

# Digital Imaging

## DV Garage Shipping Crate Tutorial

- 1) Copy the entire "Crate tutorial" folder from the Drop Off drive to your folder on the Student drive.
  - a) Open the folder named "Crate" then open the folder named "Texture\_Maps"
- 2) Open wood texture named "Face\_Board.jpg" in Photoshop
- 3) Save as a .psd file in a new folder named: "*Lastname Firstname Crate Textures*".
- 4) Find or create a simple black and white raster Logo image.
- 5) Add that logo onto a new layer on the top level in your "Face\_Board.psd" file in Photoshop.
  - a) If needed, desaturate and adjust the levels to get a darker black and grayer white

### **6) Weathering the logo**

- a) Copy the wood layer and desaturate it.
  - i) Label this *Plywood Luminance*.
- b) Adjust the levels to increase the contrast
- c) Place it above your logo layer using Exclusion blend mode
- d) Select your logo layer, then using the magic wand; select the entire area around the logo.
- e) With your selection still intact, switch to the *Plywood Luminance* layer.
- f) Delete the selection and de-select to get rid of the marquee.
- g) Reduce the opacity to your liking
- h) Copy and past a grime map onto the top of your layers, (look at the "Crate.pdf" for a better idea of what can work). Reduce the size of it so that it is a fine enough resolution to 'speckle' your logo.

- i) Repeat the process that you did in steps d-g three or four times to get the faded and grungy look that you want on the logo.

## 7) Smearing

- a) Duplicate your logo layer to the top of your layer stack, and name it "Logo Ink Run".
- b) Then, using your smudge tool, smudge the logo downwards along the grain of your plywood.
  - i) We want it to look like the ink/paint on this logo has been subjected to some heavy moisture, (rain), so the black stuff would naturally run down the cracks along the grain.
- c) Copy the Plywood luminance and Logo Grime layers and place them above your Logo Ink Run copy. They should still be set to Exclusion mode.
- d) Take all three of those and, for the sake of experimentation, try placing them below your original logo, and above your clean plywood. Adjust the opacity on any and all of these layers to your liking.

## 8) Create a luminance map file in .psd format of your clean plywood for use as a Photoshop displacement map.

- a) Take your clean plywood source image, ("Face\_Board.jpg") and re-save it as "*Plywood\_Luminance.psd*".
- b) Then desaturate it and adjust the levels to increase the contrast.
  - i) Adjust the white point in your levels so that the whites are more of a gray value.
  - ii) Save it in your Materials folder, ("*Lastname Firstname Crate Textures*").
- c) In your weathered logo file, ("Face\_Board.psd) create a copy of your original logo layer.
  - i) Hide the original, (to preserve it) and add a displacement filter to this new layer, using the "*Plywood\_Luminance.psd*" map as a displacement source.

## 9) Making the rest of the wood dirty.....

- a) Find a grunge map that has a good 'splatter' pattern. Place that on top of your Logo layers in your Crate diffuse map.
- b) Find another grunge map that has a more 'grainy' pattern. Place that one on top of your Crate diffuse map.
- c) Experiment using blend modes, opacity, the adjustment tools and your brushes with both of those layers until it begins to take on a natural weathered look.
- d) Make a copy of your Crate Diffuse map.
  - i) Save it as Dirt Edge Luminance.
    - (1) Flatten this, desaturate it and bring the white point down to around 200 or slightly less.
- e) Copy and paste this onto the top of your Crate Diffuse layers, then select a rectangular area from the middle and feather your selection by about 50 pixels or so.
- f) Delete this area and multiply this layer over the top.
- g) Using one of your grime maps as the base, (again, desaturated and levels adjusted), repeat steps 5 and 6 two or three times, or until it looks "right".
- h) Try using different blend modes, overlay, darken, screen, etc.
- i) Again using your grime/grunge map, rip away a larger area and place that on top of your layers to add some more intense dirt to the edges.

## 10) Creating the geometry and finishing off

- a) In Max, create a primitive box for the body of your main box. Give 12 segments on each side and convert it to an editable poly.
- b) Create chamfer boxes for the planks on each side, giving them enough segments to subdivide nicely.
- c) Align the planks along the edges of your box, then Group or Link them to the main box body.

- d) Apply a UVW map modifier, (a box type should work for now), to the main box and the each of the planks.
- e) Assign a material to the box and one to the planks and place your Diffuse color maps in the proper channels.
- f) Create and apply appropriate bump, diffuse and specular level maps to your crate.
- g) Add some lighting to give it a clear and dramatic look.
- h) Render out 3 camera views for me, as 1600 X 900 targa files.
- i) Then place them in a folder labeled:
  - (1) "Lastname Firstname Finished Crate"
- j) Stick it in the drop off folder, in *Digital Imaging\Finished Crates*.