

# MAXIMUM

## WALL COVERINGS & WALL PAPER

D4Z STUDIO

### INSTRUCTIONS

Thank you for purchasing Maximum wall coverings and wallpaper from Ace Pyx. This product is designed to add variety to your home scenes by changing the wall textures. It is generally simple to use but it will help if you understand a few basic things about the way that textures are applied.

In most cases, you should be able to simply apply the textures and they will work straight away. However, you may need to tweak them in some situations.

#### Scaling

The materials have been designed around a square wall measuring 12x8 feet. You can create such a wall by clicking Create a new primitive at the top of the main screen. Select plane, change the units to feet, and enter 12x8.

The textures are all tileable. If you use them on any surface which does not have these dimensions, you may need to manually scale them to get them to look proportional to your scene. To do this, select the building or wall that you wish to edit in the Scene tab, then select the Surfaces tab at the bottom of the screen. Now select the specific wall or surface that you wish to edit. To change the wallpaper scale, simply scroll down the shader parameters until you reach Horizontal and Vertical tiles. More tiles equals a smaller pattern. Increase or decrease these values according to your requirements. I suggest that you scale in both axes proportionally, but you can create some interesting variations if you do not. Of course, if the wall that you are placing them on does not have a 4:3 ratio, you'll need to scale the texture asymmetrically.

#### Odd-shaped walls

If the walls are irregular and have projections and/or cutaways, such as door frames, the textures should still work provided planar mapping was used to create the original textures and the walls have been created as separate textures.



## Aligning textures to specific wall features

If you are very particular about your design, you may wish to align textures so that they start at a particular feature – the corner of a room for instance. To adjust the start position, change the horizontal or vertical offset values near the bottom of the shader pane.

## When textures don't work – The Photoshop solution

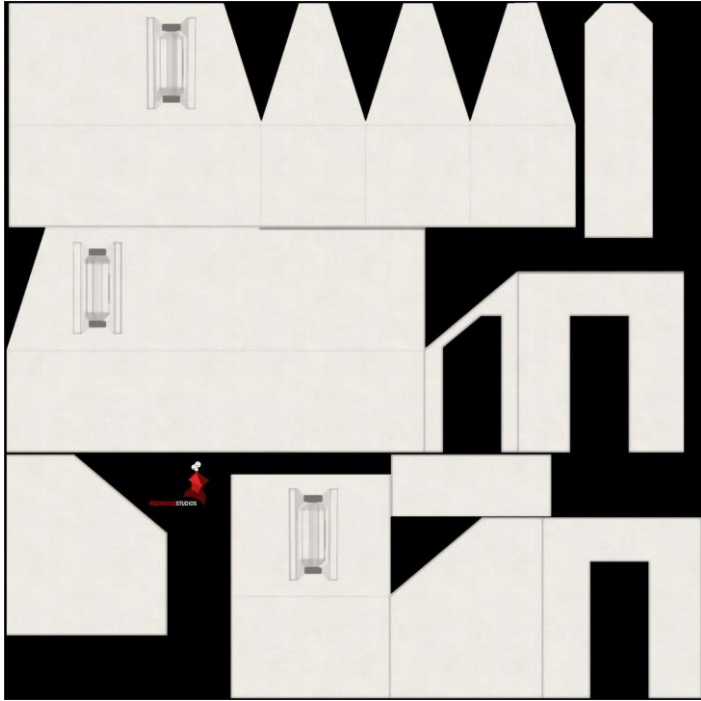
Occasionally, a set is designed where you cannot simply apply a tileable texture. In these cases, you can still easily use this package provided you own Adobe Photoshop.



*Here's a typical problem wall. See how a single texture wraps onto every surface.*

You will first need to have installed my Maximum wall coverings and wallpaper patterns library in Photoshop (see readme file for instructions on how to do that).

