

Forest Ground

Tiling Texture Session Guide

- **Part 1: Reference Review**
 - Overview of Texture
 - Defining Texture look
 - Reference with a purpose
 - Environment related Ref
 - Trimming Down Ref Images
- **Part 2: Substance Ground Alpha**
 - Setting up our Output Nodes
 - Using Simple Noise Generators
 - Blending Nodes together
 - Using the Relief Map Preview
 - Creating simple Ground Alpha
 - Exporting Maps
- **Part 3: Zbrush Ground Start**
 - Substance to ZBrush workflow
 - Applying Heightmap in Zbrush
 - Using our Reference
 - Simple sculpting Techniques
 - ZBrushes and simple tips
- **Part 4: Ztools Creation – Branches**
 - Using Zspheres
 - Zsphere hotkeys and controls
 - Mesh preview options
 - Surface Noise Tools
 - Sculpting techniques
 - Zbrush Texturing Overview
- **Part 5: Ztools Creation – Pebbles**
 - Sculpting a small rock
 - Quickly creating variations
 - Texturing with masks
 - Simple Texturing Variations
 - More Zbrushes
- **Part 6: Ztools Creation – Leaves**
 - Creating a Leaf Alpha
 - Converting an alpha to 3D
 - Polypainting while sculpting
 - Texturing with Spotlight
 - The rotation tool with masking
- **Part 7: Ztools Variations - Leaf**
 - Creating Leaf Variations
 - Polygroups and functions
 - Slicecurve for holes and breaks
 - Preparing leaves for nanomesh
 - Dynamesh tips and tricks
 - Saving out individual ztool files
- **Part 8: Ztools Variations - Branches**
 - Continuing Variation workflow
 - More Dynamesh coverage
 - Snakehook brush
 - Watching our Polycounts
 - Saving our Ztools
- **Part 9: Zbrush Ground Texturing**
 - Per Vertex colors/texturing
 - The need for high poly counts
 - Painting with surface noise
 - Photoshop tiling texture setup
 - Apply texture to zbrush mesh
 - More texturing tips
- **Part 10: Checking our Progress**
 - Using GrabDoc for our Texture
 - Setting up our Marmoset File
 - Making simple adjustments
 - Preparing for puddles
 - How to break Zbrush

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- **Part 11: Nanomeshing Rocks**
 - Importing our Rock models
 - Setting up the ground
 - Creating our nanomeshes
 - Setting up Polygroups
 - Scattering the Nanomesh
 - Nanomesh adjustments
- **Part 12: Nanomeshing Branches**
 - Nanomesh Tips
 - Finishing up our Rocks
 - Creating Branch Nanomesh
 - "Edit Mesh" feature
 - Reducing polycounts
- **Part 13: Nanomeshing Leaves**
 - Watching for overlap
 - Using Colorize Nanomesh
 - Seeing our texture coming together
 - Re-using Nanomeshes
 - We're almost done!or are we
- **Part 14: Fibermesh Grassing Time**
 - Intro to Fibermesh
 - Setting up our placement
 - Adjusting our colors
 - Setting up gravity and features
 - Saving our settings
- **Part 15: Making Final Adjustments**
 - Rendering out our textures
 - Reviewing work in Marmoset
 - Simple Photoshop adjustments
 - Adding some Nanomesh
 - Separating Layers
- **Part 16: Tiling our Nanomesh**
 - Deformation Tools
 - Simple Tiling Subtools Tricks
 - Repetitive Actions
 - Visibility Settings
 - Deleting Unnecessary Geo
 - Checking our Tiling
- **Part 17: Rendering out our Textures**
 - Setting up our Doc
 - Layer Visibility
 - Creating Masks
 - What not to do and why
 - Last Zbrush Video
- **Part 18: Photoshop File Setup**
 - Setting up our Layer masks
 - Photoshop functions and tips
 - Layering our Textures
 - Applying simple layer tweaks
 - Heightmap setup 101
 - Normal map finalizing
- **Part 19 A: Photoshop Adjustments**
 - Equalizing our Values
 - Adding/Adjusting Colors
 - Finalizing Textures
 - Checking work in Marmoset
 - Part B in Bonus Section
- **Part 20: Gloss and Spec**
 - Photoshop levels
 - What are proper values
 - Creating a Spec Map
 - Making a Gloss Map
 - .. We Say Goodbye...

Bonus Section

Tiling Texture Session Guide

- **Part 1: Timelapse Photoshop Tweaks**
 - This is a continuation of Part 19
 - Adding Adjusting/Colors
 - Finalizing Textures
 - Checking work in Marmoset
- **Part 2: Adding Puddles**
 - Using the selective color tool
 - Adjusting Heightmap
 - Normal default Values
 - How to Add Puddles
- **Part 3: Timelapse Rendering Tweaks**
 - Rendering in Marmoset
 - Puddle Adjustments
 - Adjusting lighting
 - Post process tweaks

Thanks for watching guys and I hope you enjoyed it!

Thanks for supporting my work and I hope you all will continue to support other artists as well as it helps us all as a community to share our knowledge.

Find me at these links

<http://www.purepolygons.com>

<http://www.facebook.com/purepolygons>

<http://www.artstation.com/artist/purepolygons>

Special Thanks Section

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