

# Photoshop

This doc will provide the steps you will need in order to get up and running. It might seem like a ton of steps but after you follow them a few time they will become second nature to you.

Photoshop is a pretty big application, you will NOT need all of it's features. I will go through only the ones you will probably need.

If you download textures from the web, or take photos on your own camera, create a library on your hard drive or somewhere you can begin organizing and saving them. A well **organized** library will serve you well.

A quick outline of what this doc will cover once you open an image...

- ✓ Size
- ✓ manipulation
- ✓ Layers
- ✓ Painting
- ✓ Saving
- ✓ File formats

I'm not going to add any tutorials for you to watch, the web is loaded with them. You tube has a series made by, Terry White, and another series by a company/guy(?) named Phlearn. Both have tons of information, and I highly recommend both.

# Image Size

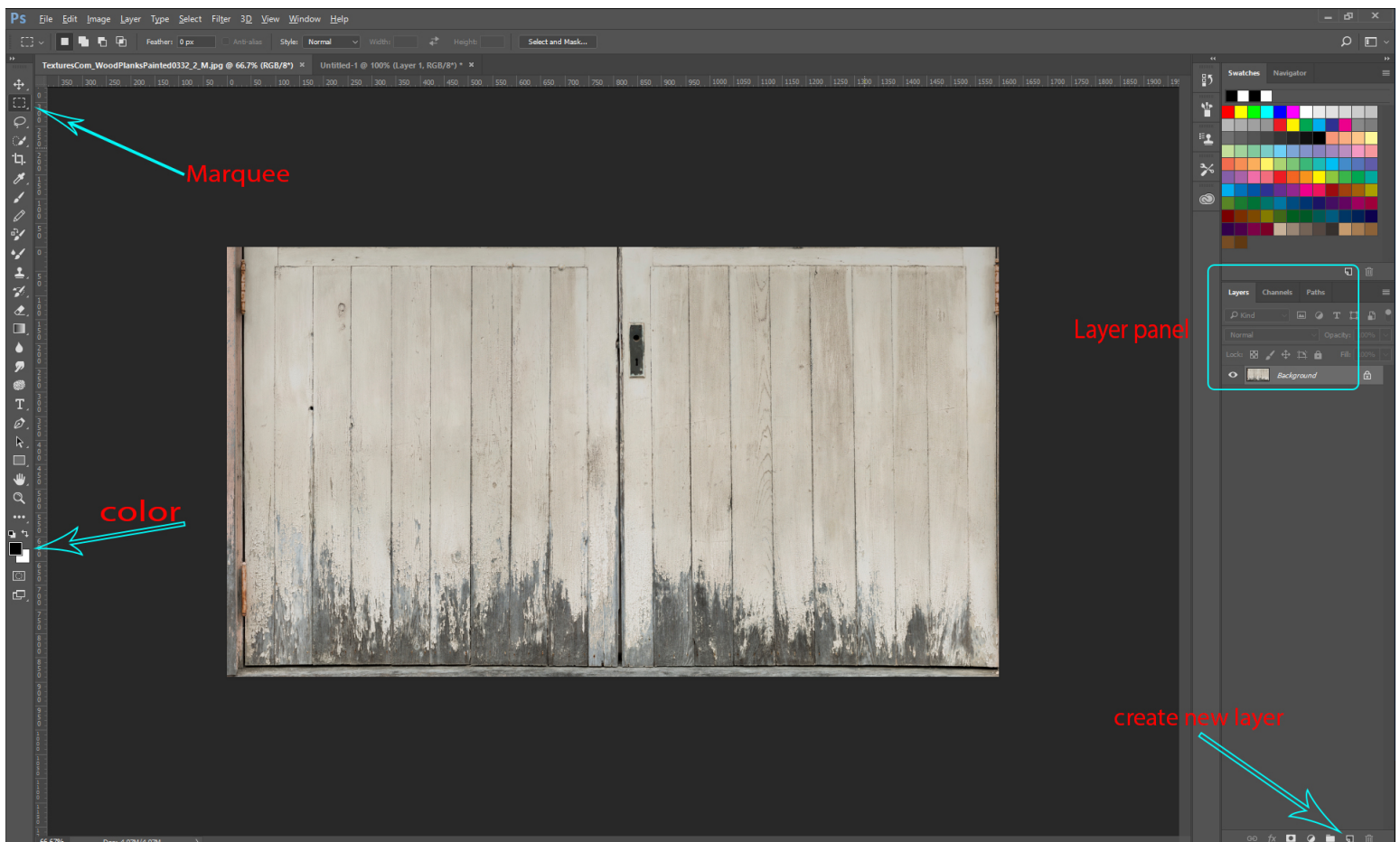
When we work with textures in Maya we need to make sure that the textures are square. This isn't a hard rule but for our purposes let's just say they need to be square. All the following numbers are in pixels.

512 x 512

1024 x 1024

2048 x 2048

Below is the typical photoshop window. I've pointed out a few tools you'll probably need right away.



**All these directions will be covered in class lectures.**

If the image you want to use is not square, there are several ways to change this, depending on how out of square it is, let's just say it's pretty close, you can just go to "Image" then "Canvas size", and adjust the size in that window. If it's really off, I'll talk about that in class.

As far as the "Layers", one thing to remember is to never alter the "Background Layer", that's your go-to layer, Just duplicate this layer and the **duplicate** is the one you want to work on. If you feel like painting, just create new layers, by working on multiple layers you give yourself the option of turning them on or off depending on what you want the finished texture to look like.

If you want to paint, pick what color you want to work with, create a new layer, use the paintbrush of your choice and have at it.

Once you think you're finished, and are ready to save the texture, it's just a matter of going to the top menu, File, Save as and make sure it's directed to the "SourceImages" folder of your current project. The file format is up to you, but I would recommend .jpeg, .tiff, .tga, really any popular format that Maya can read.

Back in Maya, it's just a matter of hooking the new texture into the color channel in the shader. We will cover this in class.