How to Texture Objects in 3D Coat
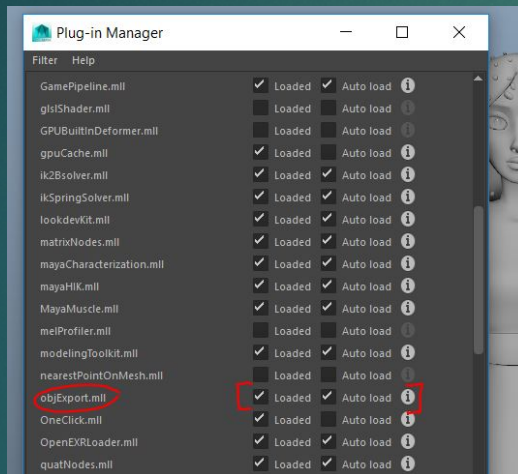
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FALL 2016

Step 1: Open your object scene file in Maya.

- 3D Coat only accepts .OBJ (Object) files. So, you will need to export your object(s) as an OBJ(s) from Maya.

NOTE If you have an object with multiple meshes, for example, this model has separate meshes for the face, body, hair, dress, etc. then you will need to export them individually from your scene file. DO NOT MOVE THE OBJECTS FROM THEIR POSITION IN THE SCENE FILE.
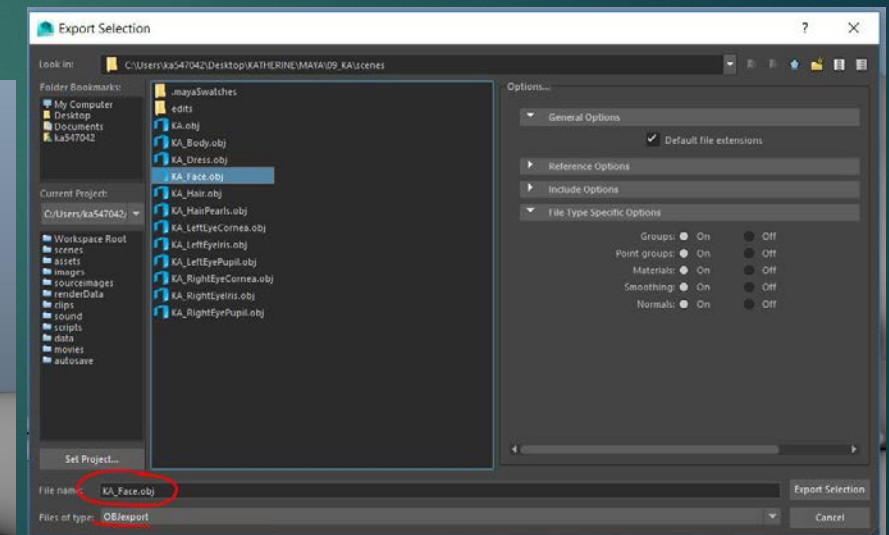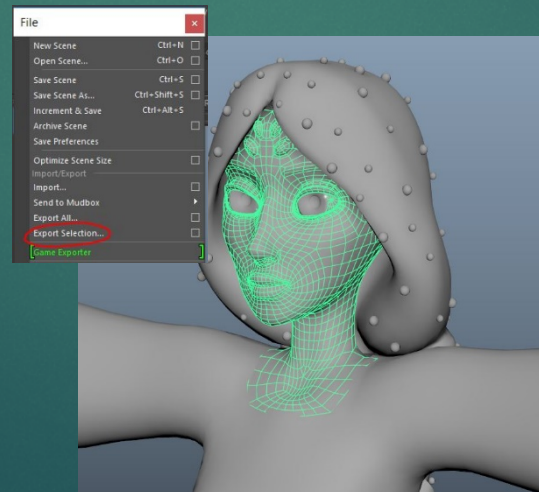
To load the OBJ extension in Maya, go to Windows > Settings/Preferences > Plug-In Manager and scroll down to the objExport.mll and check the Loaded and Auto-Load boxes then close the Plug-In Manager window.

