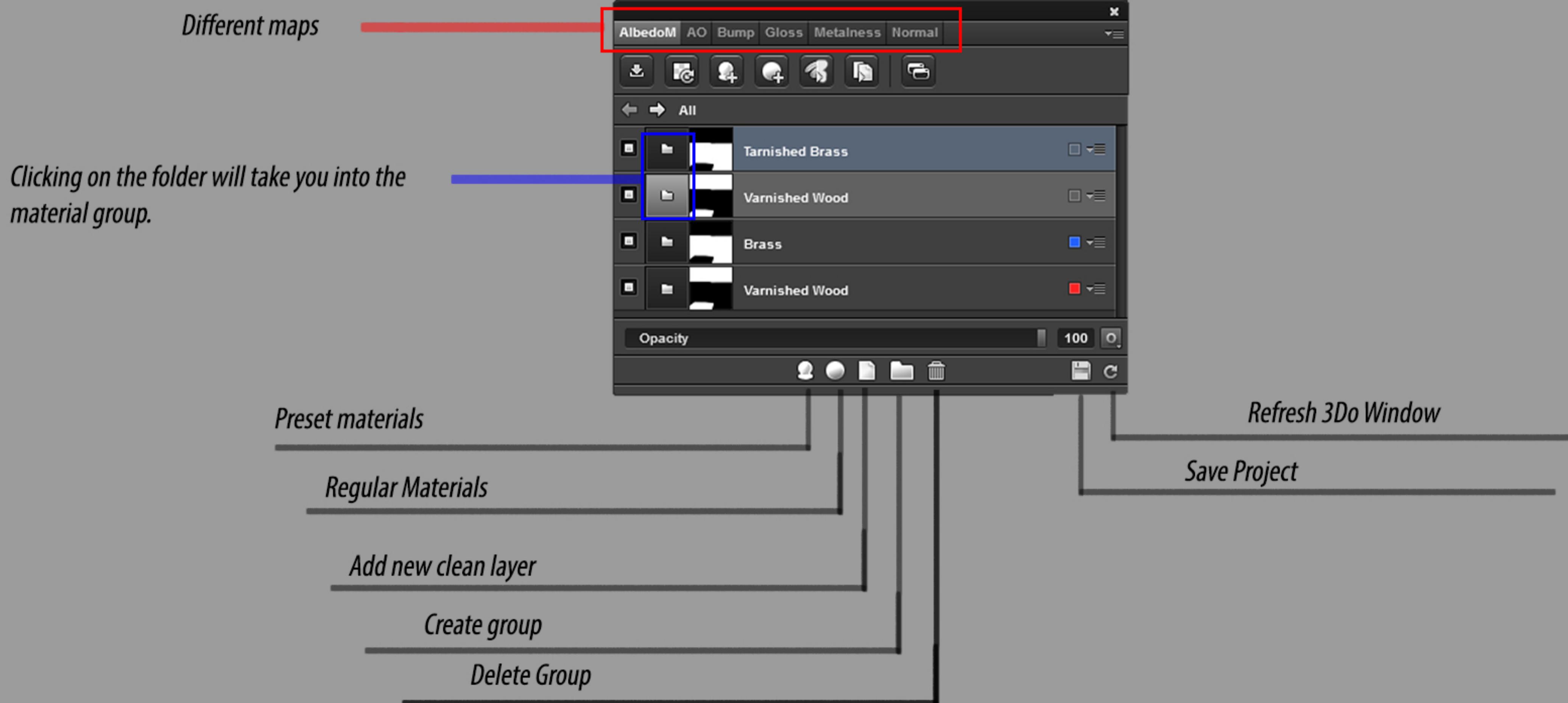


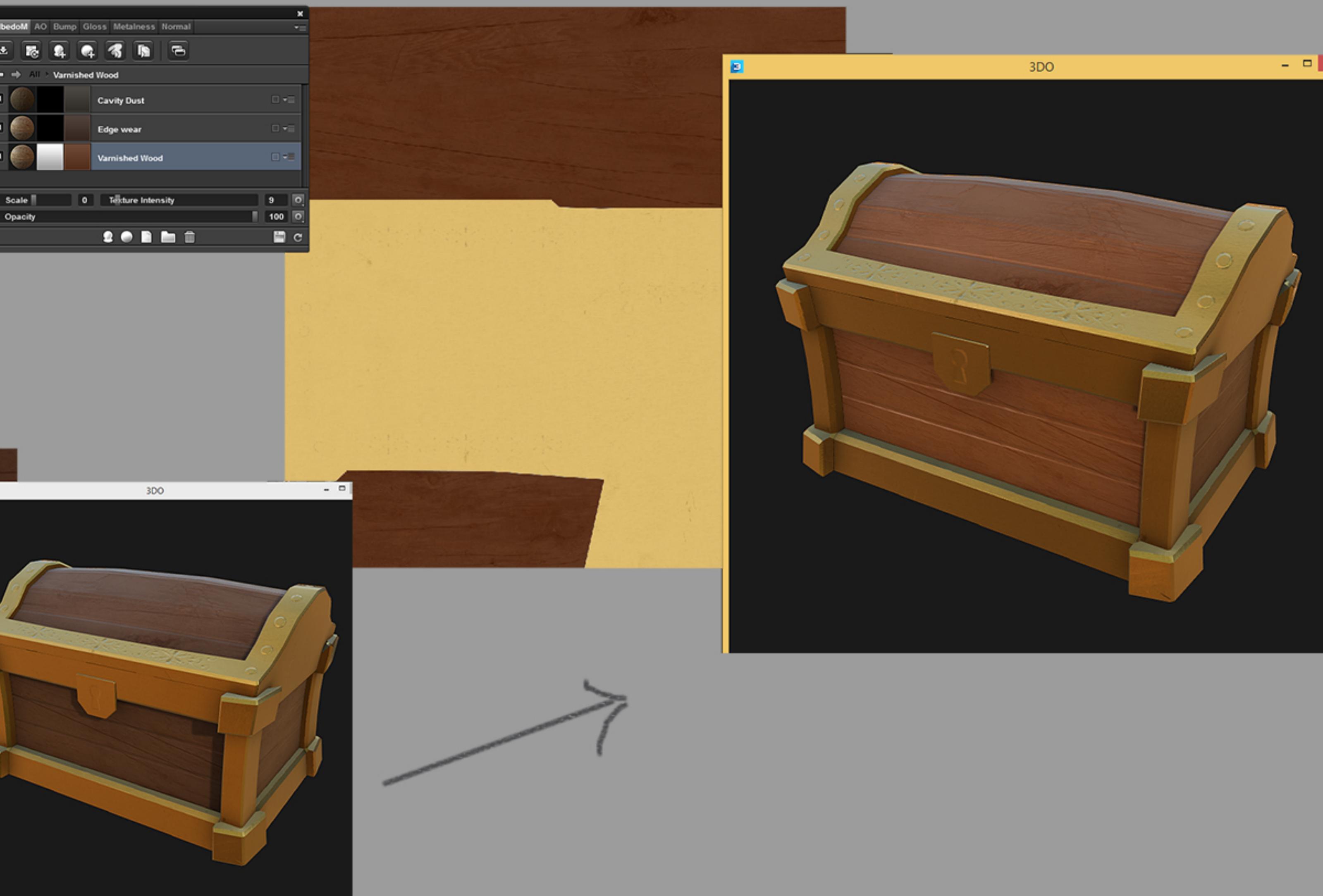
Use dDo's layer manager. You know all those photoshop documents dDo created? Each document is a map. When you click on one of the tabs, it will take you to that map automatically. Ignore photoshop's layer manager for now.

