

DOSCH DESIGN

Using Dosch Textures

This documentation shows how to load Dosch Textures products in the different 3D-application.



Filename coding

The last letter of each file-name represents the texture's layer.
Not every texture uses all layers (e.g. reflectivity).

B	-	Bump-Map (Example: MLT-001_ B) The Bump-Map represents the depth of the texture.
C	-	Color (Example: MLT-001_ C)
D	-	Displacement (Example: MLT-001_ D)
S	-	Specularity (Example: MLT-001_ S)
R	-	Reflectivity (Example: MLT-001_ R)
L	-	Luminosity (Example: MLT-001_ L)
X	-	Second Bump-Map (Example: MLT-001_ X)

Content of the Texture-CDs

Images

The Images-folder contains all different layers of the textures as JPEG-images (see coding above)

3DS / 3DSMAX

This folder contains the files for using the textures directly in 3D Studio, 3D Studio MAX and 3DS-compatible programs.

LW3D

This folder contains the files for using the textures directly in LightWave3D (*.lwo + *.lws).

C4D

In this folder you will find all files for the direct usage in Cinema4D.

Overview

In the Overview-folder, you will find rendered images and printable reference-images in the JPEG-format for easy navigation.

Using Dosch Textures in 3D Studio MAX

In order to properly use the textures in 3D Studio MAX please verify the location (drive-letter; e.g. D: or E:) where your image-maps are located. Then open the *File/Configure-Paths* page in 3DSM, switch to the "Bitmap"-section and enter the path to the IMAGE-folder on your CD-ROM at the "Configure-Paths" setting

If the Raytracer fails to find a texture in any of the 3DSM-default folders, it now automatically searches through the extra locations defined in the "Configure-Paths" on the "Bitmap"-page.

To add a path to the Path-List, press the 'ADD'-button and select the folder containing the image-maps for your textures, e.g. the IMAGE-folder on the product's CD-ROM.

Using Dosch Textures in LightWave3D / Inspire3D

Load the *.lws or *.lwo files directly in LightWave 3D or Inspire3D.

In some cases the image maps for the different material-layers may not load automatically. If a path-requester appears, locate the IMAGES-folder on the CD-ROM and select the appropriate image.

Using Dosch Textures in Cinema4D

In order to properly use the textures in Cinema4D please define the location where your image-maps are located.

Cinema4D lets you define up to 10 extra texture locations on the '*Preferences/Texture Paths*'-page. If the Editor or the Raytracer fails to find a texture in any of the default folders, then it automatically searches through the extra locations, defined in the 'path page'.

This search is recursive, i.e. the search includes the named folder, plus all its subfolders. So just add the folder where your Dosch Design-product is located (i.e. the CD-ROM) and all image-maps will be found properly.

You are able to load the sample-files and the surface-files directly into Cinema4D. Just select the *.c4d files in the Cinema4D folder on the CD-ROM.

Using Dosch Textures in other applications

To use the textures in other applications (e.g. AccuRender, Allplan FT, Animatek World Builder, Animation Master, ArchiCAD, ArCon, Ashlar-Vellum, AutoCAD, Autodesk VIZ, Blender, Bryce, Carrara, Deep Paint 3D; Electric Image, formZ, Houdini, Maya, MicroStation, Poser, PythaCAD, Shade, Softimage|XSI, solidThinking, SolidWorks, trueSpace, VectorWorks, Vue D'esprit, World Construction Set) just load the different texture-files for each layer (described in the section 'Filename coding') into the appropriate material-layer in your application. Some applications are able to directly import the sample-files of LightWave3D, 3D Studio MAX or 3DS, including all the information on the used textures.

Dosch Textures products:



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