- YOU MUST SMOOTH YOUR OBJECT **BEFORE** EXPORTING IT AS AN OBJ. (Mesh > Smooth)

- Select the mesh you wish to export, then go to File > Export Selection… > type in the name you wish to give your mesh. (I suggest, for organizational purposes, you name the object starting with the asset name, for this model, that would be "KA", followed by an under-score (_), then the mesh, in this case, it would be "Face".)
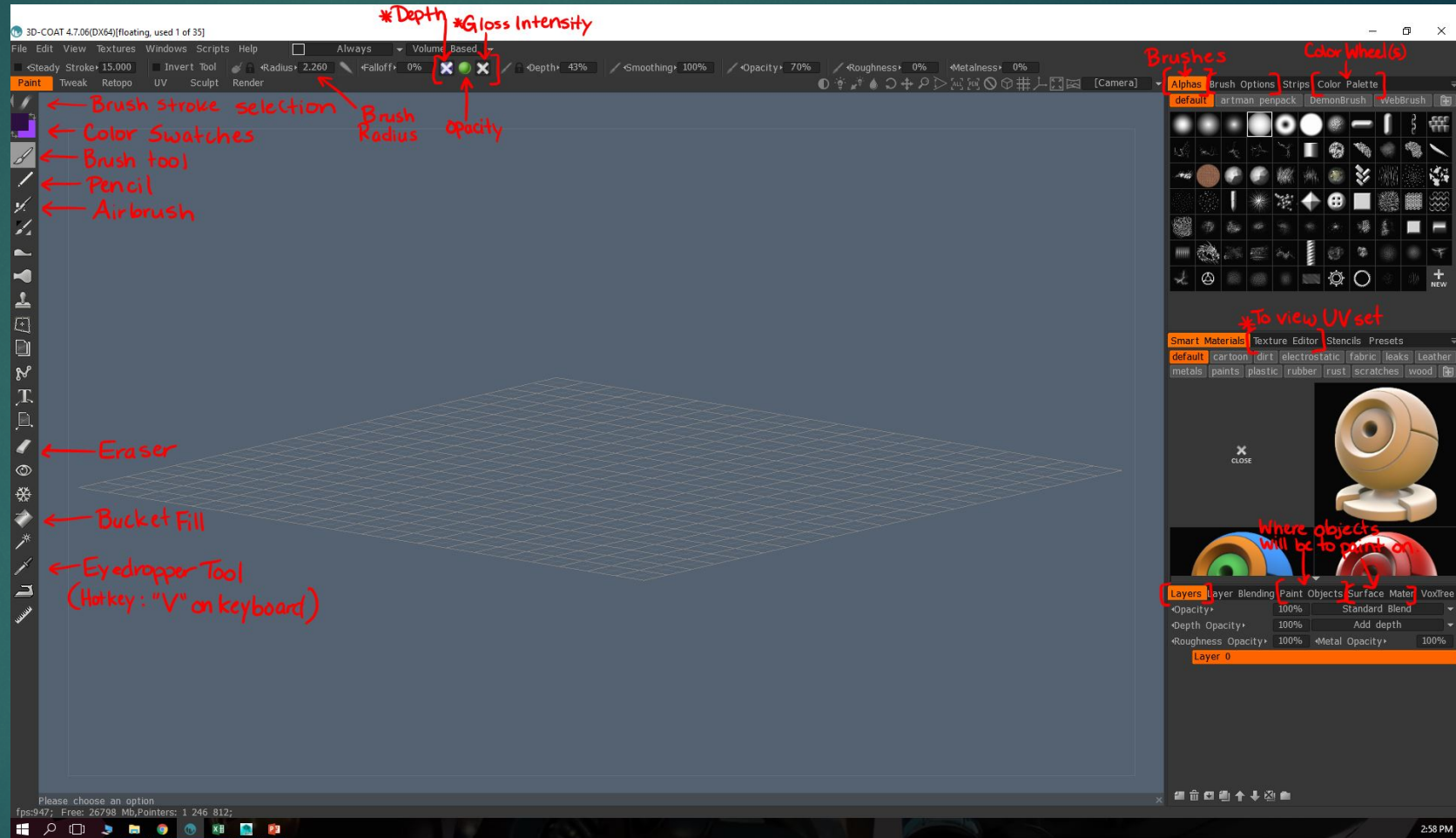
Step 2: 3D Coat Interface and Shortcuts