1. In DAZ Studio select the required wall or building prop in the Scene tab
2. Select the Surfaces tab and find the wall section you wish to retexture.
3. Locate the Base colour parameter and click the small image preview then choose Browse. This will identify the location where your texture is located. Copy the file path. If there is no path, it means that the surface uses a procedural texture. It is beyond the scope of this manual to teach you how to generate your own UV maps in order to overcome such issues.
4. Open Adobe Photoshop and browse to the path where the texture is located, then load the wall texture that you wish to edit. Below I am editing the texture for Great Home – Guest Bedroom. It's a nice set with really unhelpful texturing!

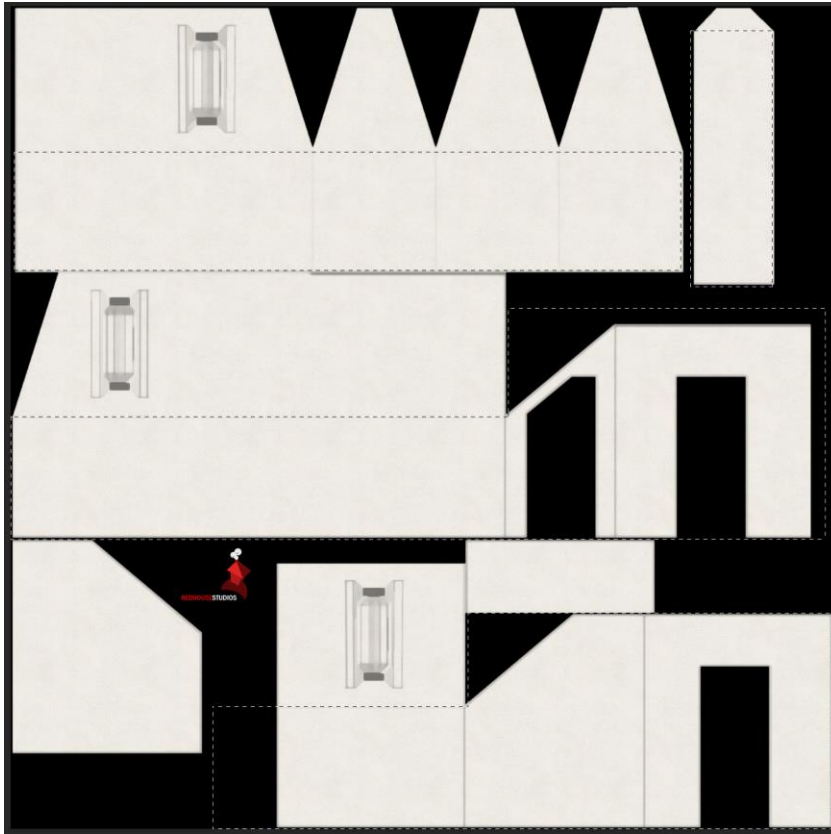




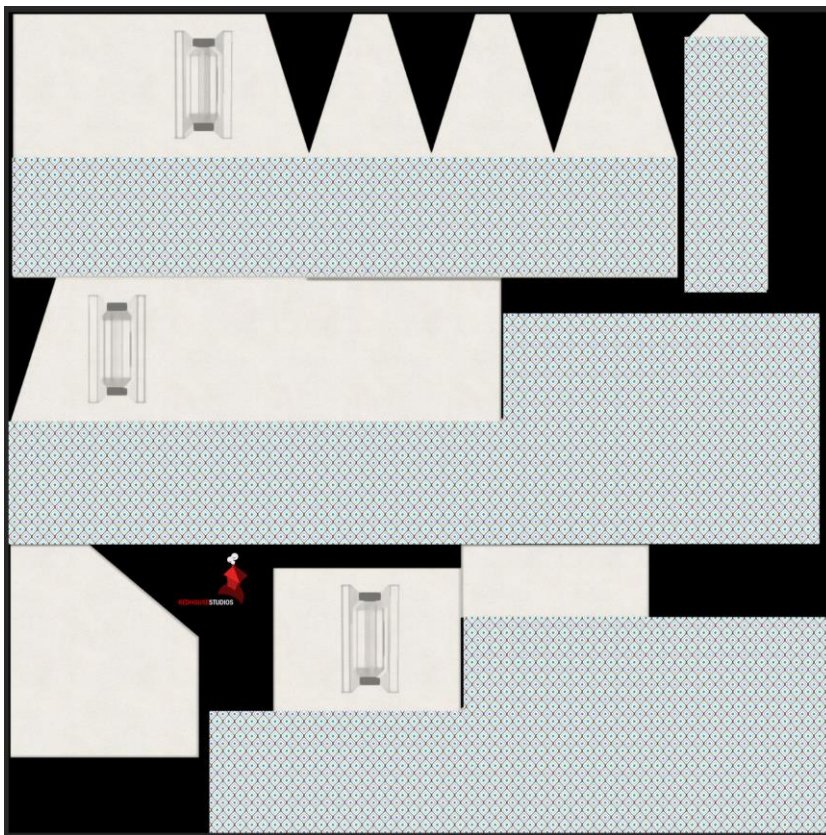
5. Create a new Pattern fill adjustment layer using the button at the bottom of the Layers pane.



