

# SCYRUS TEXTURE Manual

v2.0

**Dear Customer,**

**thank you very much for your interest in my products.**

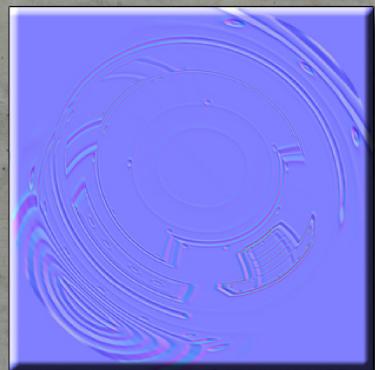
If you got the Cinema 4D-Version of my model, you really don't need to read the following, since (usually) my presentation images are direct renderings from the C4D-Version without any „post-production“.

But if you use another 3D-Package, this manual may save you a little bit of your time.

In most cases the universal OBJ-Version comes with some (or all) of the following material-maps:

- Color (as JPEG or PSD)
- Glowing (as JPEG or PSD)
- Bump (or Cave) (as JPEG)
- Normals (JPEG)
- Displacement (as PNG or PSD)
- Specular (as JPEG or PSD)
- Reflection (as JPEG or PSD)
- Ambient Occlusion (as JPEG)
- Worn (Edges) (as PNG)

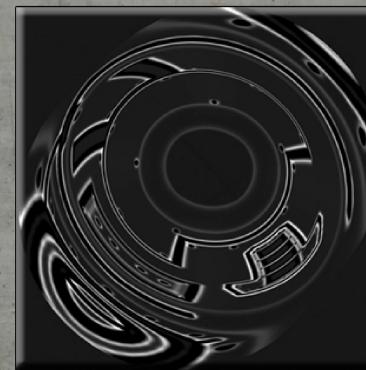
The single maps may still be customized (mainly via Photoshop);  
Color sometimes brings „Dirt-Layers“.



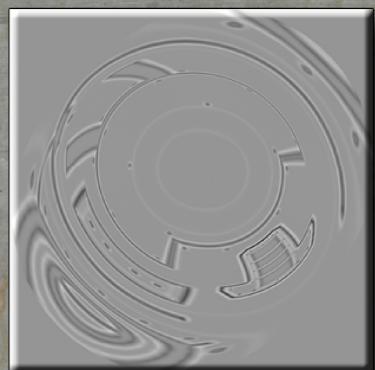
Normals



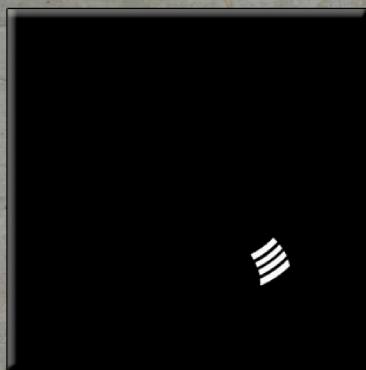
Specular



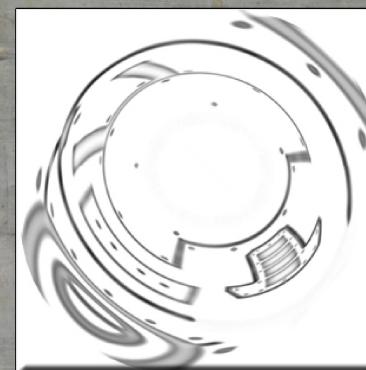
Worn Edges



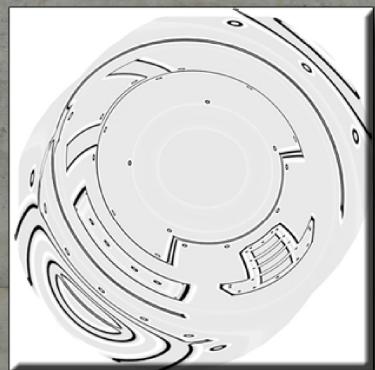
Displacement



Glowing



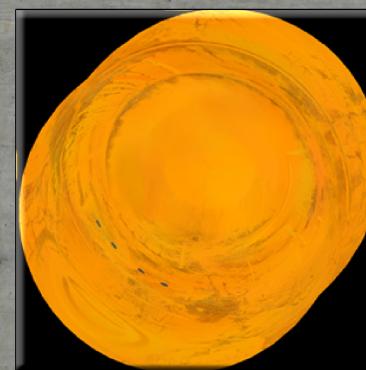
Ambient Occlusion



Cave/Bump



Color 01



Color 02



If all those layers are  
properly arranged,  
it's very easy to adapt  
your model according to your  
needs...



In order to arrange the single material-maps to get a result that is very close to the Cinema 4D-Version, I'll describe how the „typical“ material-layers of my models look like.

In most cases, we have different basic types of materials:

- Glass / Quartz
- Candle and Light
- Skin / Organic
- Metal
- Stone

Most 3D-Packages use different channels and give the possibility to overlay several texture-maps, color-, or effect-layers in every single channel that summarize to the material(s) of the final model.