- Open 3D Coat.
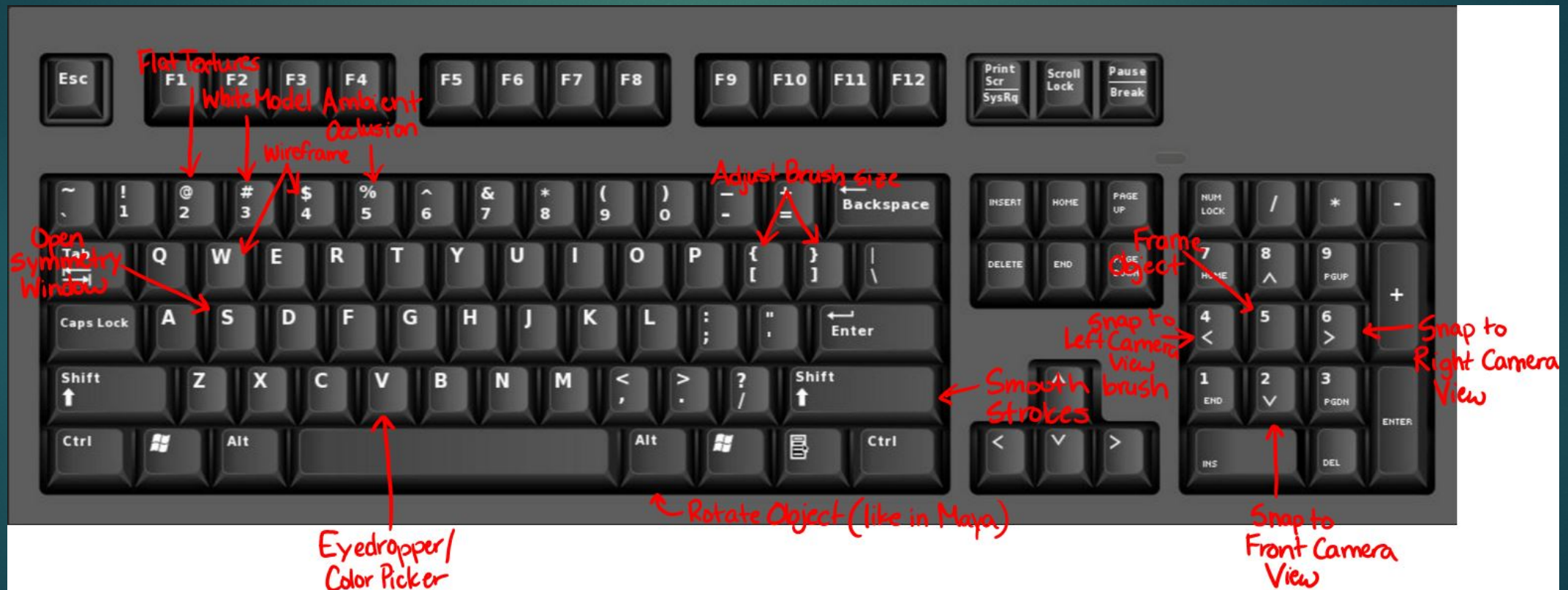
- Important notes on 3D coat:

    1. The Depth and Gloss Intensity icons will need to be turned OFF, you can do this by clicking on them until a little white "X" appears over them. You will not need them for Texture Painting.

    2. The mouse or brush icon next to the Radius, Depth, Smoothing, Opacity, Roughness, and Metalness attributes at the top of the interface, indicate your pressure. If it is set to the mouse icon, there will be no pen pressure. If it is set to the brush icon, there will be pen pressure. You can switch between the two by clicking on the icon.