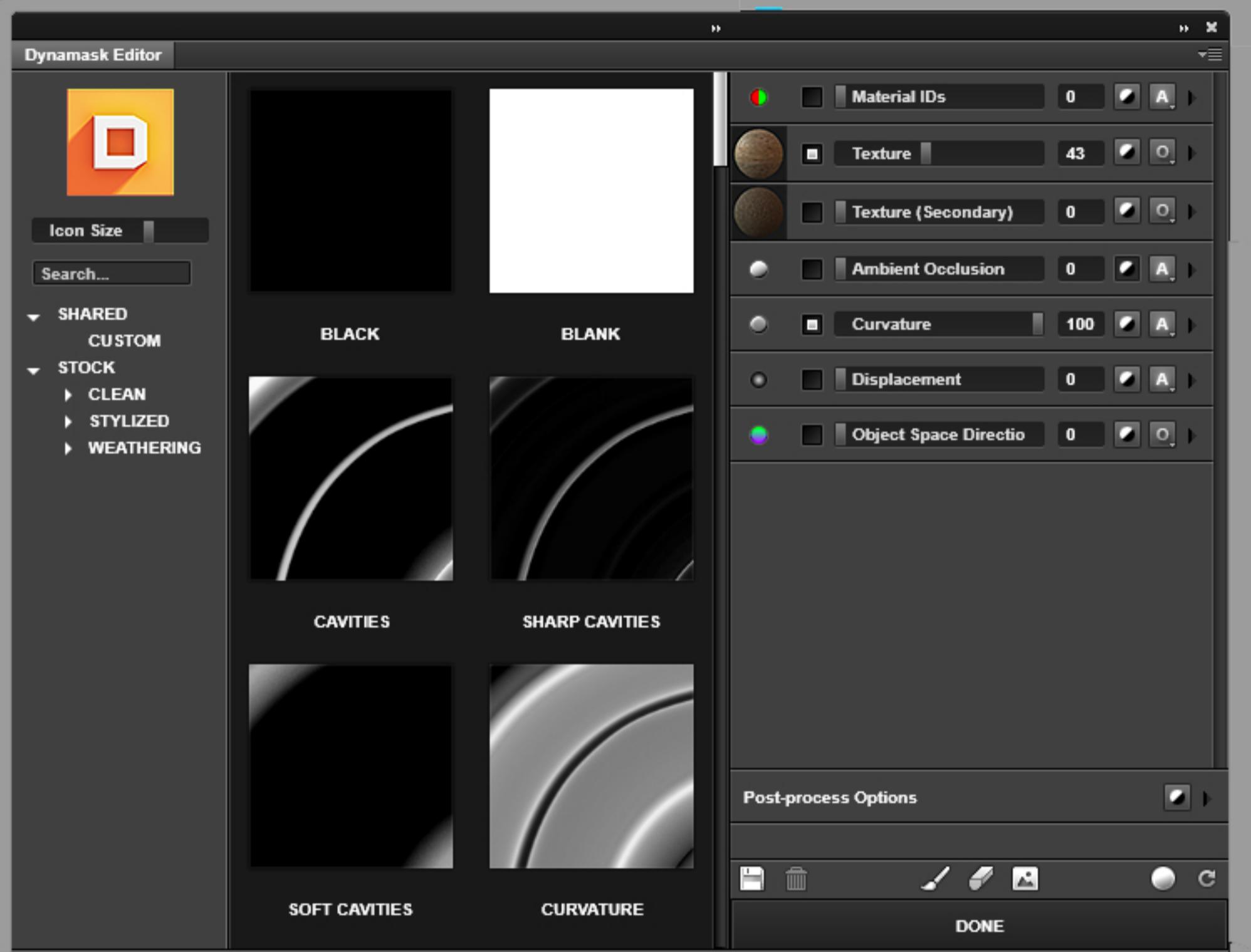
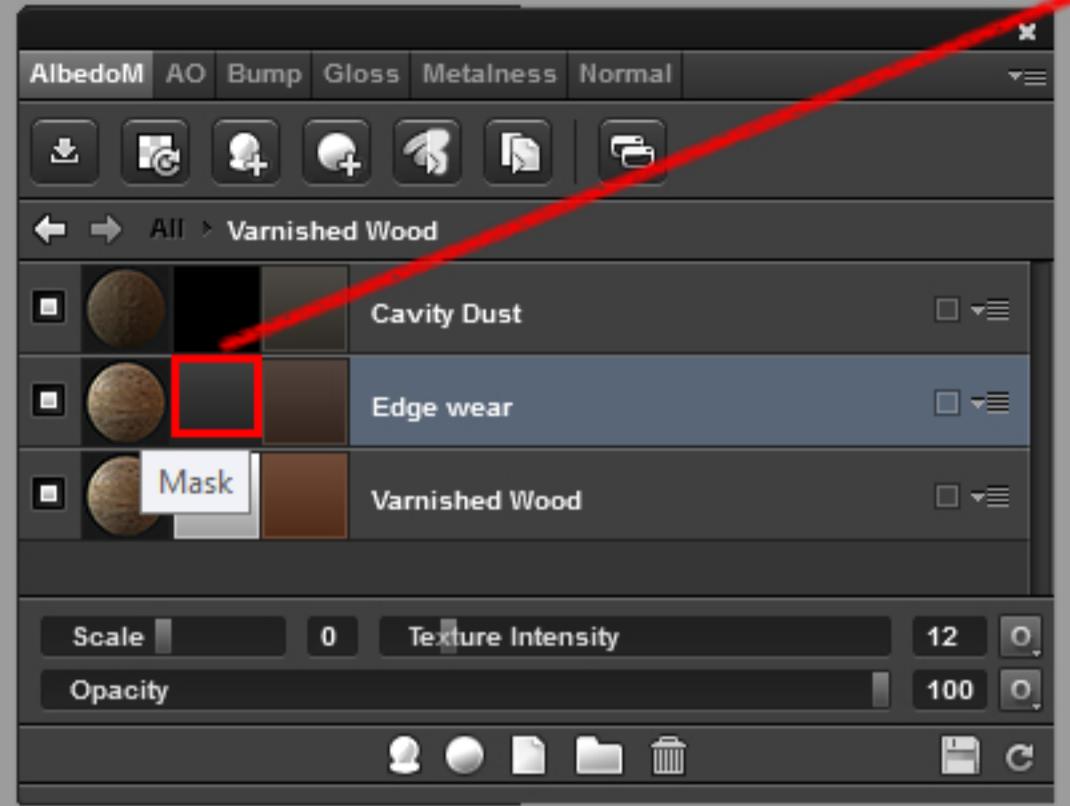


Lets take a look at what's going on in my varnished wood group.

You can see the different materials that make up the varnished wood preset I picked early when assigning to color IDs.