The single channels and their individual sublayers are described on the following pages.

The result will surely differ from 3D-package to 3D-package, though, this short manual may be helpful to understand the composition of the different material-maps in materials and to recreate them in other programs.

You still will have to fine-tune the outcome, but the following will provide a useful base to go on.

# Glass and Quartz



**Color**

A plain Color-Layer (optional)

Multiply (30-80%)

Cave-Map

Multiply (50-70%)

Worn Edges- or Displacement-Map

Hard Light (20-50%)

Color-Map

Normal (100%)

**Diffusion**

Ambient Occlusion-Map

Normal (about 100%)

**Glowing**

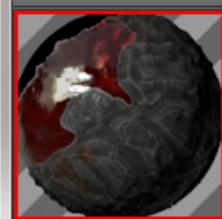
A plain Color-Layer (optional)

Multiply  
(start at 300%, play  
around a little bit)

Glowing-Map (if available)

Normal

Maybe place a Light in the  
Crystal



Faustkeil 03

- Farbe ..... ✓
- Diffusion ..... ✓
- Leuchten ..... ✓
- Transparenz ✓
- Spiegelung ✓
- Umgebung ..... ✓
- Nebel.....
- Relief..... ✓
- Normale ..... ✓
- Alpha.....
- Glanzlicht ..... ✓
- Glanzfarbe .....
- Glühen .....
- Displacement ✓
- Editor .....
- Illumination .....
- Zuweisen .....

Transparenz

Farbe ..... R 255 G 255 B 255

Helligkeit ..... 100 %

Brechung ..... 1.4

Innere Totalreflexion ✓

Austrittsreflexion .....

Fresnelreflexion ..... 100 %

Additiv.....