Step 2: 3D Coat Interface and Shortcuts

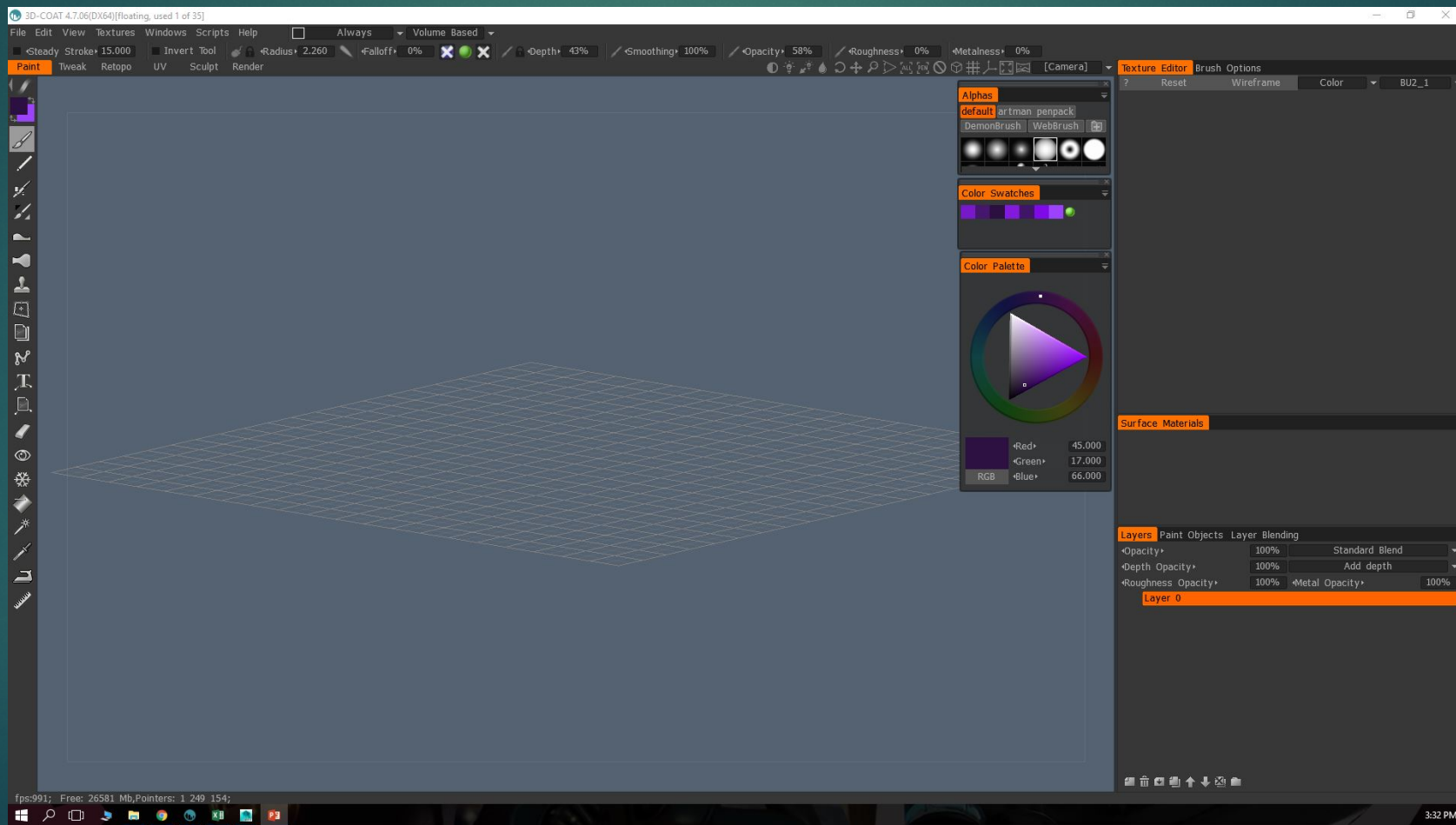- Some important keyboard shortcuts for 3D Coat.

NOTE Most shortcuts in 3D Coat have to be "defined". So if you want a more personalized set-up, you will have to adjust those settings yourself.
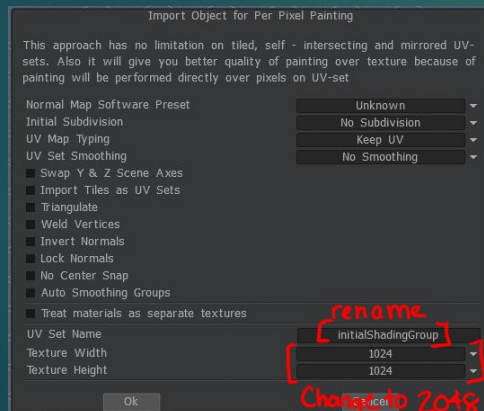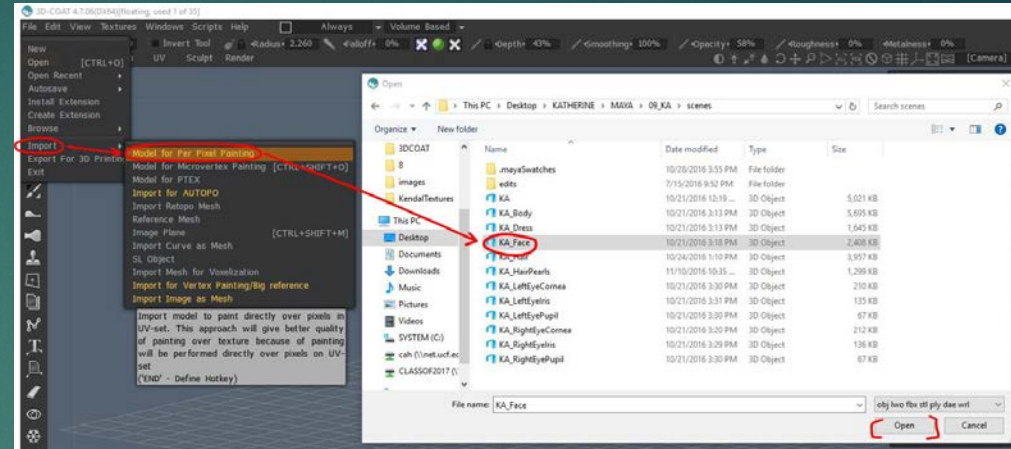
Step 2: 3D Coat Interface and Shortcuts

- This is my personal preference on how I like to have my interface look.