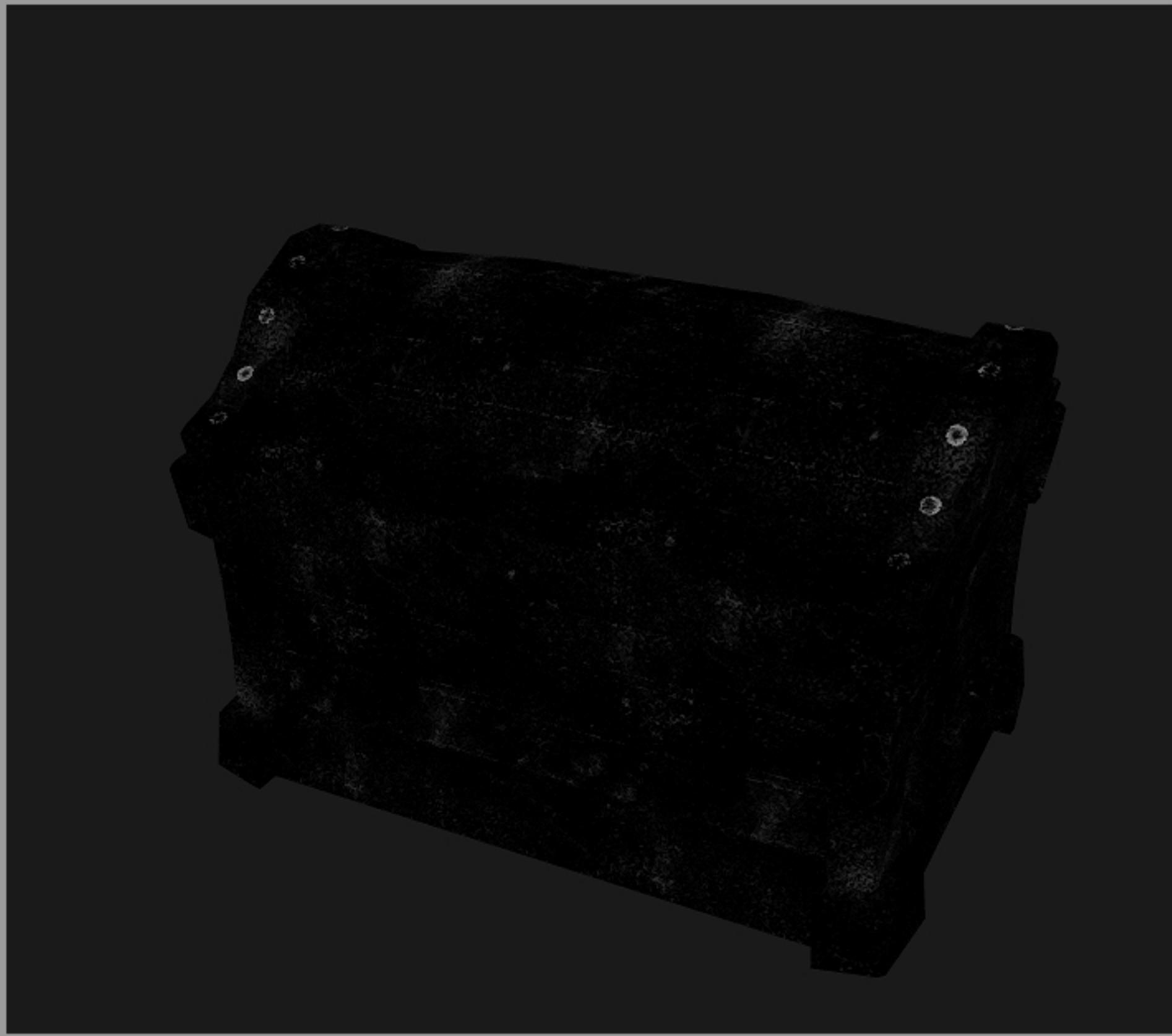
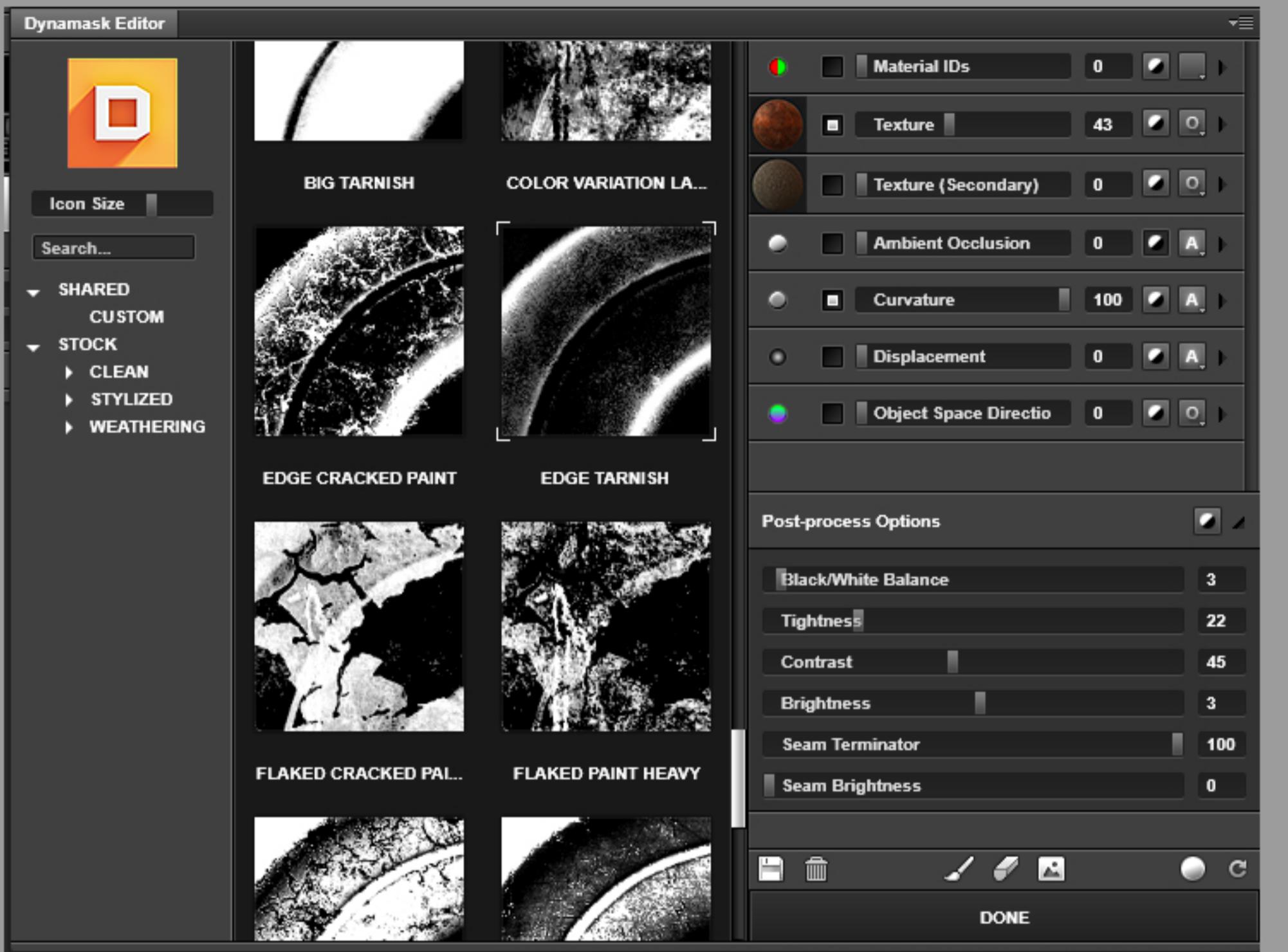
I don't like the color of that wood though. I can change it by clicking that colored square.





It'll bring up the Dynamask Editor. From here, you are selecting a mask to use.

This is a big reason why you want a normal map in the beginning. So that the dyna mask editor can figure out where the "edges" are and put the dirt in the right place.

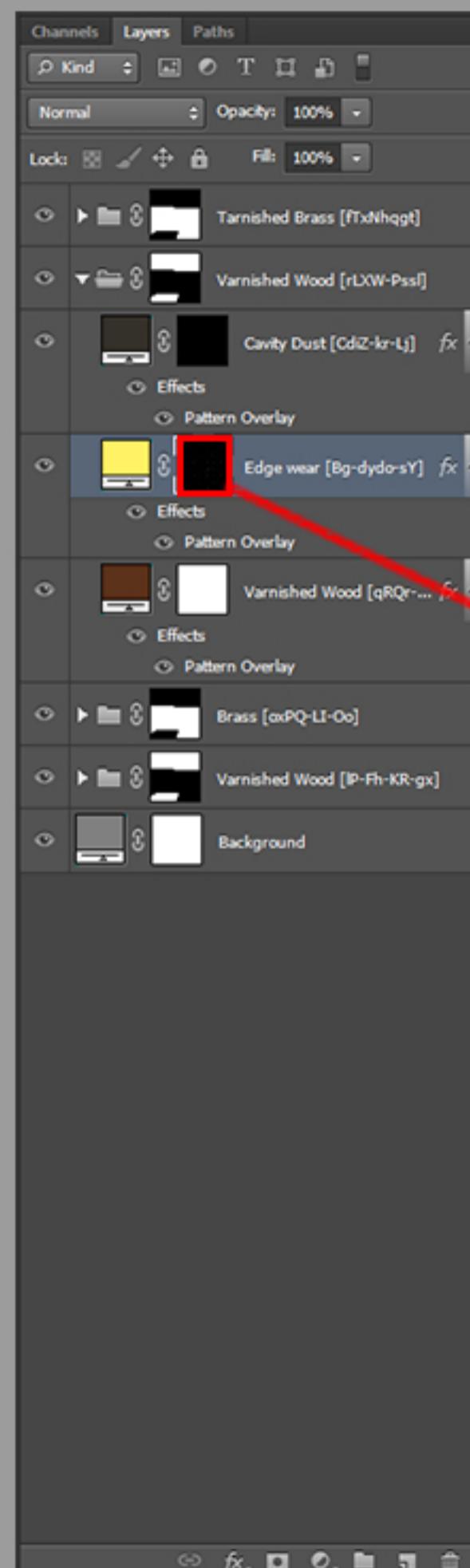


You want to play around with the settings. Start with one of the presets and just kind of mess with everything to get it to how you like. I settled on this.

The good thing is you can see the mask in the 3Do window. So I know where my dirt is gonna be.