Textur ..... Ebene



Interpolation Keine

Blur-Offset 0 %

Blur-Stärke 0 %

Mischmodus ..... Normal

Mischstärke ..... 100 %

Absorptionsfarbe ..... Yellow

Absorptionsdistanz ..... 50 cm

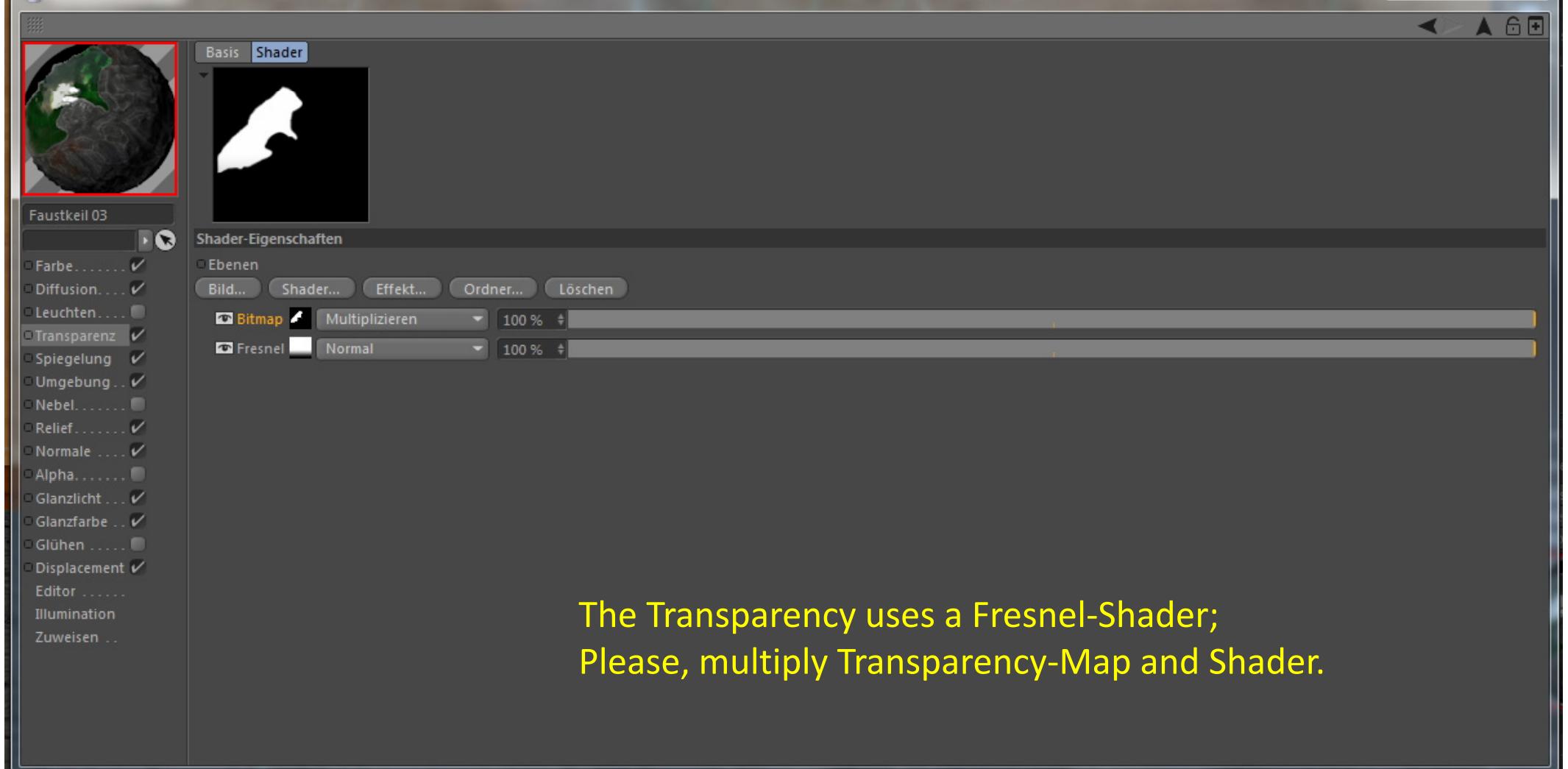
Matteffekt ..... 5 %

Min Samples ..... 5

Max Samples ..... 64

Genauigkeit ..... 30 %

Please use the Transparency-Map (if available),  
select the absorption color and add a little bit of  
„diffuse absorption“ (if necessary/wanted).  
Use a quite high amount of refraction.



# Material-Editor



Faustkeil 03

- Farbe..... ✓
- Diffusion.... ✓
- Leuchten.... ✓
- Transparenz ✓
- Spiegelung ✓
- Umgebung... ✓
- Nebel..... ✓
- Relief..... ✓
- Normale ... ✓
- Alpha..... ✓
- Glanzlicht... ✓
- Glanzfarbe .. ✓
- Glühen .... ✓
- Displacement ✓

Editor .....

Illumination

Zuweisen ..

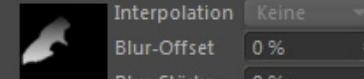
## Spiegelung

Farbe.... R 255  
 Farbe.... G 255  
 Farbe.... B 255

Helligkeit ... 0 %

Additiv....

Textur .....



Interpolation Keine

Blur-Offset 0 %

Blur-Stärke 0 %

Ebene

Mischmodus Normal

Mischstärke 50 %

Matteffekt.. 0 %

Min Samples 5

Max Samples 64

Genauigkeit 30 %

Play with amount of reflection (50-100%);  
please, use the Transparency-Map.

# Material-Editor



Basis **Shader**

Faustkeil 03

Shader-Eigenschaften

Ebenen

Bild... Shader... Effekt... Ordner... Löschen

Fresnel  Multiplizieren 100 %

Bitmap  Normal 100 %

- Farbe ..... ✓
- Diffusion ..... ✓
- Leuchten .....
- Transparenz ✓
- Spiegelung ✓
- Umgebung ..... ✓
- Nebel .....
- Relief ..... ✓
- Normale .... ✓
- Alpha .....
- Glanzlicht ..... ✓
- Glanzfarbe .. ✓
- Glühen .....
- Displacement ✓

Editor .....  
Illumination  
Zuweisen ..

Reflection uses a Fresnel-Shader;  
Please, multiply Transparency-Map and Shader.

Relief

Cave-Map

Multiply (about 100%)

Ambient Occlusion-Map

Multiply (about 100%)

Color-Map

Normal (100%)

Normals

Normal-Map

Tangente, about 100%

Specular

---

400% Intensity,  
Width 15%,  
Inner width 7%;

for dry skin:  
about 50-100% Intensity

Specular Color

Ambocc-Map (in this case)

Multiply (100%)  
Map may be edited with  
Photoshop (fine-tuning)

Specular-Map (if available)

Normal (100%)

**Displacement**

**Displacement-Map**

**Subdivision Level 3-6,  
Displace 0.5-1.0 cm,  
Sub-Polygon-Displacement ON**

# Candle...



**Color**

A plain Color-Layer (optional)

Multiply (10-100%)

Cave-Map

Multiply (50-70%)

Worn Edges- or Displacement-Map

Hard Light (50-90%)

Color-Map

Normal (100%)

**Diffusion**

Ambient Occlusion-Map

Normal (about 100%)

**Glowing**

A plain Color-Layer (optional)

Multiply (10-100%)

Color-Map

Multiply (about 100%)

Subsurface Scattering

Normal (100%)

Relief

Cave-Map

Multiply (about 100%)

Ambient Occlusion-Map

Multiply (about 100%)

Color-Map

Normal (100%)

Normals

Normal-Map

Tangente, about 100%

Specular

---

300% Intensity,  
Width 30%,  
Inner width 20%;

for dry skin:  
about 50-100% Intensity

Specular Color

Ambocc-Map (in this case)

Normal (100%)  
Map may be edited with  
Photoshop (fine-tuning)