- Top open the "Color Swatches" Tab, you just go to Window > Popups > Color Swatches. You had color to the swatches by clicking the round green button at the end of the color swatch. It will add your currently selected color to the swatch.

- To move tabs around, you just have to click and drag your desired tab and move them out of the tab group. (Similar to Photoshop.)

Step 3: Importing your Object into 3D Coat

- To import your saved OBJs into 3D Coat, for to File > Import > Model for Per Pixel Painting. Click on your OBJ, then click "Open".
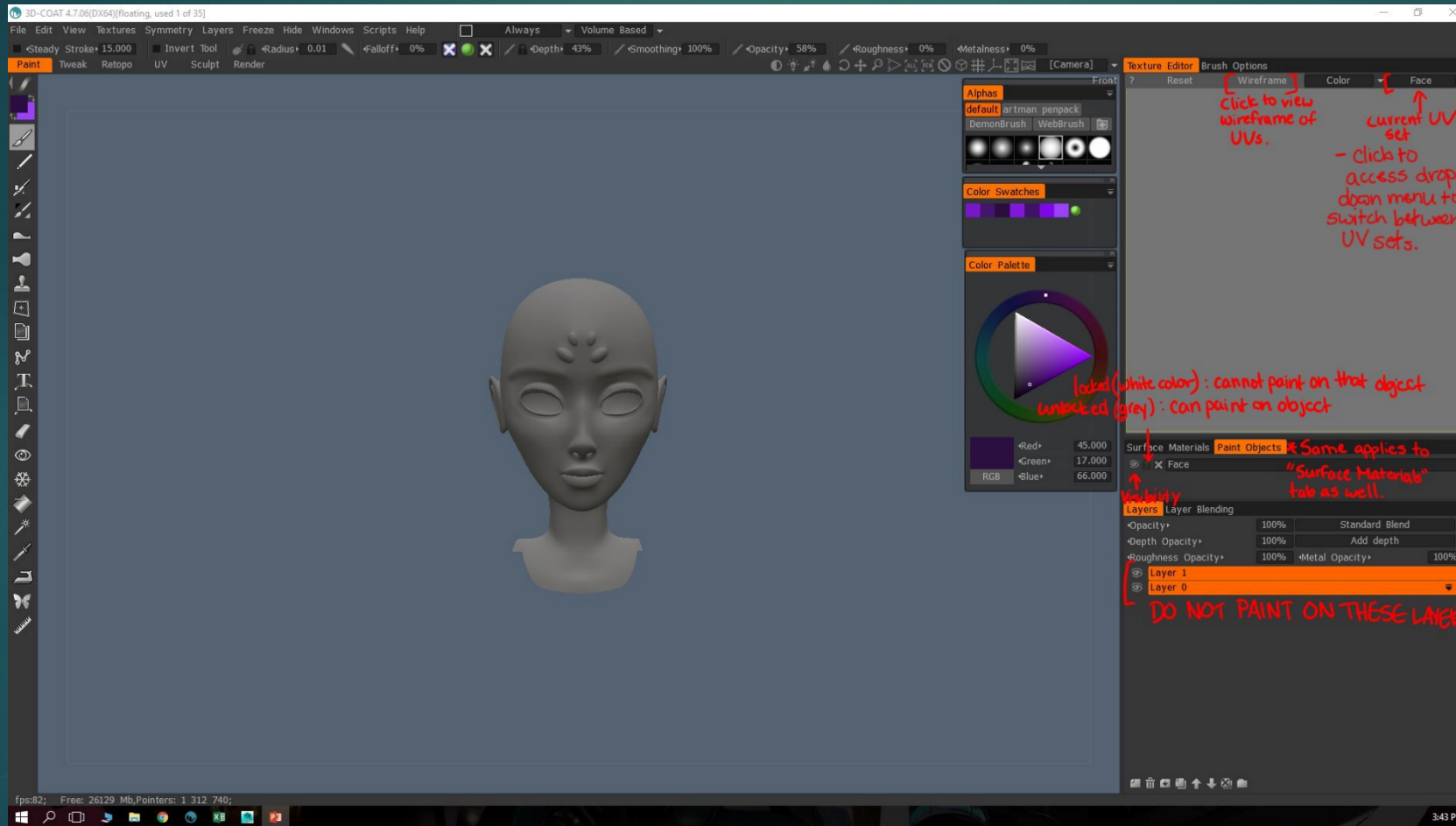