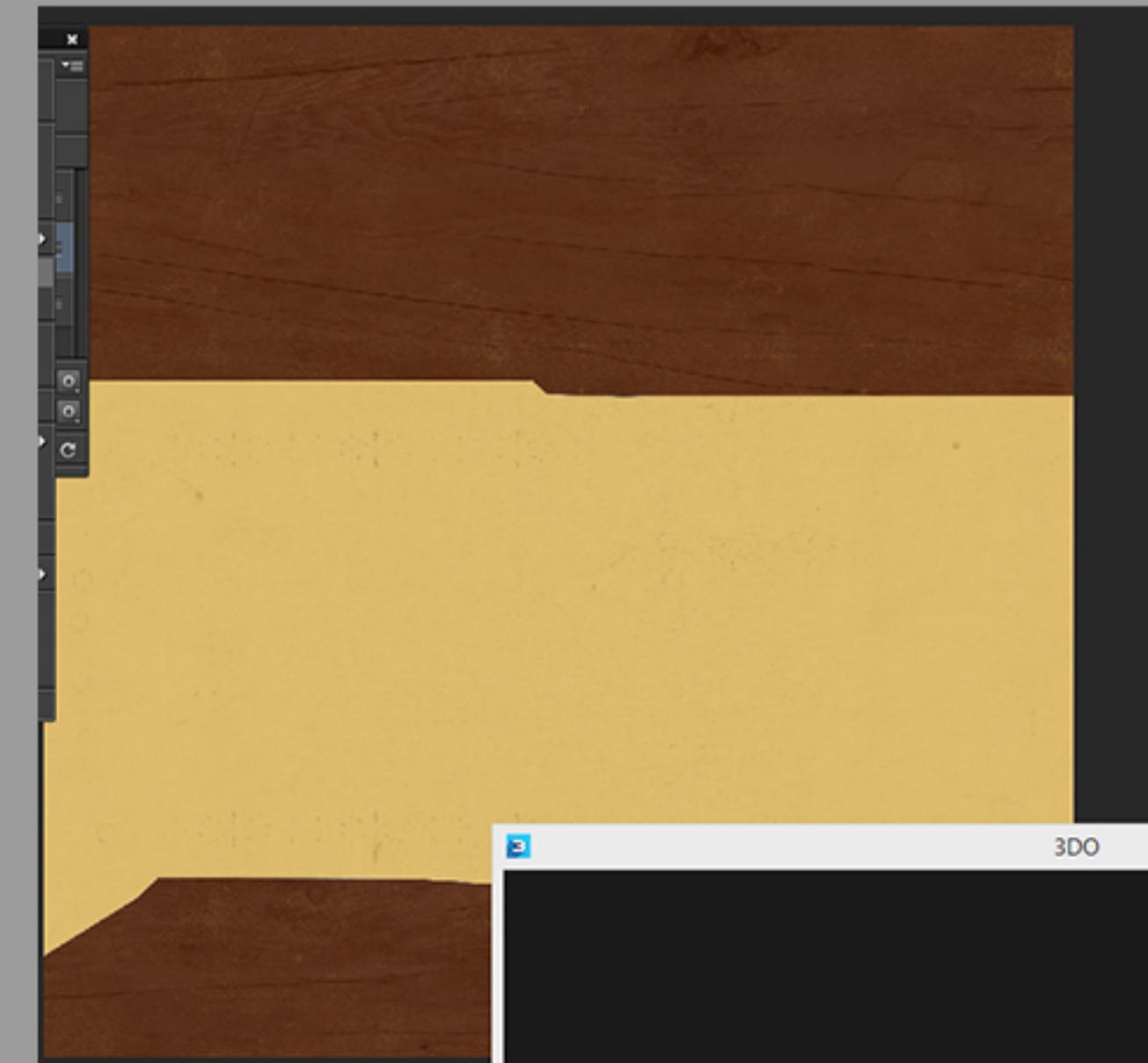


This is what I ended up getting after messing around some more with the masks and colors. But I feel like there is a little too much dirt in some places.



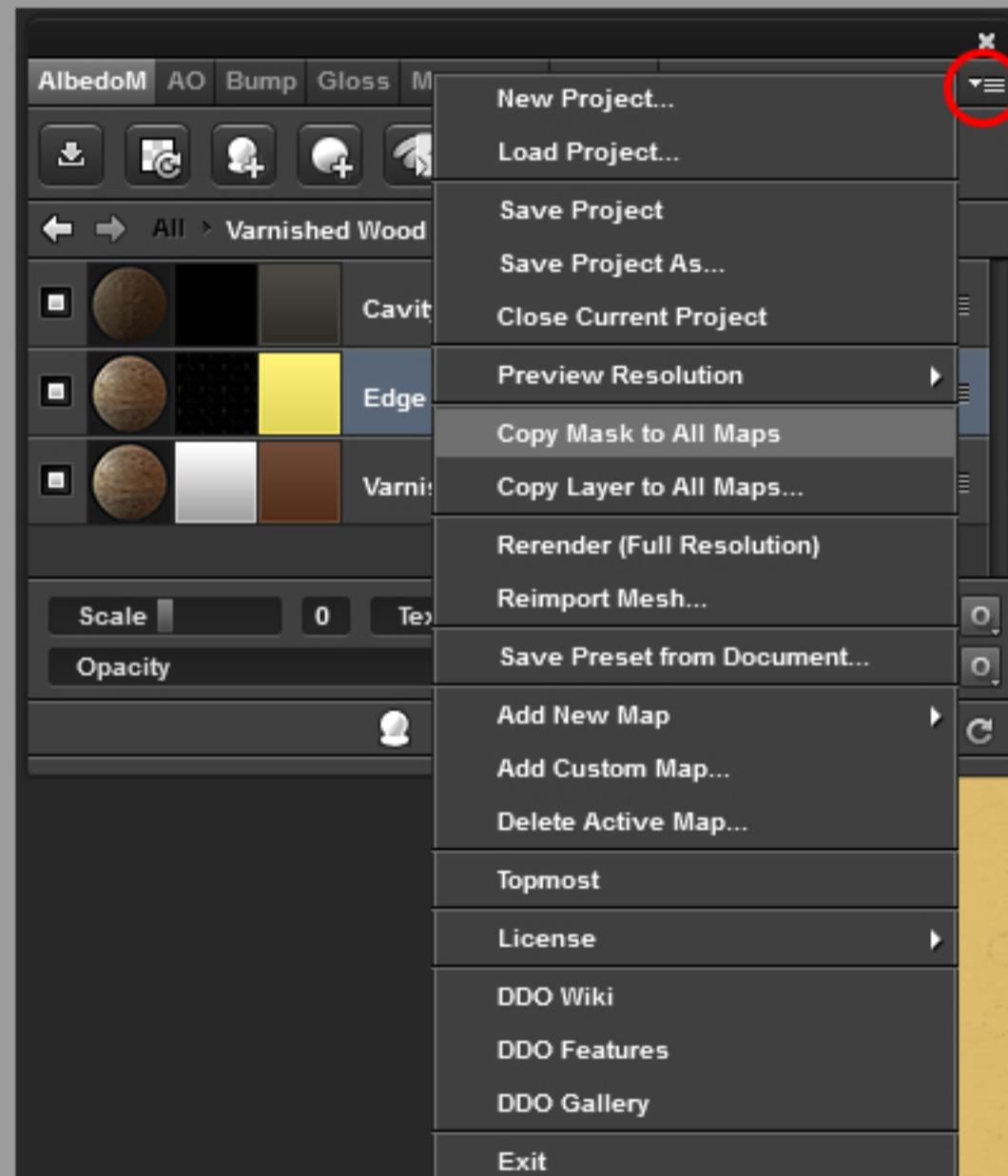
This is when I go into photoshop's layer manager. When you're using Dynamask, all you're doing is creating a mask. When you apply it, it is applied to that layer you were on. So if you select that mask, you can edit it and stuff.

So I'm gonna select this and just kind of erase some of the dirt by hand.



