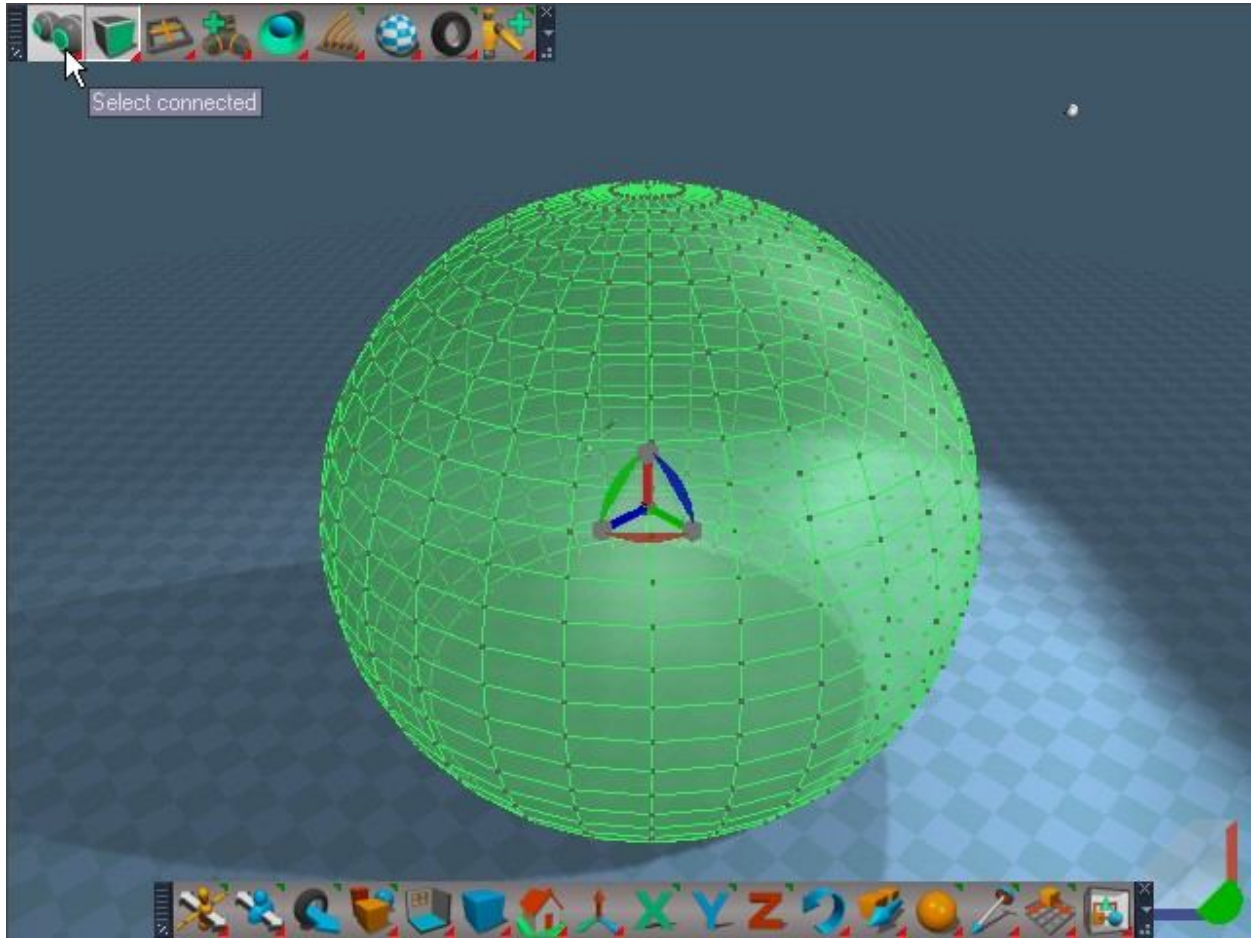
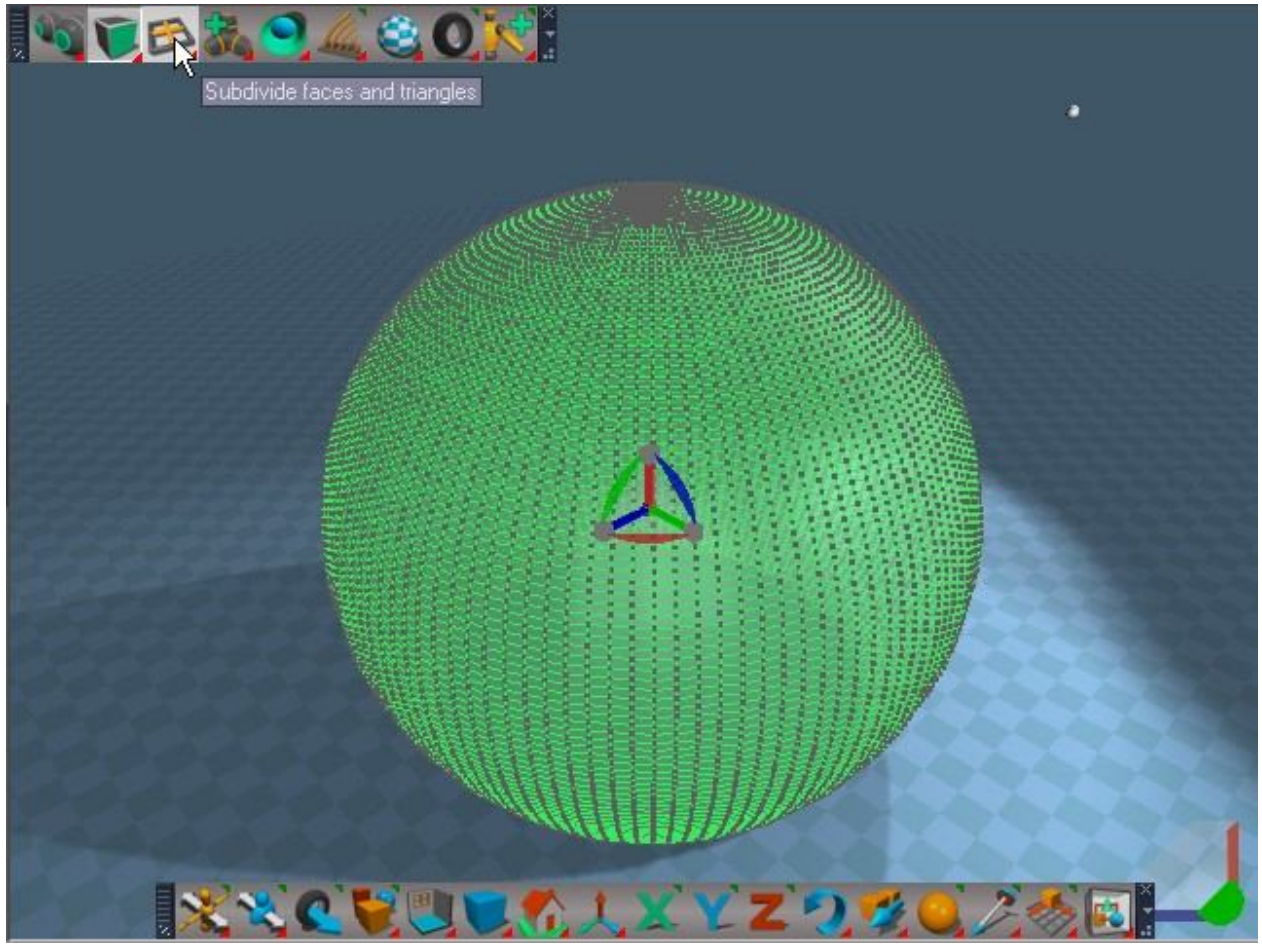
Displacement Mapping Example.