- Rename "initialShadingGroup" to the name of your mesh, in this case, I changed it to "Face". And Change the Texture Width and Height to 2048, which can either be typed or selected form the drop down window when you click on the numbers. (You shouldn't need a texture size bigger than 2048.)
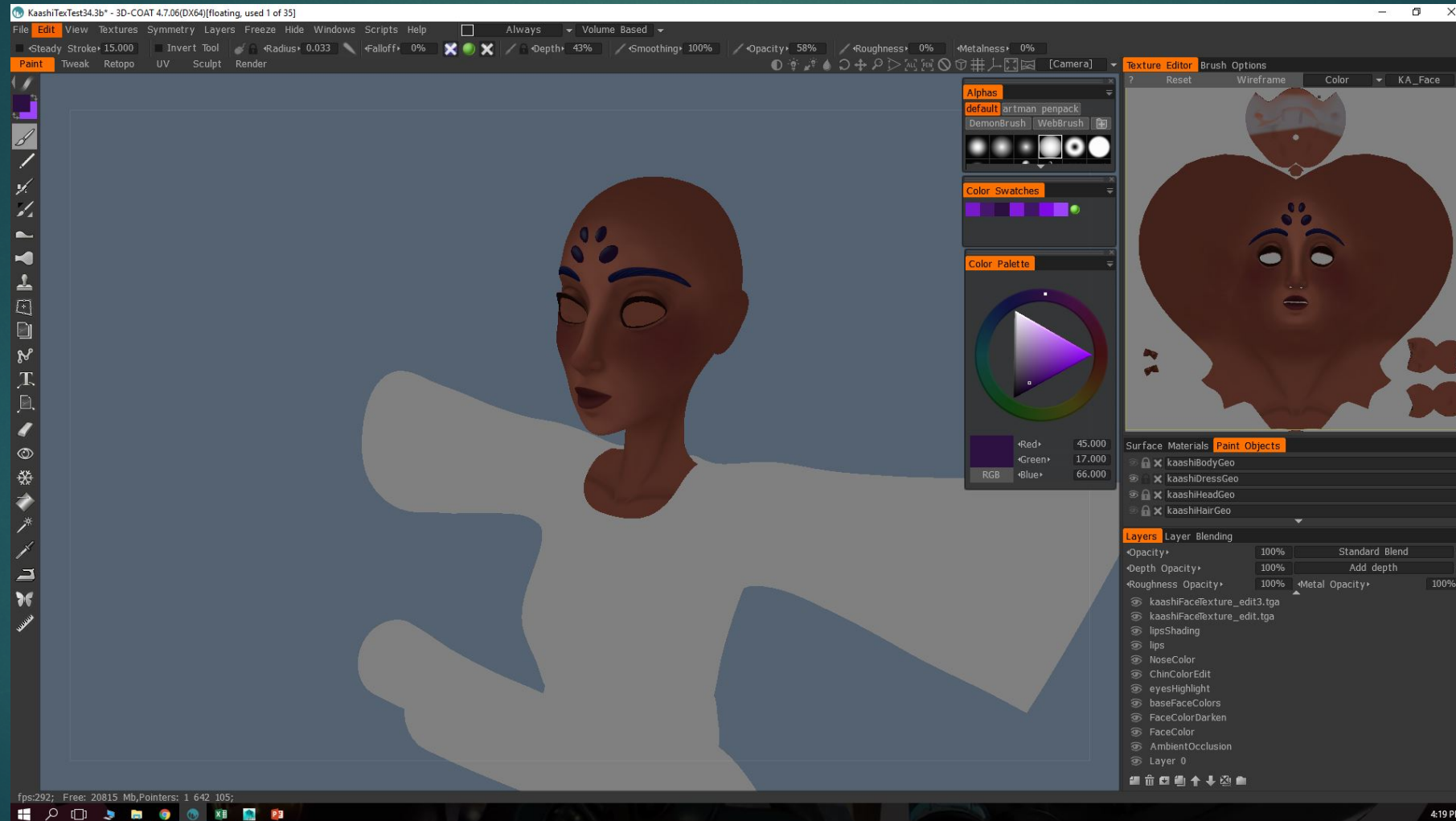
Step 3: Importing your Object into 3D Coat

- Your Window should look something like this afterwards.