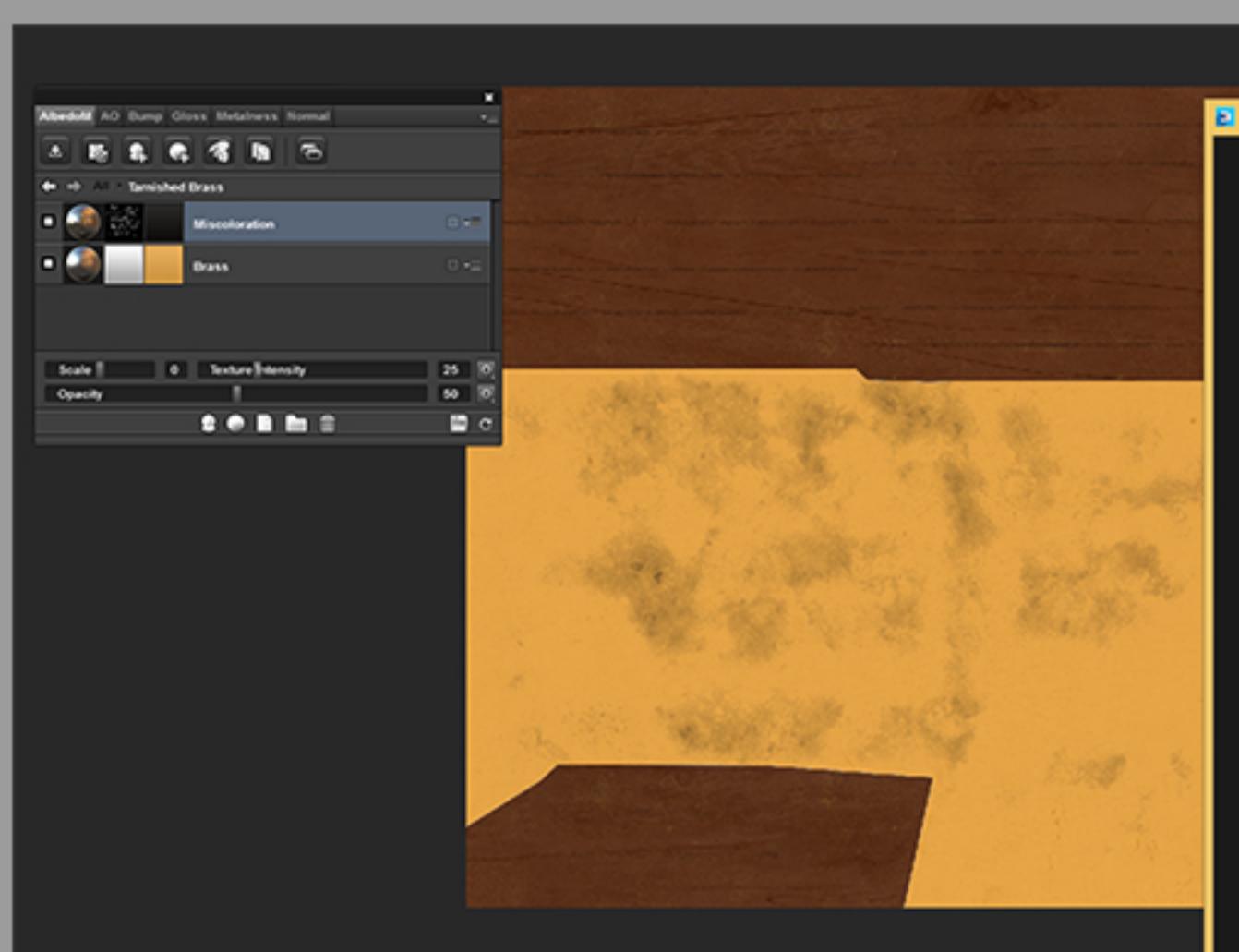
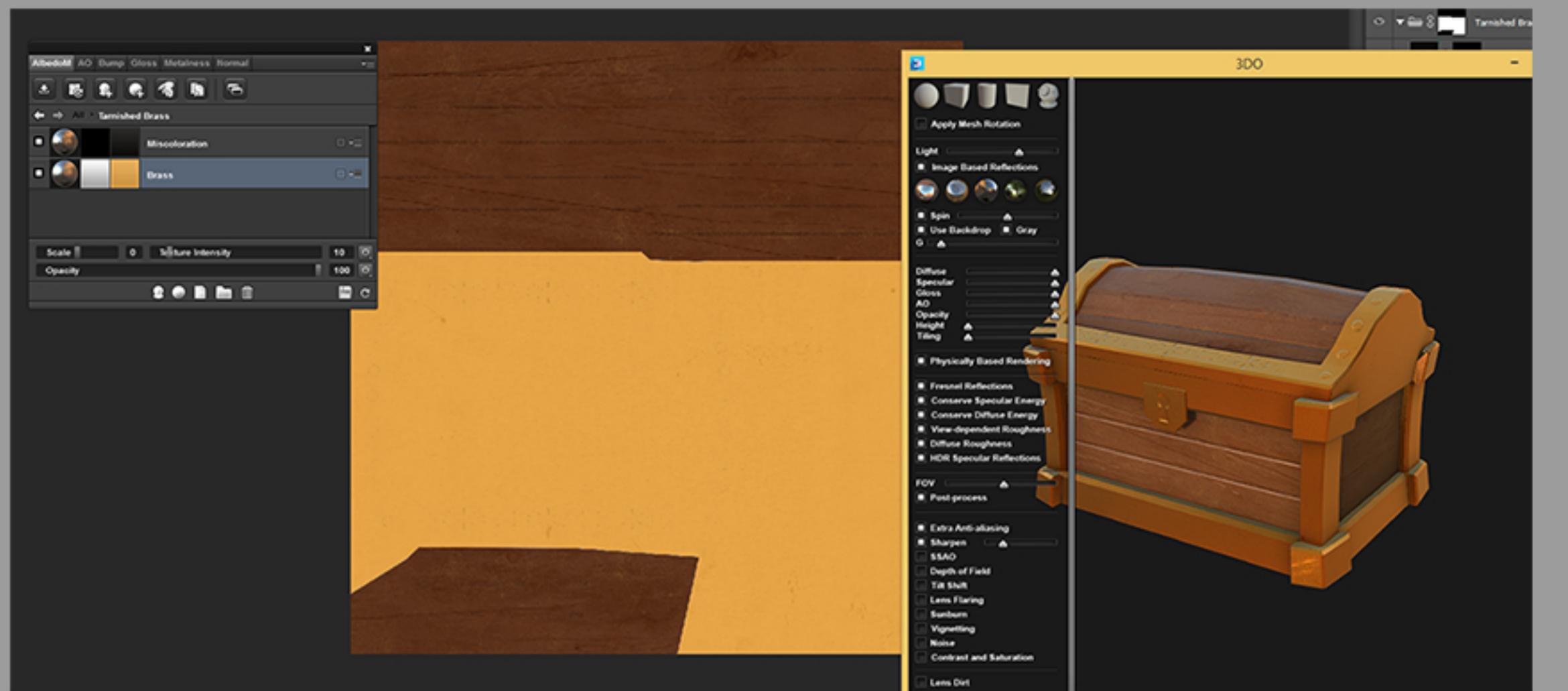
sry I don't have a before picture. But I erased some of the dirt on the upper part of the map.

When you created the mask with Dynamask, it created that same mask in your specular map, metallic, normal, AO, etc etc. But when you manually make an adjustment, it **doesn't** automatically update the other masks. So you have to copy your mask to your other maps.



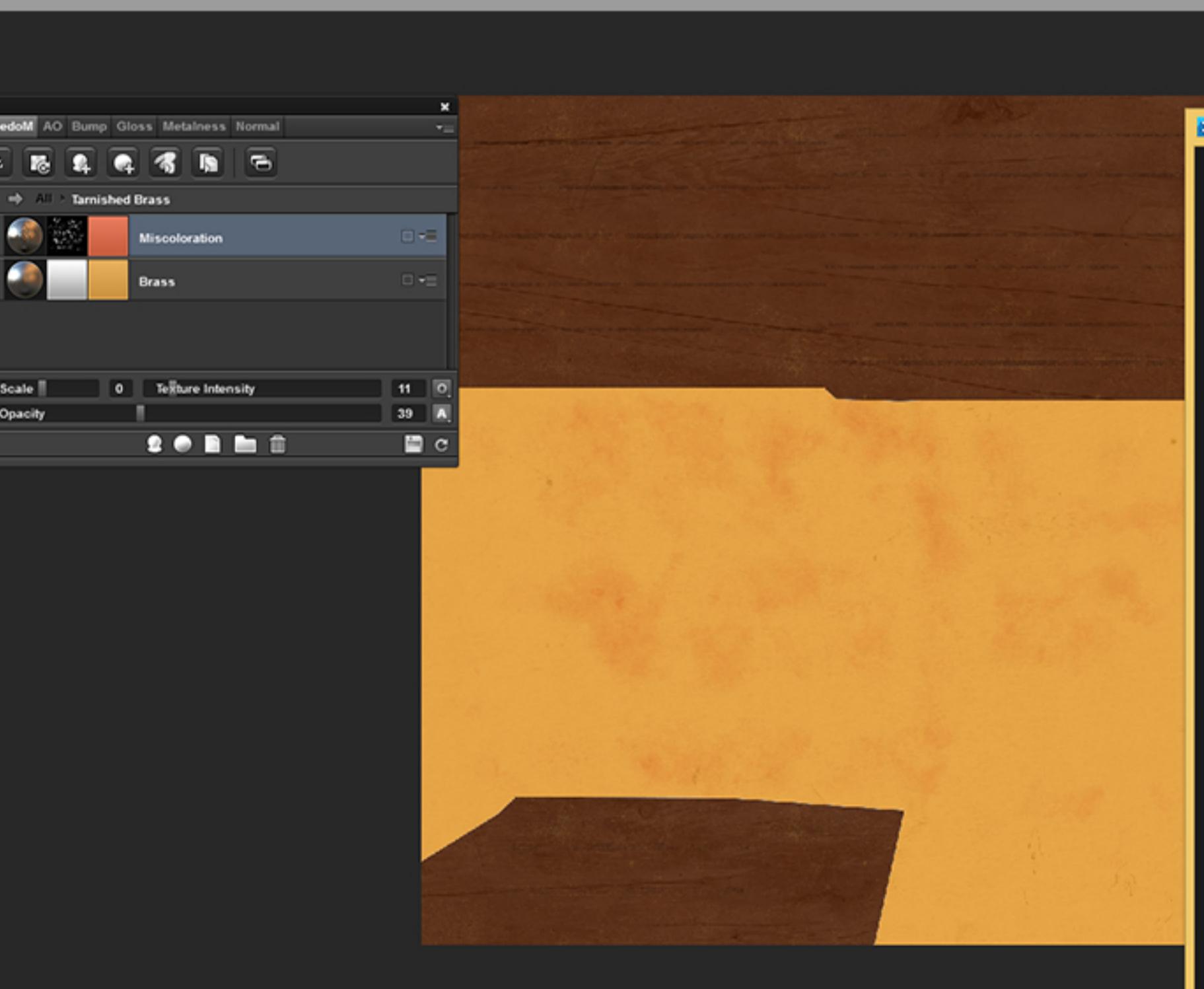
All you need to do is select that mask in the photoshop layers and go into dDo's layer manager and select "Copy Mask to All Maps"