**Displacement**

**Displacement-Map**

**Subdivision Level 3-6,  
Displace 0.5-1.0 cm,  
Sub-Polygon-Displacement ON**

...and  
Flame



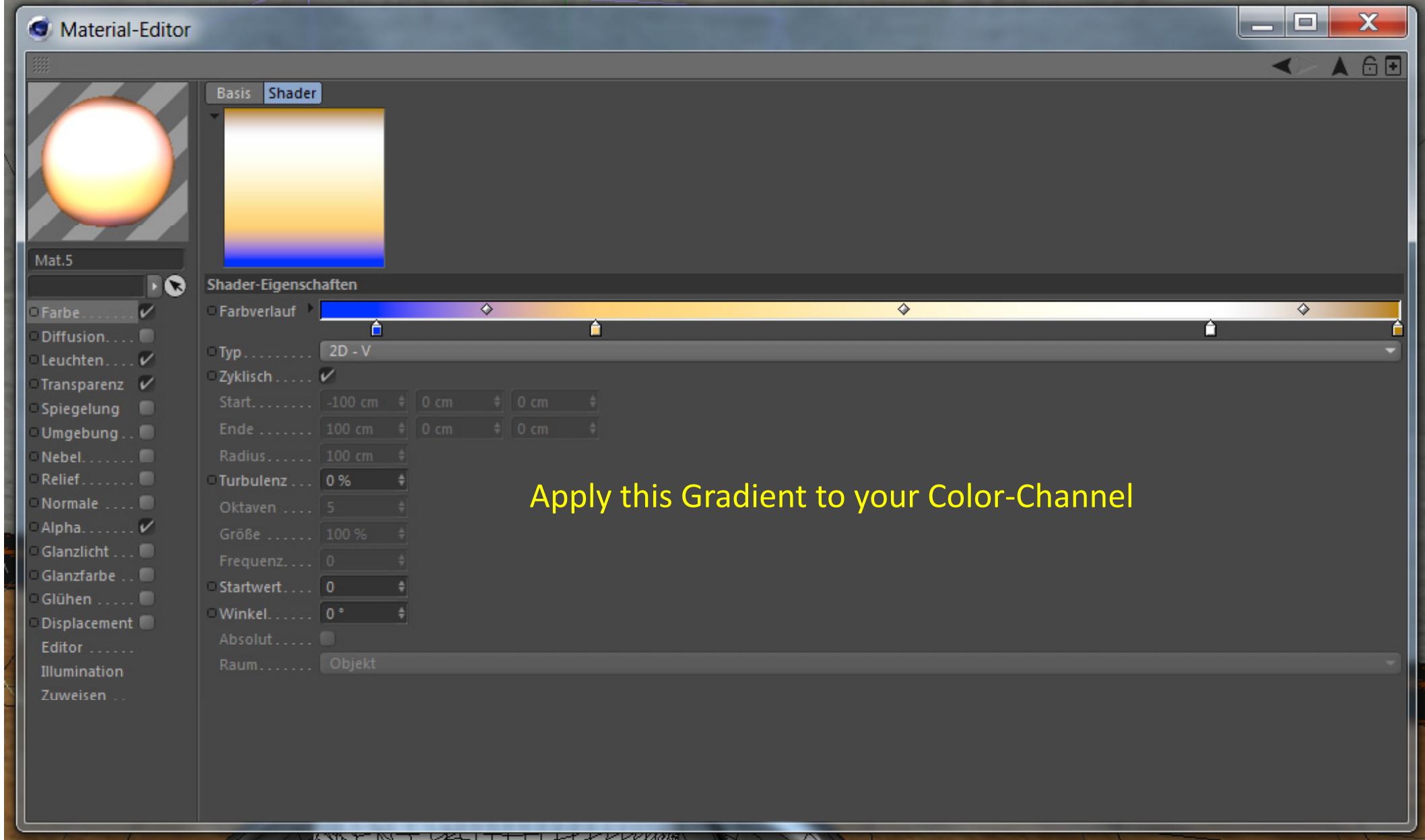
# Material-Editor

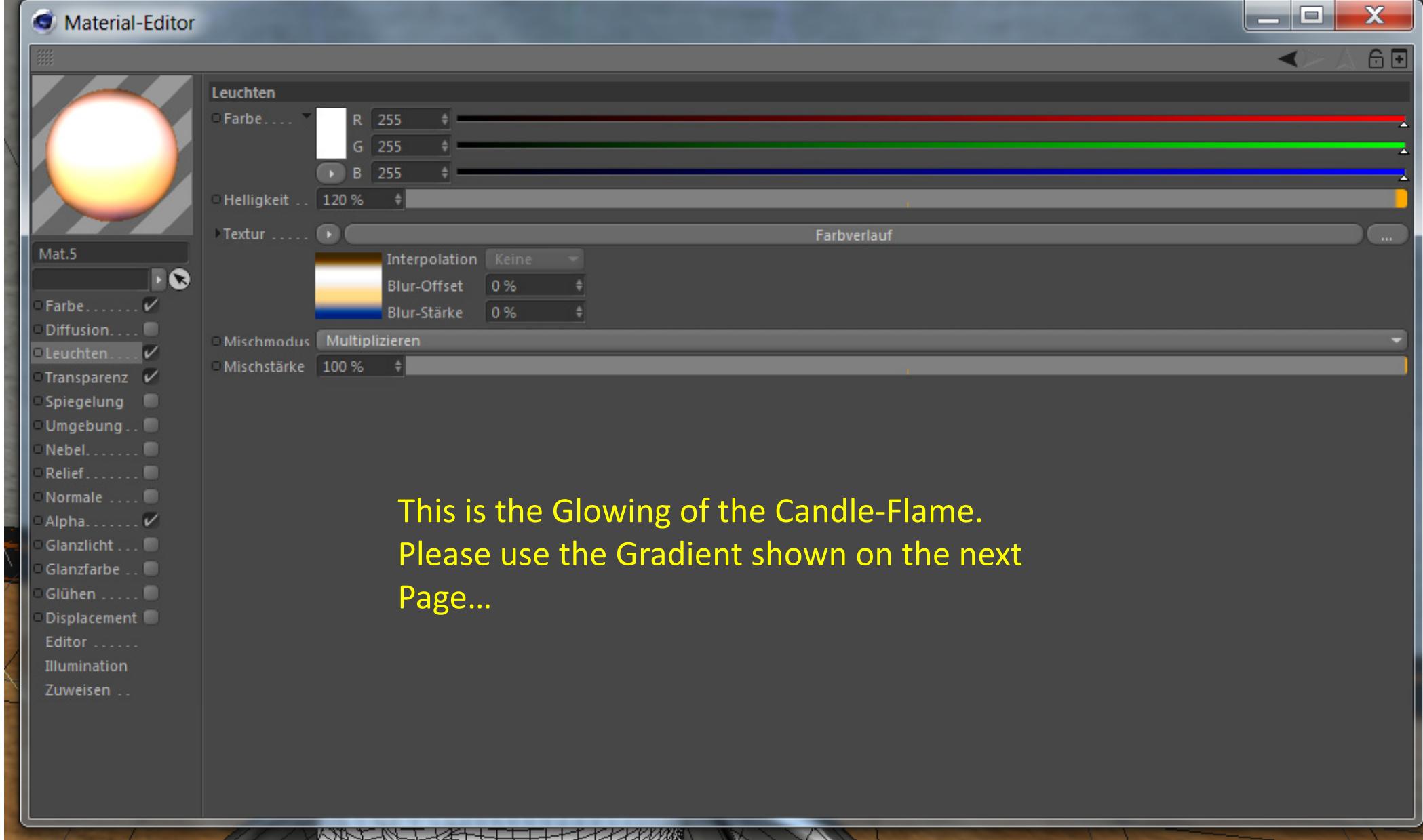


The Color of the Flame is adjusted according to the Gradient  
(see next Page in detail)

The screenshot shows the Material-Editor interface with the following settings:

- Farbe:** Farbe ... (Color) is selected. R: 255, G: 255, B: 255. Helligkeit ... (Brightness) is set to 100 %.
- Textur:** Farbverlauf (Color gradient) is selected. Interpolation: Keine (None). Blur-Offset: 0 %. Blur-Stärke: 0 %.
- Material Settings:** Mat.5 is selected. The following checkboxes are checked: Farbe, Leuchten, Transparenz, Alpha, and Editor. Diffusion, Spiegelung, Umgebung, Nebel, Relief, Normale, Glanzlicht, Glanzfarbe, Glühen, and Displacement are unchecked.
- Buttons:** A large circular preview of a flame is on the left. At the bottom right are buttons for Minimize, Maximize, and Close.





This is the Glowing of the Candle-Flame.  
Please use the Gradient shown on the next  
Page...

# Material-Editor



Mat.5

Basis Shader

Shader-Eigenschaften

Farbe ..... ✓

