

# Geometry Shell Grunge Map Tutorial

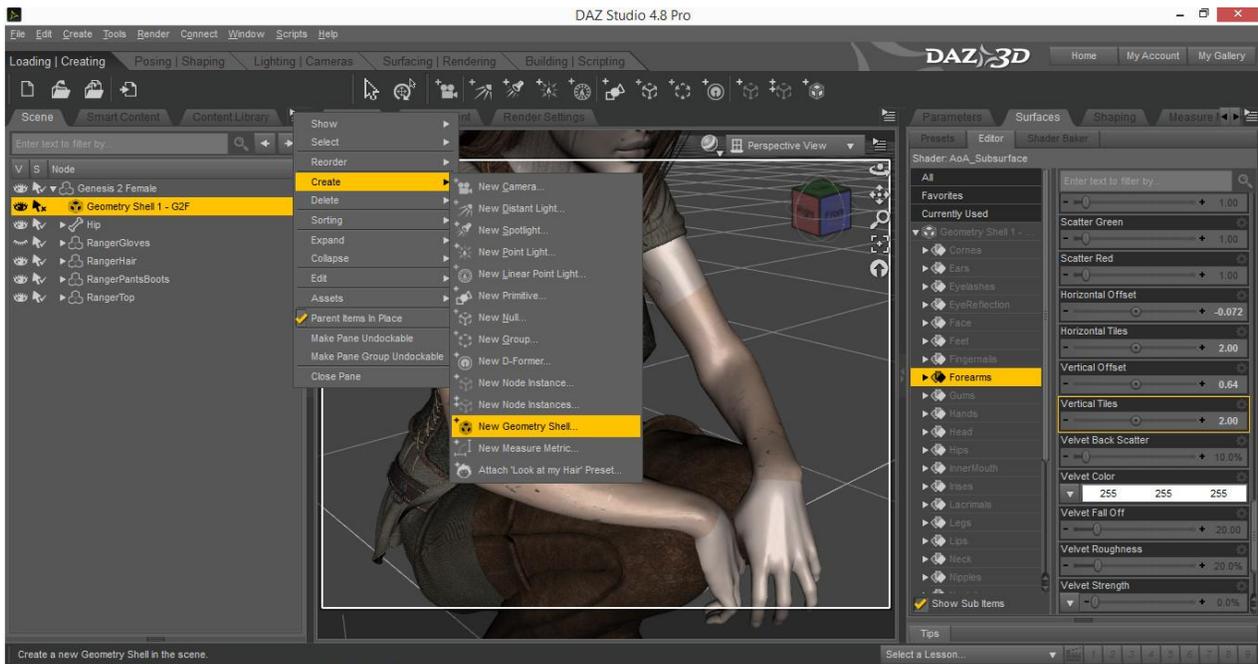
Using photo editor of your choice create a Grunge Map. If you do not use GIMP you will have to modify these steps.

1. Create new – I used the default dimensions of 640 x 400
2. Create your “grunge” map. I used one of Ron’s Grunge Brushes but you can use the settings within the program, any free or other brush you have available to you, etc.
3. Save this file. This will be your Diffuse Map. I saved in jpg format.
4. Invert colours. In GIMP – Colors > Value Invert
5. Save this File. This will be your Transparency/Opacity Channel Map and Displacement Channel Map. I saved in jpg format.

