

Photoshop textures for 3D visualisations

Training course outline

3D Artists harness the power of Photoshop to create great photorealistic textures in 3D.

Having unique, professional textures shows your architectural visualisations, interior designs and similar projects in the best possible light.



Course summary

Teaches fundamental Photoshop skills for creating new texture maps to use in your visualisations, and editing existing textures.

You'll learn about the many hidden technical requirements and practices that aren't spoken about or explained in a Google search, and explore examples which can be translated into multiple areas of your work.

Duration

One day.

Pre-requisites

Delegates should have a basic understanding of 3D modelling using an application 3ds Max, Maya, Inventor, SketchUp or similar.

No prior photoshop knowledge is required.

In-class or live online

You can attend course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see armada.co.uk/live-online-training.

General information

Armada is an Adobe authorised Training Centre (ATC), and our *Photoshop – Textures for 3D Visualisations* course is accredited by Adobe.

Photoshop – Textures for 3D visualisations courses are hosted by expert trainers with vast professional experience of producing architectural visualisations.

Photoshop – Textures for 3D visualisations training is arranged on request, i.e. one-to-one training or a 'closed course' for your group. This means that the training can be:

- Provided when it suits you.
- Adapted to reflect the work you're going to be doing in Photoshop, focusing on topics that are most important to you.

Whilst attending training at our centres, delegates have the use of a computer running Photoshop and associated software to practice the techniques taught. Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

Course materials and certificate

Delegates receive:

- Comprehensive training materials.
- An e-certificate confirming successful completion of *Photoshop – Textures for 3D Visualisations* training.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help delegates learn the techniques taught.

Delegates have ample opportunity to discuss specific requirements with the trainer.

After course support

You're entitled to 30 days' post-course support by email from your trainer.

Further information

For further details, see armada.co.uk/course/photoshop-textures-for-3d-visualisations. For a quote and details of our availability, please contact us.

Course syllabus

See over.



AUTHORISED
Training Centre

Course syllabus

What is a 3D texture?

What are the most popular file formats?
What are the most useful textures for 3D?
Understanding UVW mapping.

Useful Photoshop tools
Other Photoshop plugins
Photoshop Filters that help
Mouse control

Adding or removing perspective
Adjusting highlights
Editing phone camera pictures
Editing DSLR camera pictures

Understanding RGB
What is 8 bit or 16 bit?
Time investments and benefits

Textures for SketchUp
Textures for 3ds Max
Textures for V-Ray
Texture limitations

Best use of Computer memory
Creating a digital texture resource
Database benefits

Editing techniques for Photoshop
JPEG compression
Textures vs bitmaps

What makes a good texture?
Where to find textures
How to edit textures
Positioning textures
Limits to graphics and bitmaps

Animation maps
Reflection maps
Cutout maps
Dirt maps
Normal maps
Techniques for LARGE areas

Exporting 2D images
Time savings
Saving Alpha channels
Using Alpha channels

Shadows or not?
Do's and Don'ts
Shortcuts
Quality benefits vs size