Keep a note of these other options too! Just know that they're there in case you need to use them.

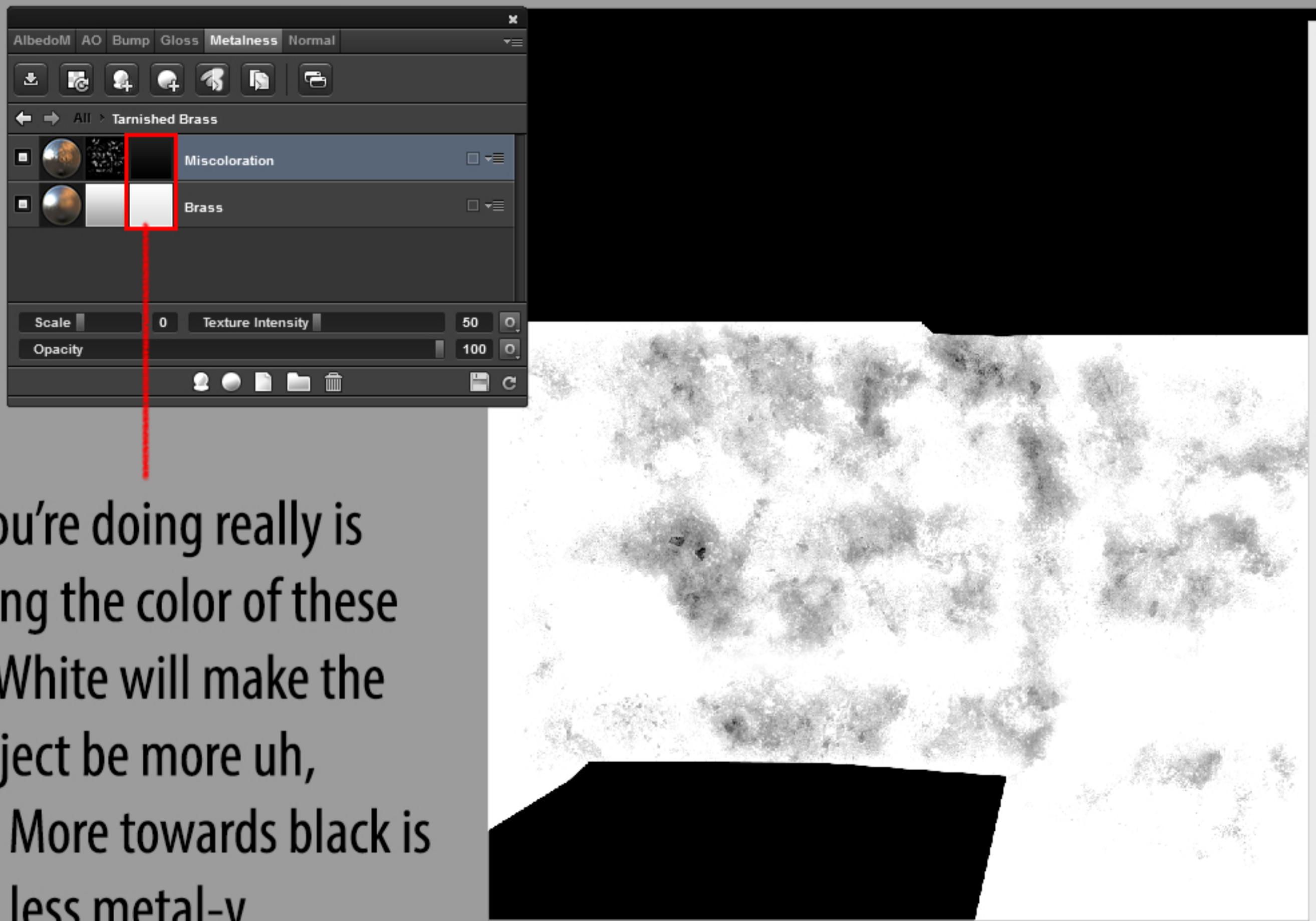


Now I'm just going through the process again with the metal parts.

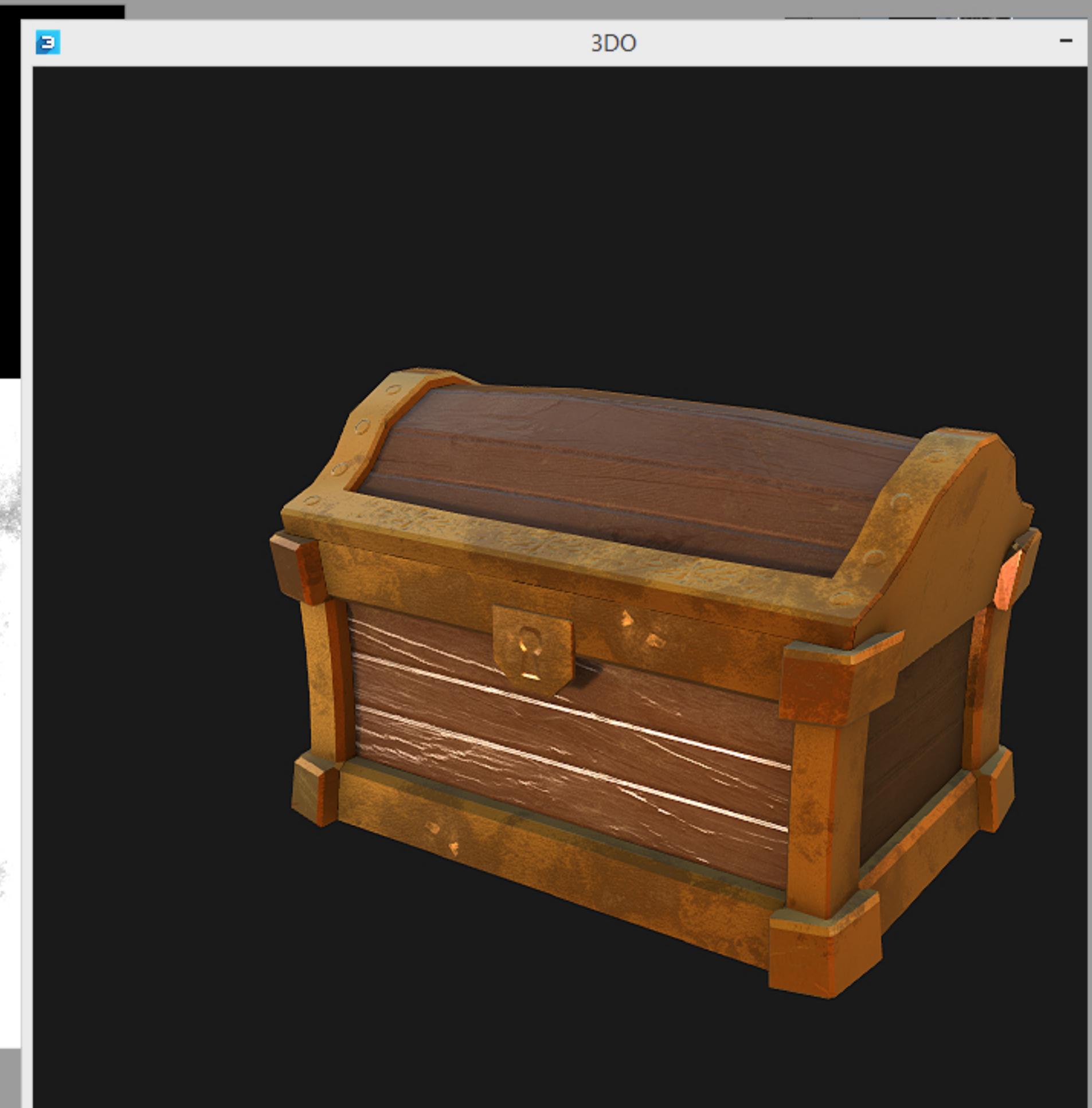
I'm messing with the colors and the masks and making it look gross and shit.