"Layer 0" is the flat gray color currently displayed on the model which happens to be the same color as the Texture Editor background. This will go away once you start coloring your object.

Step 3: Importing your Object into 3D Coat

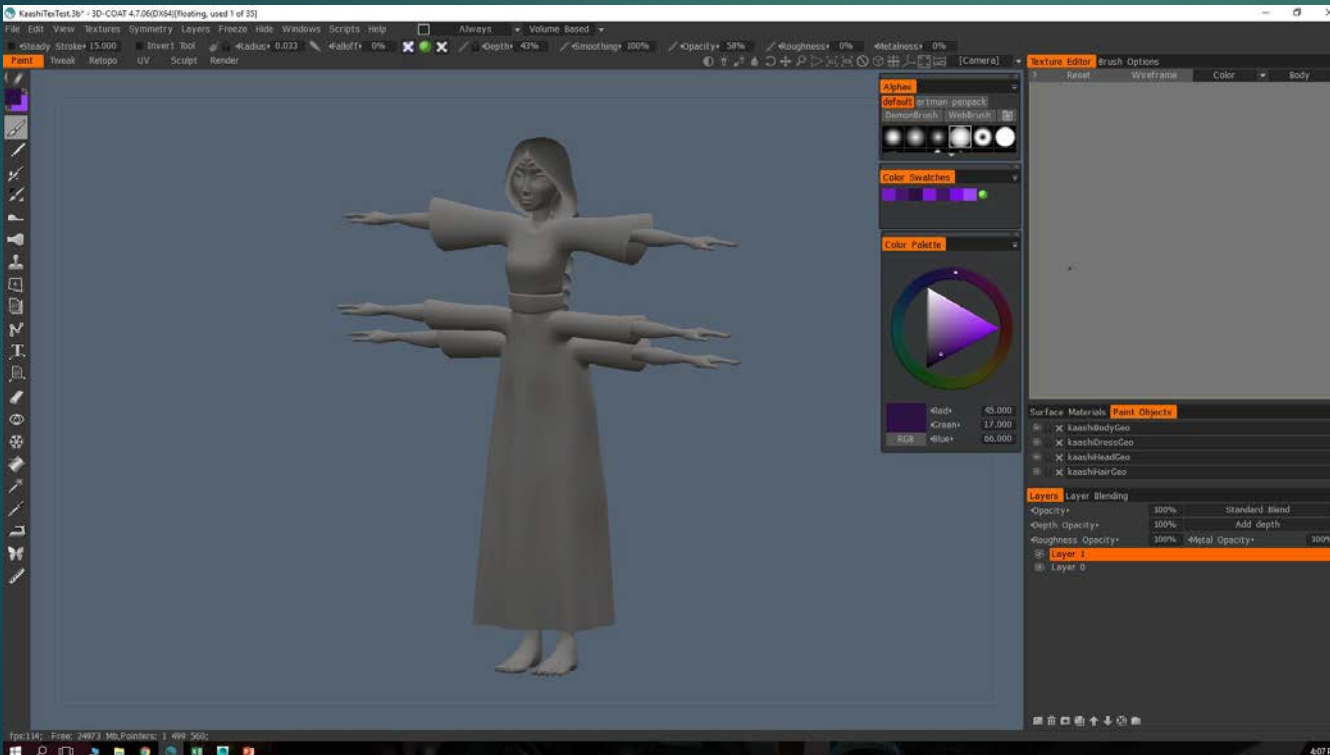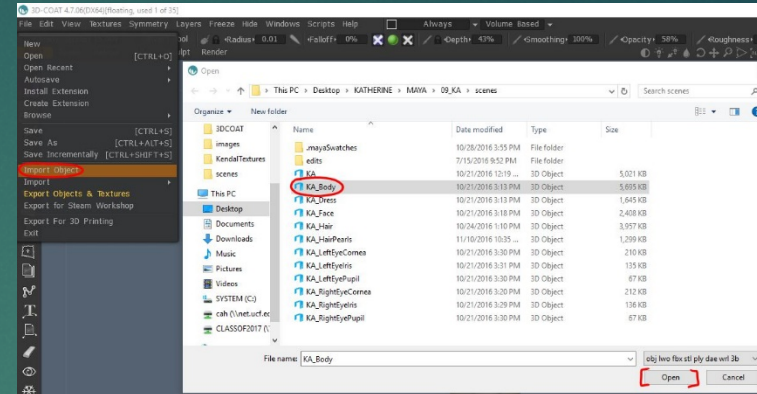- This is what the Texture Editior Looks like when you paint on the model.