Diffusion ..... ✓

Leuchten ..... ✓

Transparenz ..... ✓

Spiegelung ..... ✓

Umgebung ..... ✓

Nebel ..... ✓

Relief ..... ✓

Normale ..... ✓

Alpha ..... ✓

Glanzlicht ..... ✓

Glanzfarbe ..... ✓

Glühen ..... ✓

Displacement ..... ✓

Editor ..... ✓

Illumination ..... ✓

Zuweisen .....

Farbverlauf

Typ ..... 2D - V

Zykatisch ..... ✓

Start ..... -100 cm 0 cm 0 cm

Ende ..... 100 cm 0 cm 0 cm

Radius ..... 100 cm

Turbulenz ..... 0 %

Oktaven .... 5

Größe ..... 100 %

Frequenz.... 0

Startwert.... 0

Winkel..... 0 °

Absolut..... ✓

Raum ..... Objekt

Apply this Gradient to your Glowing-Channel

The screenshot shows the Material-Editor interface with the 'Shader' tab selected. A preview window on the left displays a glowing orange sphere against a striped background. The main panel contains a gradient bar with several color stops. Below the gradient are various shader properties: Farbverlauf, Typ (set to 2D - V), Zykatisch (checked), Start and Ende coordinates, Radius, Turbulenz, Oktaven, Größe, Frequenz, Startwert, Winkel, Absolut (checked), and Raum (set to Objekt). A large yellow text overlay in the center-right area reads "Apply this Gradient to your Glowing-Channel".

