

Tomas Egger

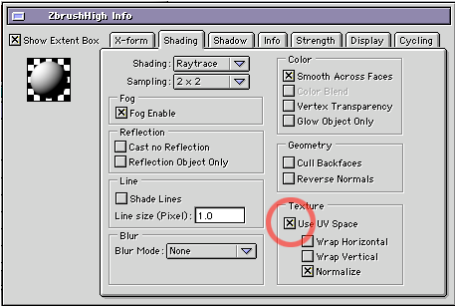
New Displacement Sea Level parameter (from Manual)

The displacement Sea Level parameter modifies amount of displacement applied to vertices by subtracting a constant. This Sea Level value is specified in map units, typically [0..1], but for HDR maps larger values make a sense. Negative values are allowed but usable seldom. The following table shows displacement effect in % for different maps with different Sea Level values.

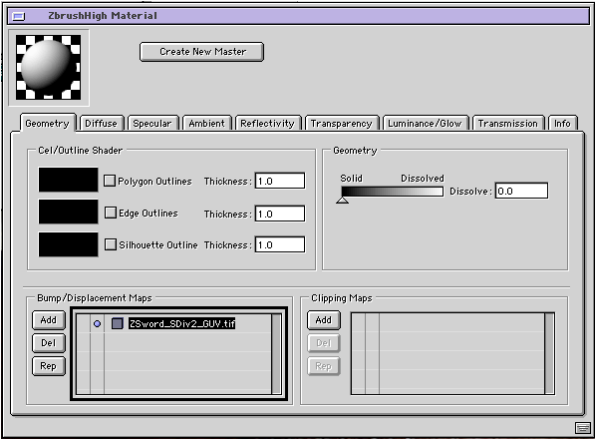
	Sea Level = 0	Sea Level = 0.5	Sea Level = 1.0
Black Map	0%	-50%	-100%
50% Gray Map	+50%	0%	-50%
White Map	+100%	+50%	0%

1. Tutorial

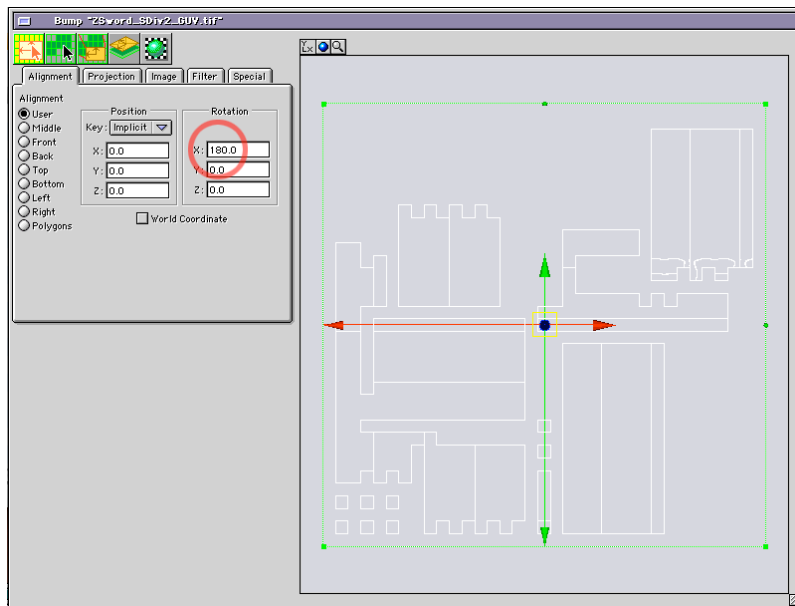
1) Enable ZbrushHigh model “Use UV Space” in the model info window



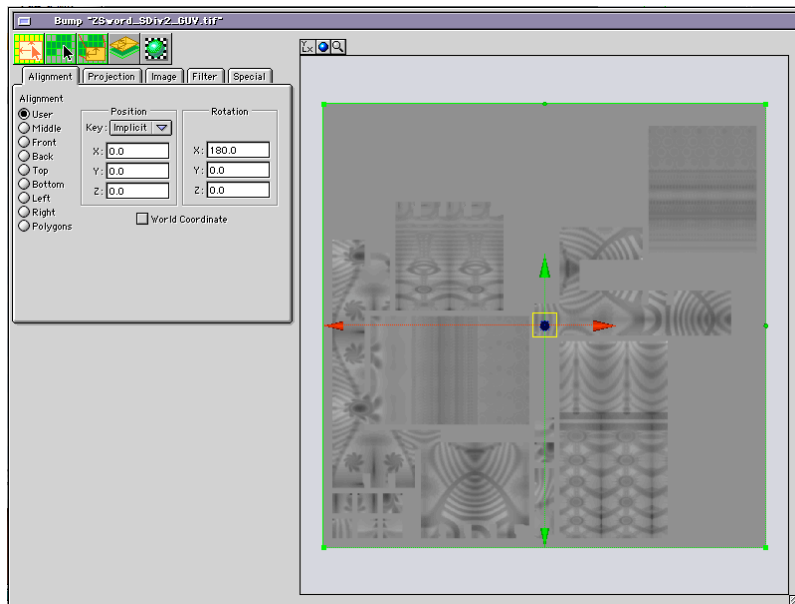
2) Add the 16 bits per channel map “zSword_SDiv2_GUV.tif” in the ZbrushHigh Geometry tab Material