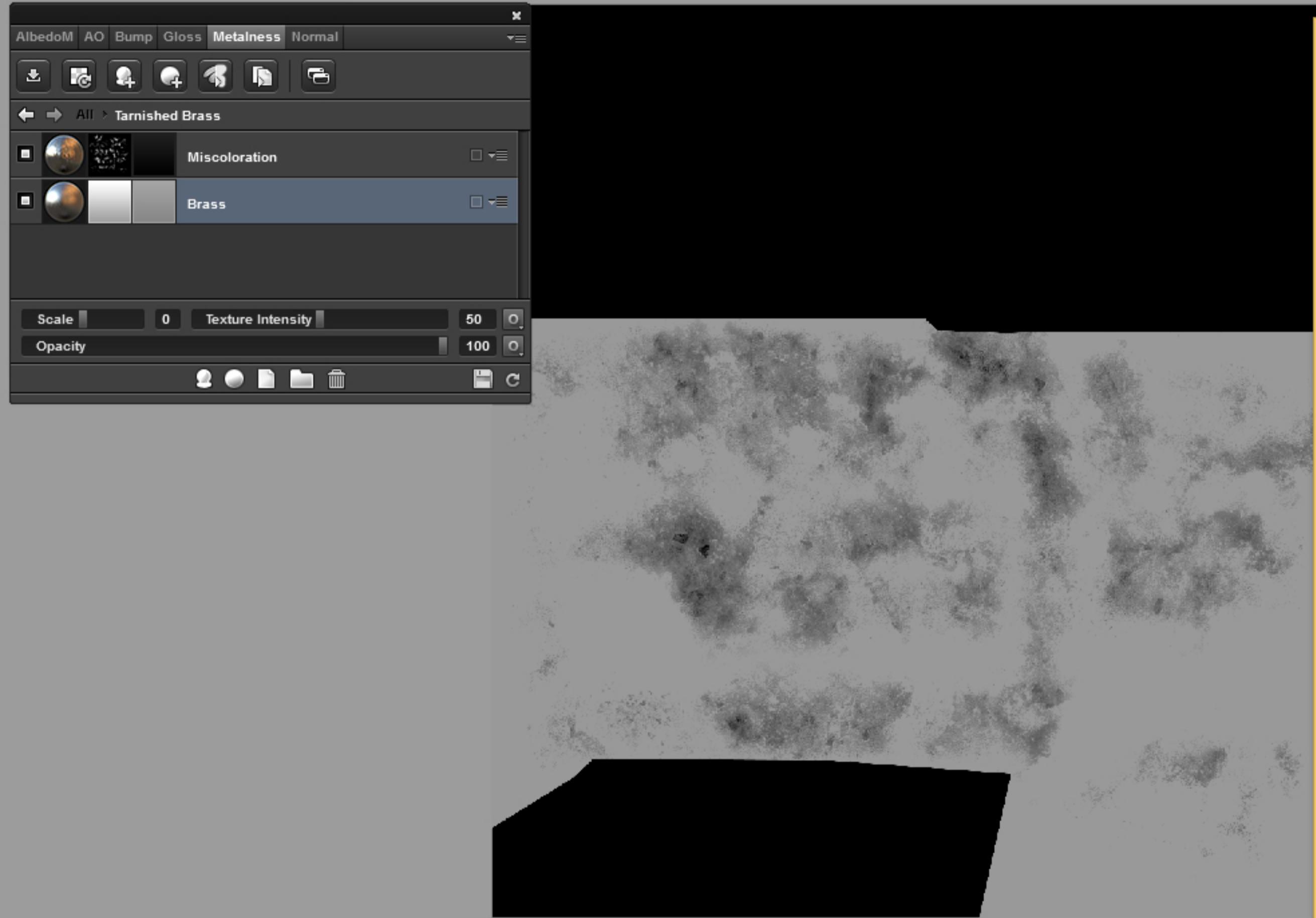
I wanted to move on so I just left the colors as is. Lets talk about the other maps now. Metal, Gloss, and Specular. If you checked the Metalness setting in the beginning, you'll have a metal map. Otherwise you'll have a specular map.



All you're doing really is changing the color of these guys. White will make the object be more uh, metal-y. More towards black is less metal-y.

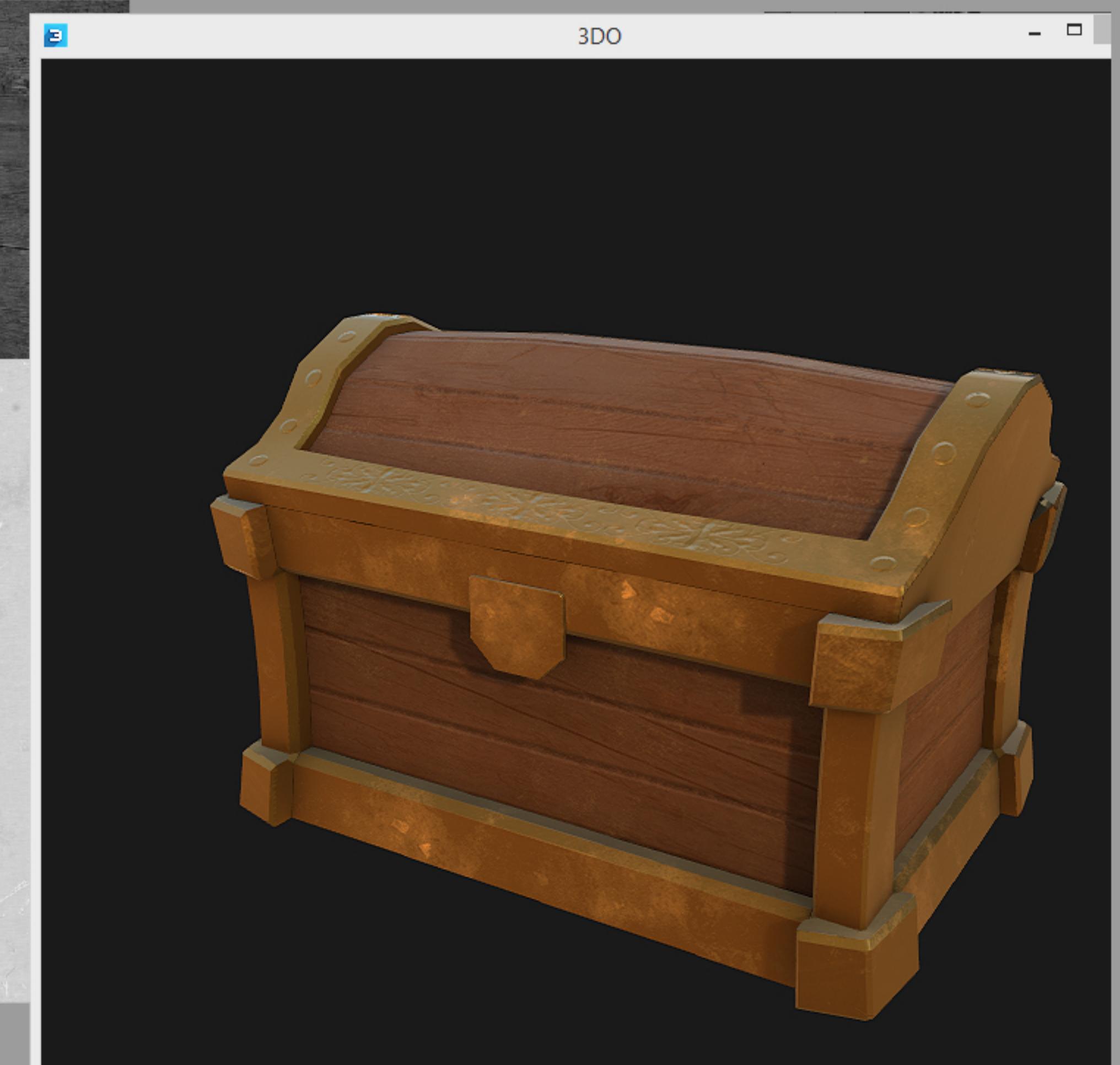
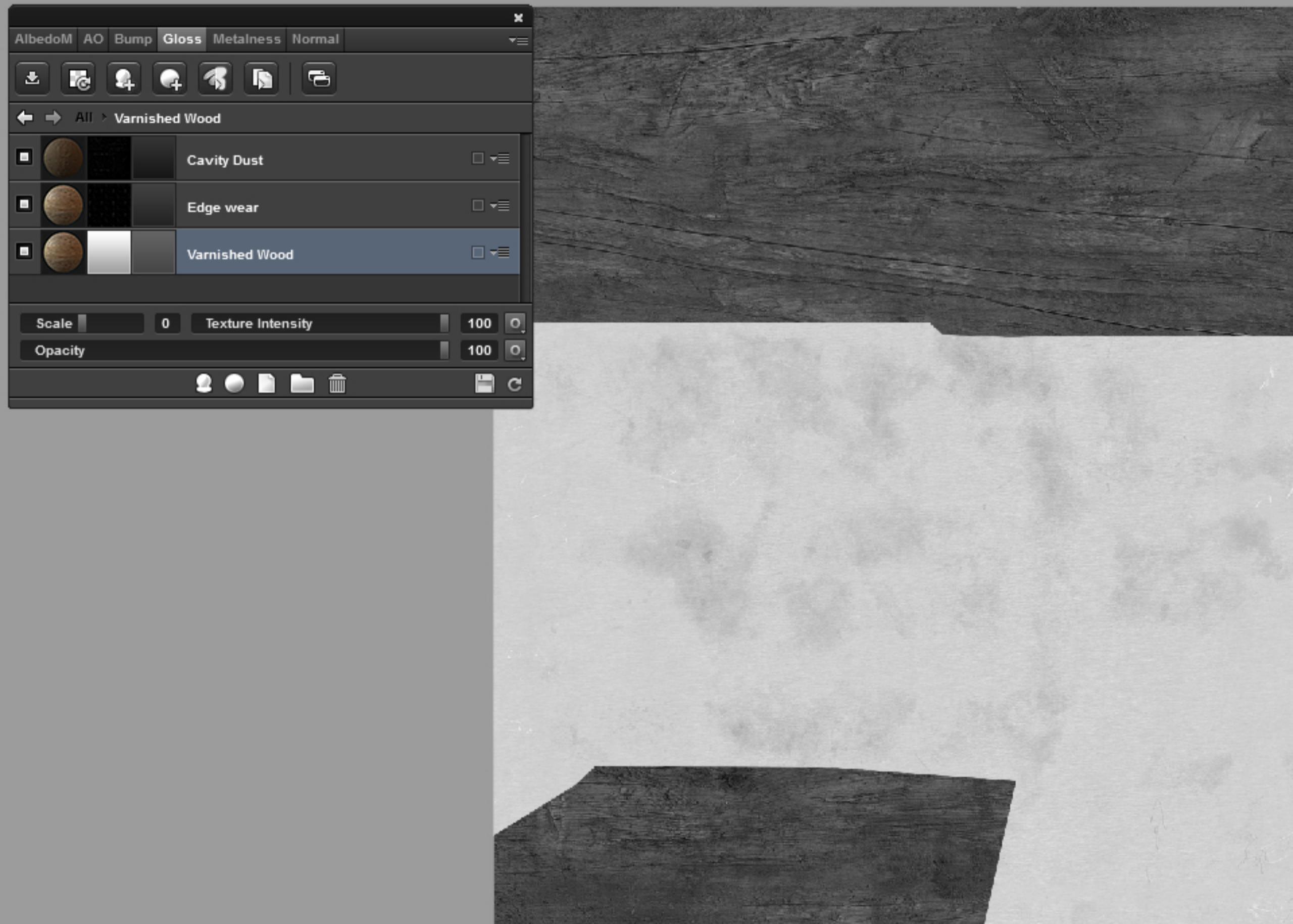


The screenshots couldn't show it very well but that brass was way too shiny. So I toned it down by not having the brass parts pure white.

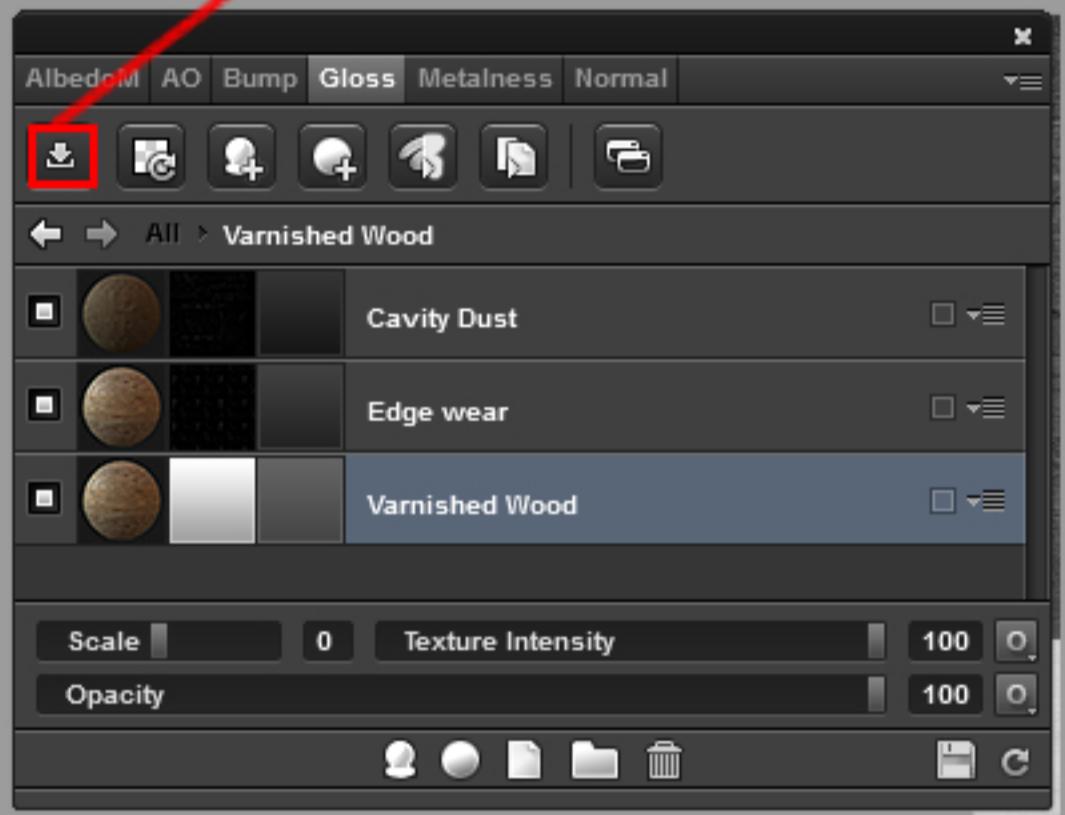


The gloss map is the same thing as roughness. This works pretty much the same way. Whiter values makes it more shiny, blacker values make it less shiny.

You'll be switching between gloss/metal or gloss/spec often to find a good balance.



When you're done, you just need to export your maps. Click on the export button and export them. I think its this one. I think.



You have to use their exporter thingy. They do extra stuff to your maps during export so they work with UE4. So don't go into all your maps and save manually like I did when I first started heh.

And yeah that's kind of it. No wait I lied.
I've got one more page of closing notes.

Closing Notes

- I have no idea what the bump map tab is. That is new. I mean. It's probably a bump map. I haven't tried using it before.
- In the Dynamask editor, if you click the paintbrush icon you can paint on the mask before hand and it will do everything for you. That's better than manually doing it like I mentioned in this tutorial. But I didn't figure that out until now, oops. So uh yeah ignore that part in this tutorial. oops.
- Check out the different settings and click on everything to see what it does. There are a ton of maps you can add as well.
- Alpha maps or "Opacity" maps are kind of confusing in dDo so I just like to make them manually.
- If dDo/Quixel crashes all you need to do is open dDo up again. It'll pick up where you left off. But you're fucked if Photoshop crashes and you haven't saved yet.