Making a Clipping Map and a Bump Map

by

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Clipping Map

A clipping map helps to cut down on render and modeling time.

To start out, have a picture that you want put in your scene. I used a photo I took of a flower. Remember a clipping map only works if you have the camera pointed straight at it since it’s not really 3 dimensional.

Now that you have a photo we need to decide what part of it you want to see. In my case I only want the flower to be showing.

So, we need to open the photo in a program to edit it. I like to use Photoshop. You can use another program if you like as long as you are able to follow along (Mirage, Paint Pro, whatever). If not, tuff luck cookie!
Making the Map

The clipping map is a black and white image of your photo.

The easiest way that I can think of to do this is (in Photoshop) using the magic wand tool to click on parts of the photo that you don’t want and then deleting them. After that go in closely with the eraser tool and erase what the magic wand couldn’t.

note: It’s easier to have a checkered background so you can tell what’s erased and what’s not

After you have erased everything you don’t want use the magic wand to select everything you erased.
Still making the map...

With the background still selected go up to select and inverse it. The part that selected should be what you want to use in your scene.

Then take that paint brush and paint it black, after that inverse the selection again and paint that part all white (no using shades of grey, it all black an white).

Voila! You have map a clipping map for your image now to go on to Lightwave scene editor.
Applying the map

One minor detail I forgot to mention at the beginning was that you want to make a box in modeler to put your image on. So just make a simple box the size you want the image to be.

Okay now that you have loaded you box go to surface editor to apply your photo on your box. make sure that you have it on the right axis and the projection is planer.

After that click on item properties for your object. It’s located at the bottom of the screen.
Applying the map

In the Object Properties click Clip Map. That will bring you to the clipping map menu.

Keep the settings on the top the way they are and still keep the projection planer, just like your image is. Load the black and white image that created earlier. Make sure that you have all the same scale and proportions numbers that your image has. It helps so that the right part of the image gets cut out.

After you have loaded the clip map. You’re ready to render!
Making the bump Map

A bump map help give depth to a texture on an object

To start out, open the texture that you are going to use in Photoshop. I’m using a rock texture for a rock wall.

Convert the image to grayscale. From there use the brightness/contrast control and set the contrast really high. Then click invert. The black makes those sections looked recessed and the white raised.

Note: you can also open your texture in another paint program and just paint over the picture with black and white. I like to do it this way because it’s much easier and faster.
Adding the map

In the surface editor settings click on the T on the bump map settings.

Make sure that the projection is Planer and that all the settings line up with same settings as your texture.

This is including the axis, scale and position.
Thank You!