

Zbrush 3.1+

Mat Cap Tool

By Robert Hashman
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Custom Material Tutorial Part 1

This tutorial will show you how to use the Mat Cap tool in Zbrush. This tool is very powerful for making your own custom materials from a photograph. (Or some other source.)



Let's Begin.

1.) Select a photograph to work from. This photograph should be evenly lit. Having the photograph all one base color will help you greatly.

In this case it's a photograph of a Green Apple.

2.) Import this photograph into Zbrush. Click the "Texture Pallete", Then click "Import"

Your texture will not be loaded into the primary texture slot here.



Note -This photograph should be evenly lit. Having the photograph all one base color will help you greatly.

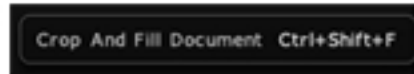
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Custom Material Tutorial Part 2

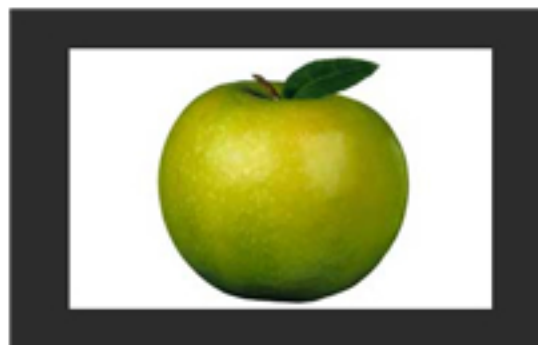
3.) In the “Texture” drop down, with your photograph selected. Click “Crop and Fill”.
(or Ctrl Shift F for you Hot Key users)



Whoops. Its shaded red because we had the red wax material selected.



4. Click the Material button and select Flat Shader
Then repeat step 3 again.



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Custom Material Tutorial Part 3

5.) Under the Tool palette select the Mat Cap tool. You can also push the brush slider to 48.

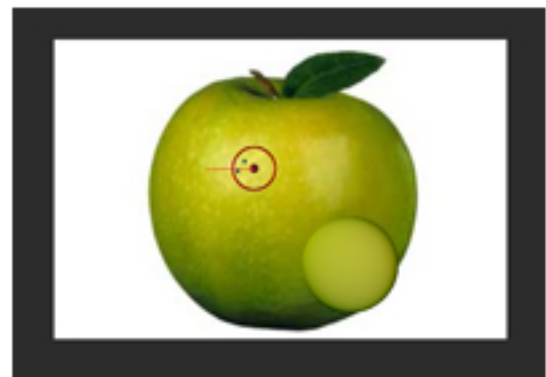


6.) Change your material Mat Cap White. This will serve as a base to our new material.



7.) Now you can click on the photograph. This draws an arrow with a circle around it. This assigns a color to the normals of your material. Take a few samples.

Try to match the arrow with the way the real objects surface would point.



A small material preview will pop up on the canvas. this will help you visualize your final result.



Note -Normals are points on a 3D surface that help it define it's relationship with light, color, and characteristics of an objects surface.

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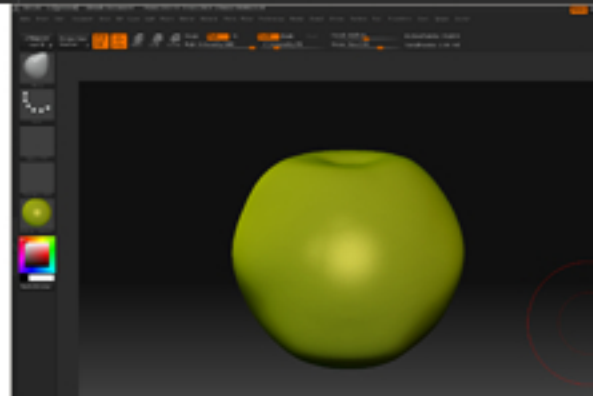
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Custom Material Tutorial Part 4

5.) Now we need to create our specular highlight. Hold Ctrl and click. When you drag to the left your highlight becomes bigger and more washed out. When you drag to the right your highlight becomes tight.



7.) Now you can apply your new material to any surface.



8.) Under the materials drop down you can save your new creation as a .ZMT Zbrush Material.

Happy Creating!



Note -Under the Material palette you can see a Modifiers sub section. Defaults are usually good, but feel free to experiment.