Step 3: Importing your Object into 3D Coat

- To import the rest of your objects, go to **File > Import Object.**

**Since you have already imported a model into the scene the first time, you do not need to import a model for per pixel painting again.

- Repeat the renaming of the shading group and the texture size. The imported model should import in the correct position as it was in Maya.

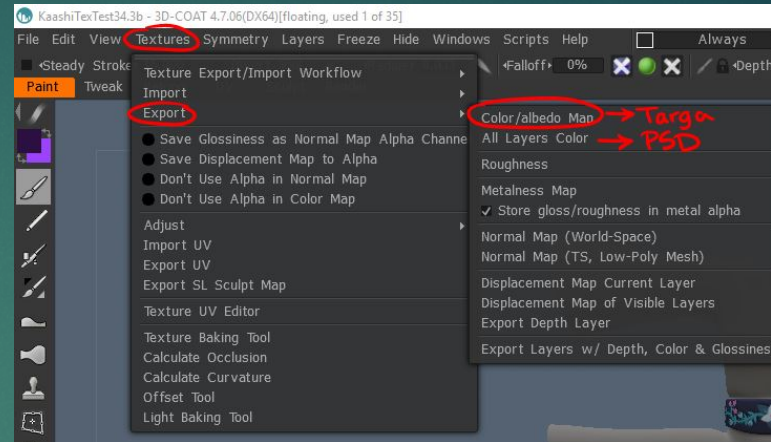- Repeat this step until you have imported all of the meshes you wish to paint in 3D Coat.

NOTE It is suggested that what ever you can paint in Photoshop (i.e. Eye Irises, Teeth and Gums, the Tongue, etc.) meaning the things where seams do not matter, you should paint there so you don't bog down the 3D Coat file.

- Once you have finished importing your object(s) you're ready to begin texturing!
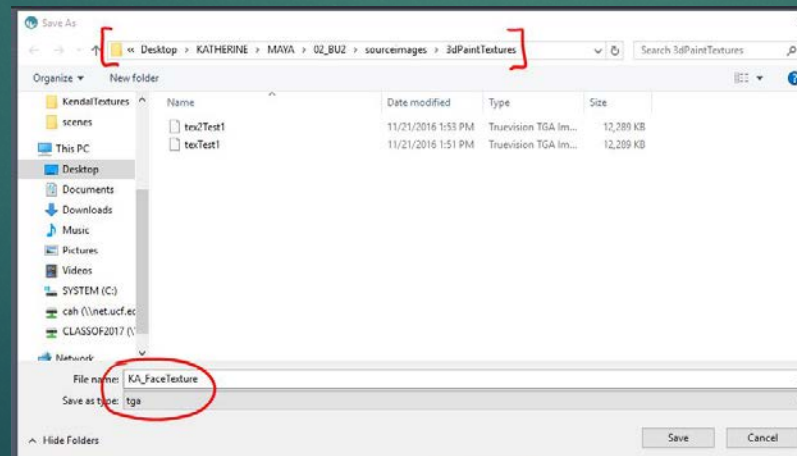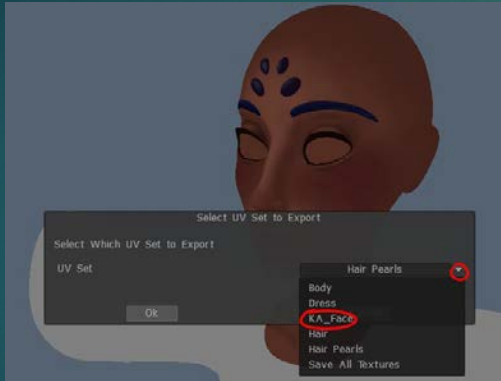
NOTE Make sure that if you are painting the head textures, to **lock** all the other meshes so they do not get painted on as well.

Step 4: Exporting your Textures from 3D Coat.

- After you have textured your model to your liking, it is time to export your Textures from 3D Coat.

- To Export your textures, you have 2 options: to save the textures as a Targa (TGA) or a Photoshop File (PSD).

- To save your textures out as a Targa, go to Textures > Export > Color/albedo Map.

- Select the object your texture is correlated with.

- Choose your file directory and save the file in the "3dPaintTextures" folder of the "Source Images" folder of your Maya project folder. This will make attaching the textures to your model in Maya easier.