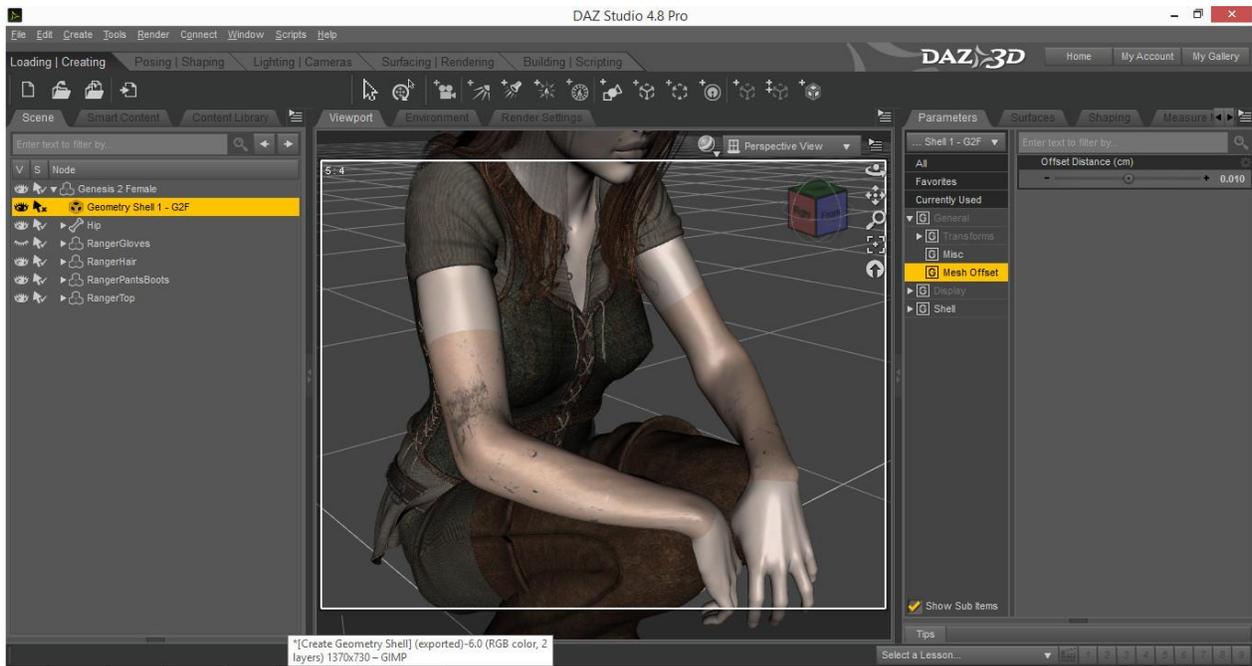


In DAZ Studio apply a Geometry Shell to the character, props, clothing, etc you wish to apply grunge textures.

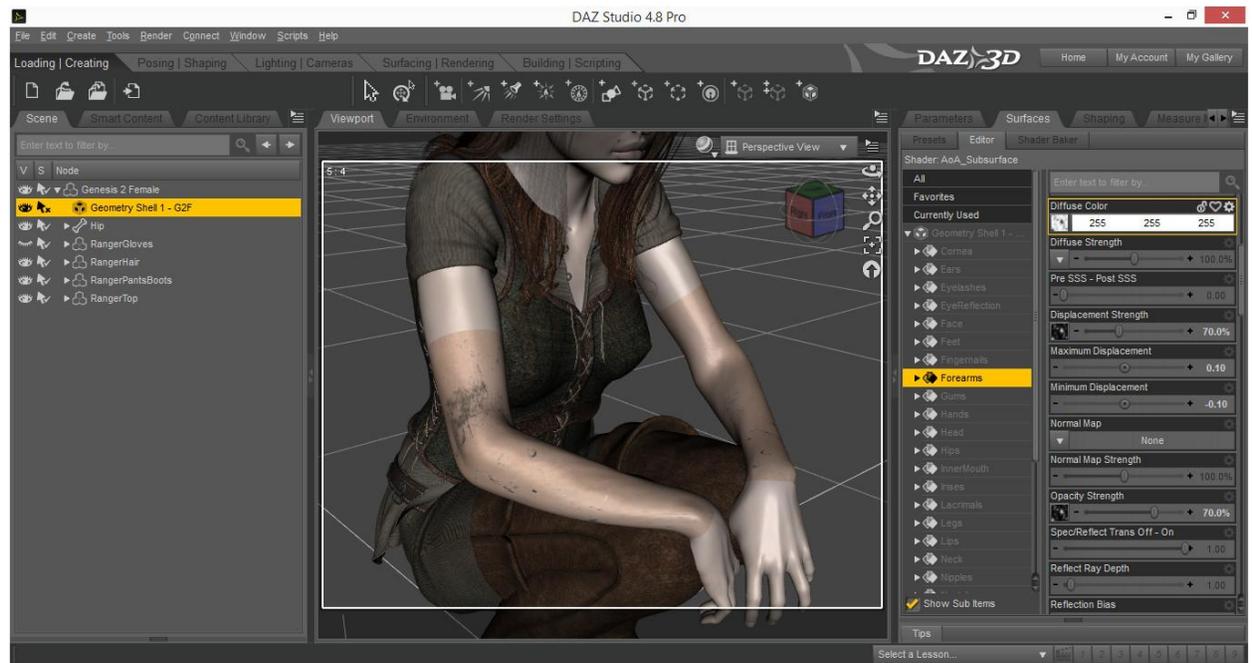
1. In Scene Tab select item.
2. Click on icon in upper right corner ( looks like 4 lines with a sideways arrow ). Create > New Geometry Shell. I named mine G2F.



3. In Scene Tab click on your new Geometry Shell
4. Under Parameters > Mesh Offset > Offset Distance (cm) change from 0.10 to 0.01



5. In Surfaces Tab apply desired shader (AOA, 3Delight, Iray)
6. Choose area of geometry shell you wish to apply new maps, ie: forearms in this example
7. Add your grunge maps to their appropriate channels.



8. Set the Horizontal and Vertical tiling to at least 2 x 2.
9. Adjust Horizontal and Vertical Offset as desired.
10. Play with settings until you get desired results.

NOTE: You can do other neat effects the same way. Once you get the hang of this effect try some other effects as well, veins of gold, magic sparkles, etc. Since you can have multiple shells, you can get tons of interesting effects.