# Material-Editor



Transparenz

Farbe R 255 G 255 B 255

Helligkeit 70 %

Brechung 1

Innere Totalreflexion

Austrittsreflexion

Fresnelreflexion 100 %

Additiv

Mat.5

Farbe ✓ Diffusion ✓ Leuchten ✓ Transparenz ✓ Spiegelung ✓ Umgebung ✓ Nebel ✓ Relief ✓ Normale ✓ Alpha ✓ Glanzlicht ✓ Glanzfarbe ✓ Glühen ✓ Displacement ✓ Editor Illumination Zuweisen

Textur Fresnel

Interpolation Keine

Blur-Offset 0 %

Blur-Stärke 0 %

Mischmodus Normal

Mischstärke 60 %

Absorptionsfarbe (yellow)

Absorptionsdistanz 15 cm

Matteffekt 5 %

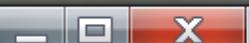
Min Samples 5

Max Samples 64

Genauigkeit 20 %

This is the Transparency of the Flame:  
You may use the „Fresnel-Function“, if available.  
The Absorption is light yellow, the Transparency is lower in the centre of the Flame.

# Material-Editor



The Material-Editor window displays a preview of a sphere with a gradient texture on the left. The top navigation bar includes tabs for "Basis" and "Shader", with "Shader" currently selected. The main panel shows "Shader-Eigenschaften" settings.

**Shader-Eigenschaften:**

- Farbe .....
- Diffusion .....
- Leuchten .....
- Transparenz .....
- Spiegelung .....
- Umgebung .....
- Nebel .....
- Relief .....
- Normale .....
- Alpha .....
- Glanzlicht .....
- Glanzfarbe .....
- Glühen .....
- Displacement .....

Editor .....

Illumination

Zuweisen .....

**Gradient Settings:**

- Bump benutzen
- Berechne ..... Vorne & Hinten
- Gradient .....

**Physikalisch ...**

Brechungsindex 1.333 Preset Wasser (20°C)

Invertieren

# Material-Editor



Alpha

Farbe ... Delta ...

Invertieren  Weich  Alpha-Bild  Premultiplied

Mat.5

Farbe Diffusion Leuchten Transparenz Spiegelung Umgebung Nebel Relief Normale Alpha Glanzlicht Glanzfarbe Glühen Displacement

Editor Illumination Zuweisen

Textur ... Fresnel

Interpolation Keine

Blur-Offset 0 %

Blur-Stärke 0 %

Using Alpha may fade the Flame out a little bit at its Outside.

# Material-Editor



Material-Editor showing the Shader tab for material Mat.5.

**Preview:** A sphere with a gradient from orange at the top to black at the bottom.

**Shader-Eigenschaften (Shader Properties):**

- Farbe .....
- Diffusion .....
- Leuchten .....
- Transparenz .....
- Spiegelung .....
- Umgebung .....
- Nebel .....
- Relief .....
- Normale .....
- Alpha .....
- Glanzlicht .....
- Glanzfarbe .....
- Glühen .....
- Displacement .....

Editor .....  
Illumination  
Zuweisen .....