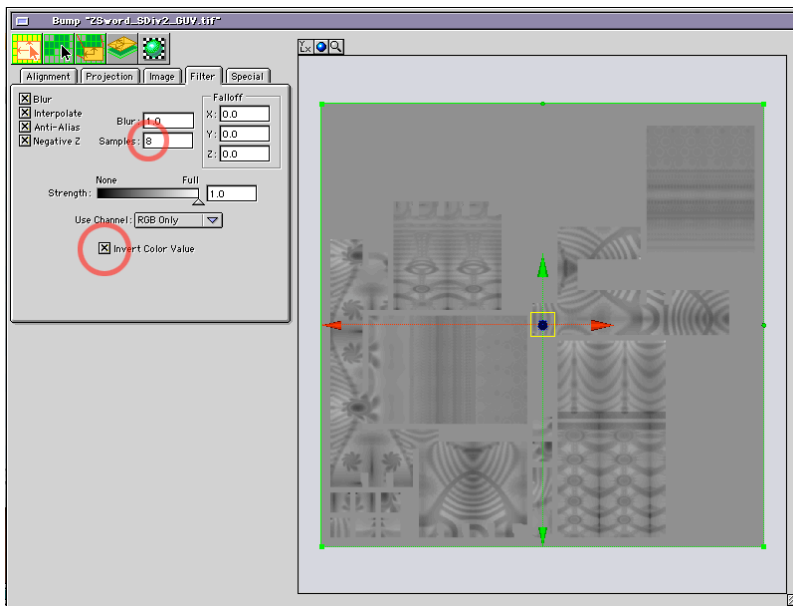
3) In the Alignment tab, Rotate 180° in X axis, using the Outline mode in the texture viewport



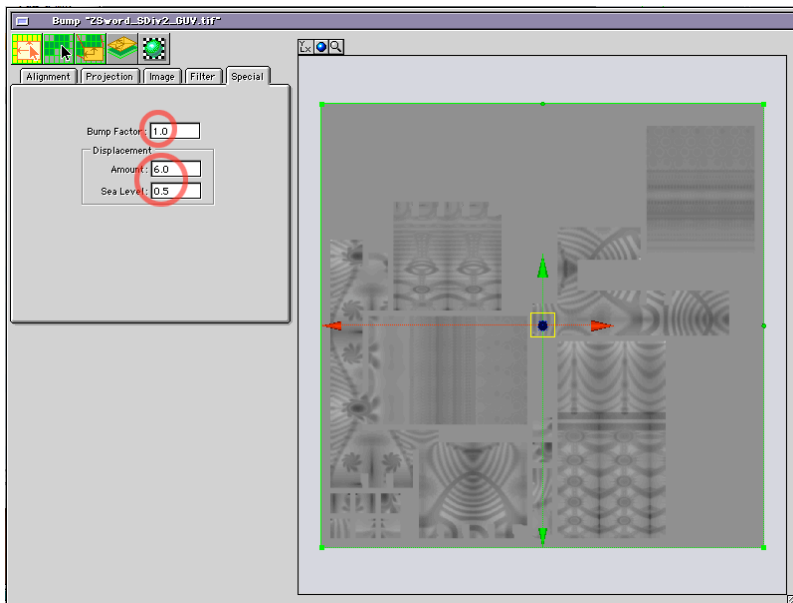
4) Then change to Phong shade mode in the texture viewport to see if the geometry (UV space) match with the texture data.



5) In the Filter tab, use more samples to improve the texture sampling and enable the Invert Color Value check box.



6) In the Special tab, Increase the Bump factor to 1.0 and Adjust Sea to 0.5 which uses 50% of grey like the middle of displacement, 6.0 to Displacement amount.



6) Our render become like this:





