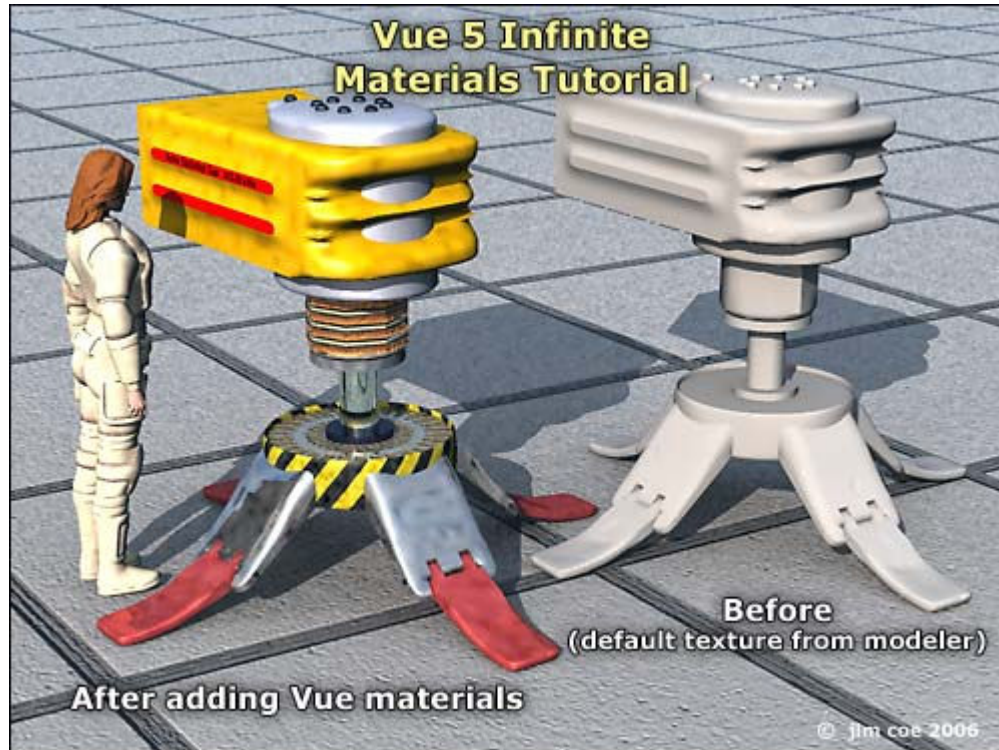


Vue 5 Infinite Basic Materials Tutorial

by jim coe
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Legal

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What it is

This is a video tutorial (with voice annotation) for users of Vue 5 Infinite software, on how to create materials (textures) and apply them to 3D models. It includes an introduction to creating materials from scratch using the Function Editor and Filter Editor. Untextured and finished textured models are included.

Users of other Vue versions may not be able to do everything covered in this tutorial.

All materials in the tutorial are defaults that come with the product, or are created from scratch. This is in spite of comments in the videos to the effect that i purchased 2 of them. I'm still checking this out.

What's included

The total tutorial consists of 5 videos and one set of 'extras':

- ◆ 5 – large zipped files, each containing 1- .SWF/HTML format file and 3 control files.

Since each of the 5 parts of the tutorial is very large, this arrangement allows for separate downloads.

- ◆ 1 - zipped 'extras' file, containing:
 - ◆ Spacecraft landing gear models (unfinished and finished) in compressed Vue .VOB format
 - ◆ 2 - texture images
 - ◆ This document

Part 1:

[Vue Mats 1.zip](#)

27MB, Estimated 640K-DSL download time: 5.5 minutes

Part 2:

[Vue Mats 2.zip](#)

47.6MB, Estimated 640K-DSL download time: 10 minutes

Part 3:

[Vue Mats 3.zip](#)

33MB, Estimated 640K-DSL download time: 7 minutes

Part 4:

[Vue Mats 4.zip](#)

82.3MB, Estimated 640K-DSL download time: 17 minutes

Part 5:

[Vue Mats 5.zip](#)

15.4MB, Estimated 640K-DSL download time: 3 minutes

Extras:

[Extras.zip](#)

Each of the 5 video zip files contains 1 video tutorial file and 3 control files, all different formats, but with the same file name. You must keep all 4 files in the same folder, but can have each group of 4 (each tutorial part) in a separate folder. Or you can combine all the files into 1 folder.

The screen size is 800x600, for viewing with a screen resolution of 1024x768.

How to use it

To run each part of the tutorial, open its .HTML file. By running the tutorial in one

window and Vue in another window, you can work along with the tutorials.

Written part of tutorial

Before running the video tutorial parts, you really should study the manual (or the relevant parts of the Vue Help file).

Function Editor, Filter Editor and 'Noise':

Page 260 of the Vue 5 Infinite manual describes the Function Editor.

Page 325 is about the Filter Editor.

Page 274 describes and illustrates the many Noise Nodes.

Here is a Wikipedia definition of ['White Noise'](#), a typical sort of random noise. In general what is meant by noise, such as Perlin noise, is a set of very random levels over a period of time. Like fractals, noise can be used to generate visual patterns. Perlin and other specialized noise patterns are modifications of pure random noise, meant to give their patterns a certain look and to be repeatable.

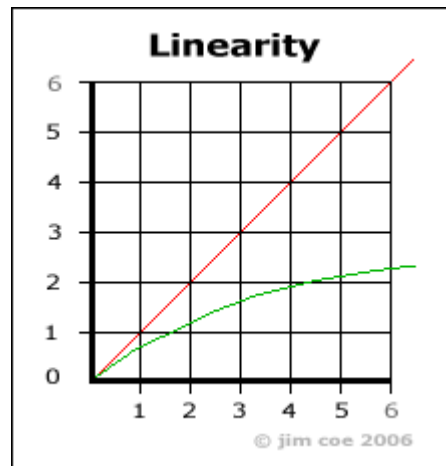
Random noises you might have experienced include sounds such as the hiss between stations when tuning a radio or television receiver, where the electronic noise in the receiver's transistors is amplified instead of some transmitted signal, when no signal is available. On a television a random pattern of screen pixels is seen as well. Another example is the sound of a waterfall.

Noise patterns are used in computer graphics when a very random pattern is desired. For example, we use Linear Perlin Noise to simulate dirt and grime on a machine in the tutorial. The Linear form of perlin noise can be made to yield sharp edges, so that we can simulate stains from drops of oil.

'Linear' means a constant relationship, one which makes a straight line on a graph.

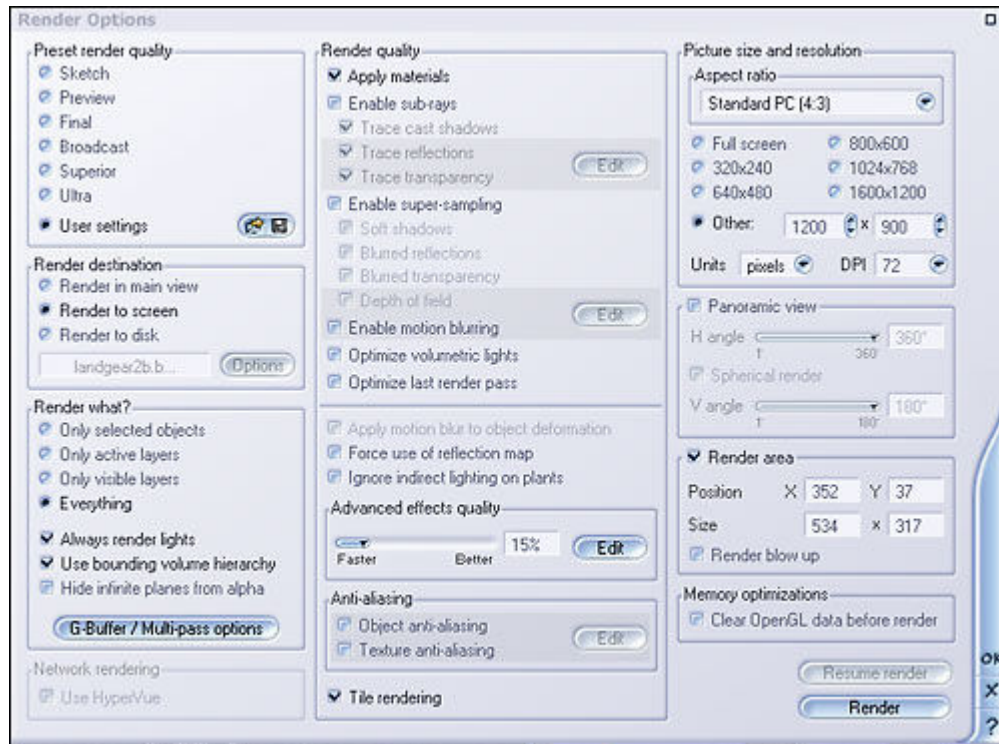
For example, (red line) if the vertical graph axis is input and the horizontal axis is output, a straight line relationship means for an input of 1, you get an output of 1, or of 100, or of some other constant relationship. For an input of 2, you would get out 2 or 200 or some other constant relationship. If you put in 4, you would get out 4 or 400 or some other constant relationship.

But if you put in 1 and got out 0.75, then put in 4 and got out 1.9, you can see that there is no constant relationship, so that quantity would be non-linear (green line).



In nature, most relationships are non-linear, leading to a chaotic, irregular and unpredictable quality. Human artifacts are usually linear, leading to a geometric, regular and ordered quality. Since we want a noise pattern with some regularity and defined edges, but still somewhat random, we use a linear noise.

Render setup:



Problems with tutorial

This is my first video tutorial and i learned a lot making it, but it's far from perfect. At least it's free :o)

1. Beware, the mouse click sound effect is much too loud. No way to fix that, without doing nearly everything over.
2. The video files are very large, in spite of extensive editing.
3. I do ramble a bit in the narration.

I'd really appreciate any comments or critiques, so that i can improve my future tutorials! jimcoe@art-head-start.com

Please also have a look at my 'Art Head Start' \$27 art skills e-book, if you've not seen it yet. ['Art Head Start' e-book of digital art skills](#)

Enjoy!

--jim coe