**Basis (Base) tab selected.**

**Shader tab selected.**

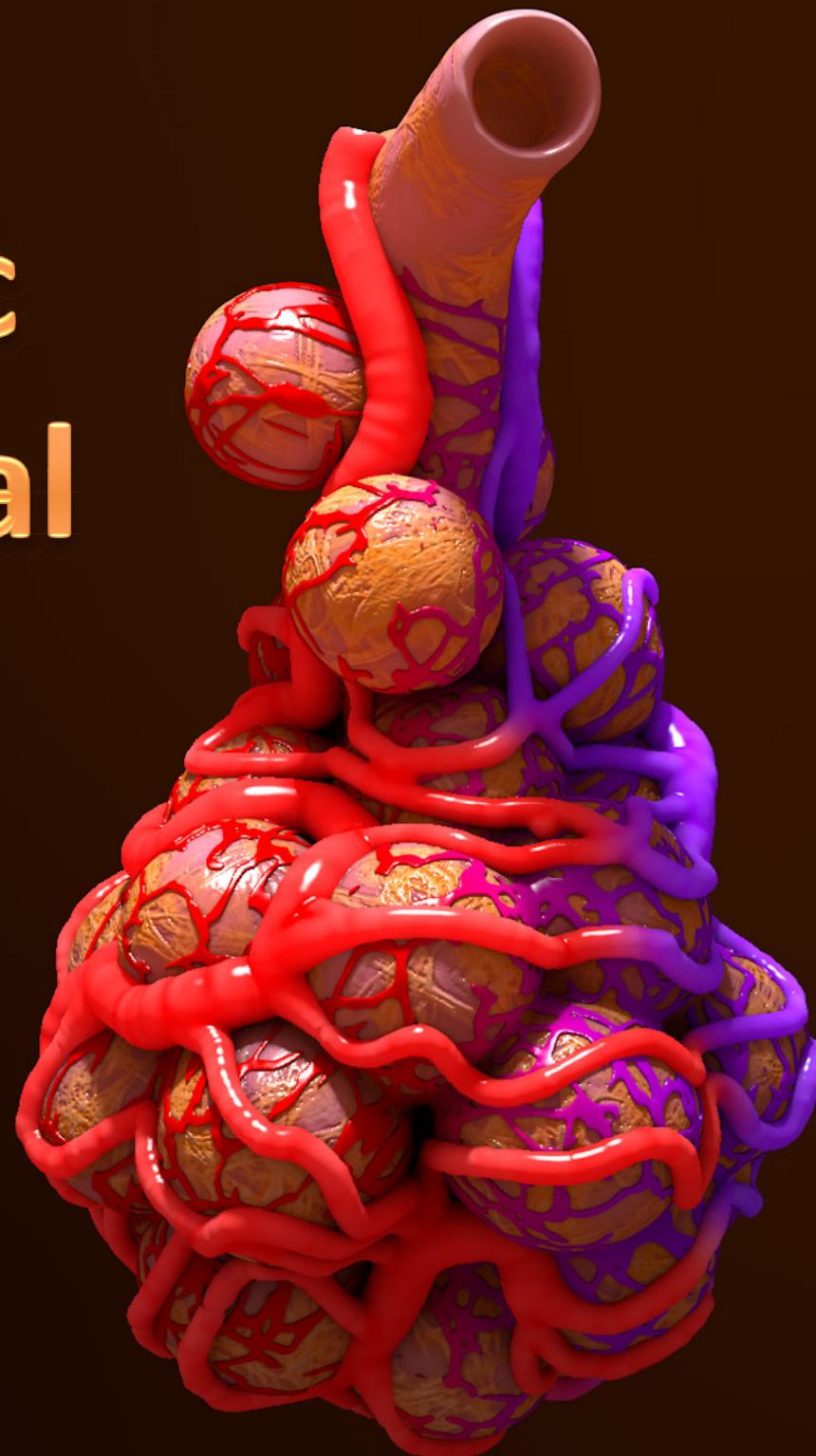
**Gradient settings:**

- Bump benutzen (Use Bump)
- Berechne ..... Vorne & Hinten
- Gradient ..... (A horizontal slider bar with a diamond-shaped handle, currently set to the left end.)

**Physikalisch (Physical) settings:**

- Physikalisch .....
- Brechungsindex (Index of Refraction) 1.333
- Preset: Wasser (20°C)
- Invertieren (Invert)

# Skin / Organic Material



**Color**

A plain Color-Layer (optional)

Multiply (10-100%)

Cave-Map

Multiply (50-100%)

Worn Edges- or Displacement-Map

Hard Light (50-100%)

Color-Map

Normal

**Diffusion**

Ambient Occlusion-Map

Normal (about 100%)

**Glowing**

A plain Color-Layer (optional)

Multiply (10-100%)

Color-Map

Multiply (about 100%)

Subsurface Scattering

Normal

Relief

Cave-Map

Multiply (about 100%)

Ambient Occlusion-Map

Multiply (about 100%)

Color-Map

Normal (100%)

Normals

Normal-Map

Tangente, about 100%

Specular

---

300% Intensity,  
Width 10-20%,  
Inner width 5-8%;

for dry skin:  
about 50-100% Intensity

Specular Color

Specular-Map

Normal (100%)  
Map may be edited with  
Photoshop (fine-tuning)

**Displacement**

**Displacement-Map**

**Subdivision Level 3-6,  
Displace 1-3 cm,  
Sub-Polygon-Displacement ON**



# Metal- Material

Color

A plain Color-Layer (optional)

Multiply (10-100%)

Cave-Map

Multiply (50-100%)

Worn Edges- or Displacement-Map

Hard Light or  
Color Burn (50-100%);  
Maybe „Alpha“ of the  
Map has to be adjusted

Color-Map

Normal

Diffusion

Ambient Occlusion-Map

Normal (about 100%)

Glowing

A plain Color-Layer (optional)

Multiply  
(start at 300%, play  
around a little bit)

Glowing-Map

Normal

Relief

Cave-Map

Multiply (about 100%)

Ambient Occlusion-Map

Multiply (about 100%)

Specular-Map (optional)

Multiply (about 100%)

Color-Map

Normal (100%)

Normals

Normal-Map

Tangente, about 100%

Specular

---

300% Intensity,  
Width 15-30%,  
Inner Width 10-25%

Specular Color

Cave-Map

Multiply (about 100%)

Specular-Map

Normal (about 100%),  
map may be edited with  
Photoshop (fine-tuning)