6. Ensure that the Ace Pyx Ultimate Wallpaper patterns are loaded, select one of the tileable patterns you wish to apply and use the scale button to adjust its size.
7. Right click on the pattern layer and select Rasterize layer. Reduce the layer opacity to about 30%. Now move the entire layer until the pattern aligns with your wall how you want it to. You may need to break the layer into multiple parts if you are very particular about how the wallpaper seams meet up at the corners of walls.
8. Create a selection marquee around the wall segment that you wish to edit. The easiest way to do this will be with the magnetic lasso tool or by using a combination of the magic wand and rectangular selection tools to add/subtract to your selection.



9. Return your pattern layer to 100 per cent opacity and select it. Invert your selection by pressing Control/Shift I (I for igloo). Press delete to erase the areas of the image where you do not wish to apply wallpaper.



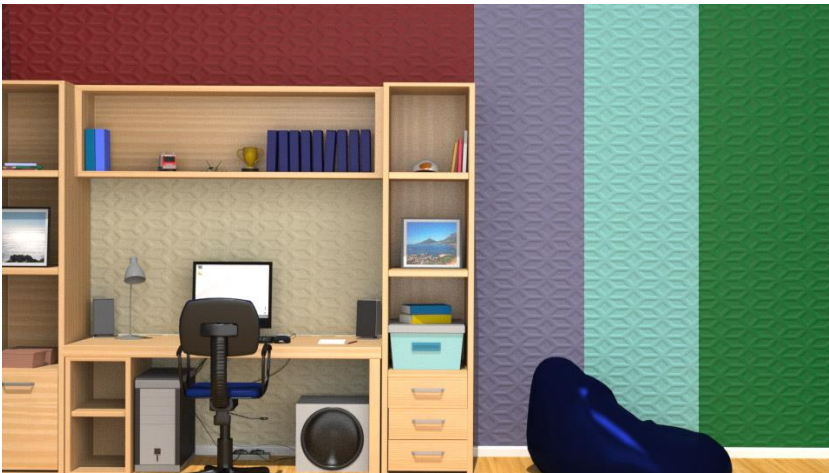
10. Save the image. DO NOT OVERWRITE THE ORIGINAL FILE.
11. Return to DAZ Studio and load the new image in place of the original wallpaper.





## Recolouring textures

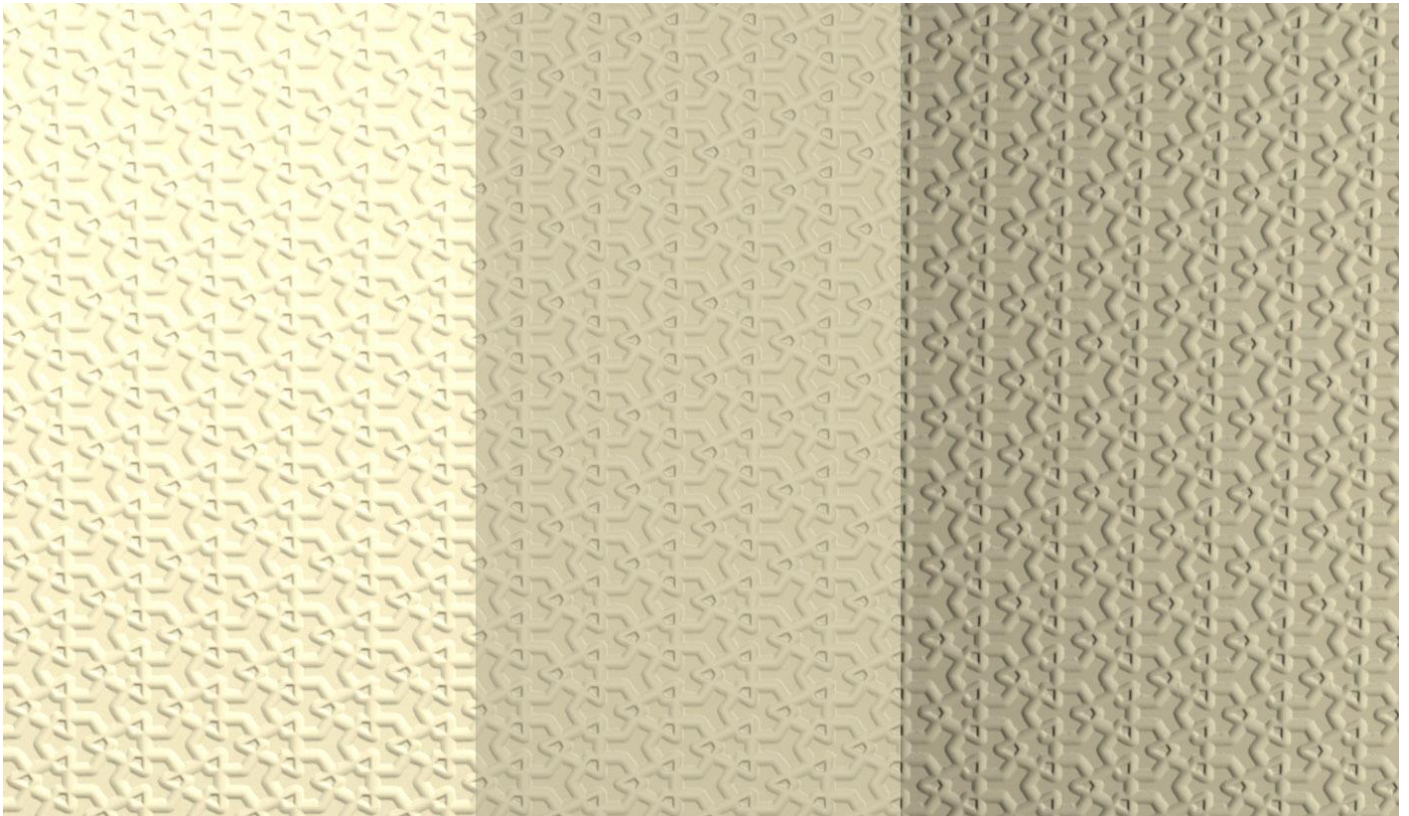
Most of the textures look great if you recolour them. For the sculpted papers, the simplest way is simply to change the Base colour in the Surfaces tab. This produces the effect of painted papers like Artex and Anaglypta TM.



For coloured patterned papers, this will usually create an aesthetically displeasing result as it will simply muddy the colours and tint the whites. Your best solution will be to take the required texture (located in Runtime:Textures:ACE Pyx: Wall paper) into Photoshop and recolour as required).

Adding a Hue adjustment layer is the easiest way to experiment with various colour combinations.

## Sculpted texture depth



The 3D sculpted papers use bump mapping to give the illusion of a sculpted surface. Like any 3D surface, the effectiveness of these are particularly responsive to your choice of lighting. Head on lighting will not reveal the shadows as effectively as lighting set at an angle.

Moreover, the scale and depth of the sculpting is also a factor. I have created the textures so that they look good at a viewing distance of about 6-12 feet. If you get much further away, the sculpting or the scale may no longer be effective. You can increase the strength of the bump mapping and the scale of the textures to compensate. This will not be strictly realistic, but the textures will still be visible.

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