**Displacement**

**Displacement-Map**

**Subdivision Level 3-6,  
Displace 0.1-3.0 cm,  
Sub-Polygon-Displacement on**

# Stone- Material



Color

A plain Color-Layer (optional)

Multiply (about 50%)

Cave-Map

Multiply (about 50%)

Worn Edges- or Displacement-Map

Hard Light or  
Color Burn (50-100%);  
maybe „Alpha“ of the  
Map has to be adjusted

Color-Map

Normal

Diffusion

Ambient Occlusion-Map

Normal (50-100%)

Glowing

A plain Color-Layer (optional)

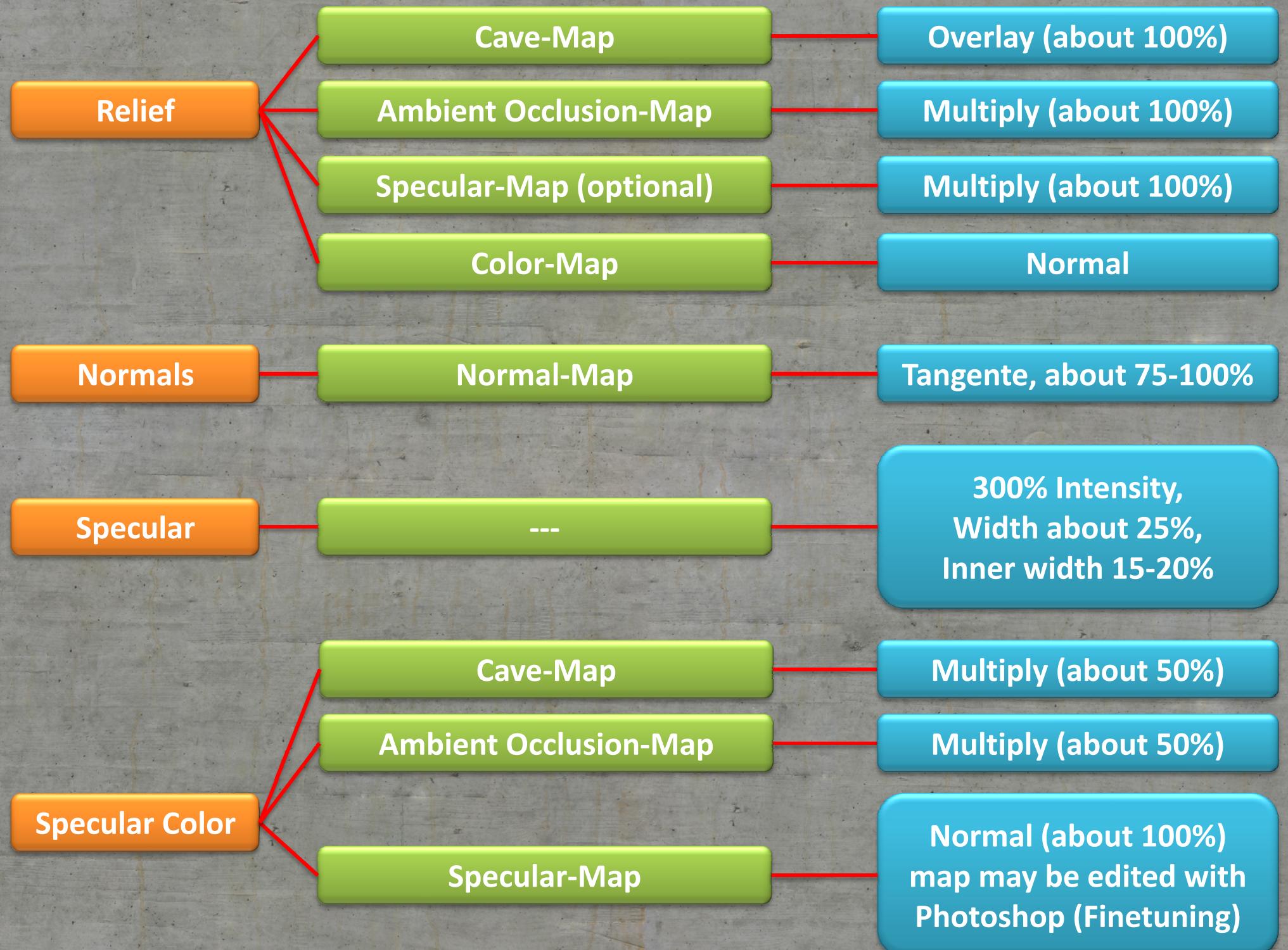
Multiply (10-100%)

Color-Map

Multiply (about 100%)

Subsurface Scattering

Normal (about 50-100%)



**Displacement**

**Displacement-Map**

**Subdivision Level 3-6,  
Displace 5-7 cm,  
Sub-Polygon-Displacement on**

**Dear Customer,**

I hope, this could help a little bit.

If necessary, I'll try to update this manual.

**Please find the most recent Version in the  
„additional Downloads“ of my latest Products!**

Have a nice day.

With best regards,

**Scyrus**