- Paul Ashington- Sunday, 23 September 2007

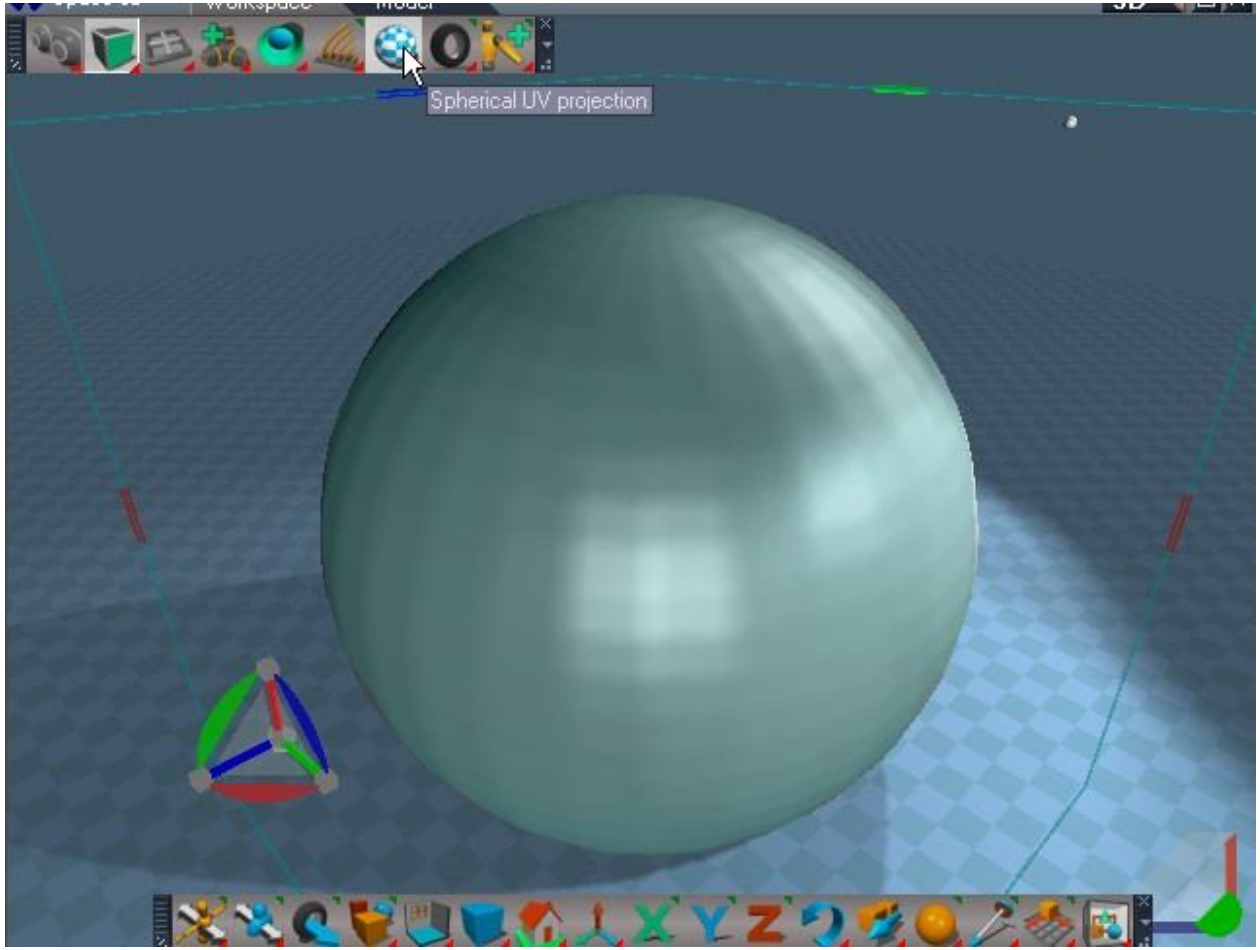
Add a sphere to the workspace enter point edit , select a face , use select connected to select all the faces in the object .



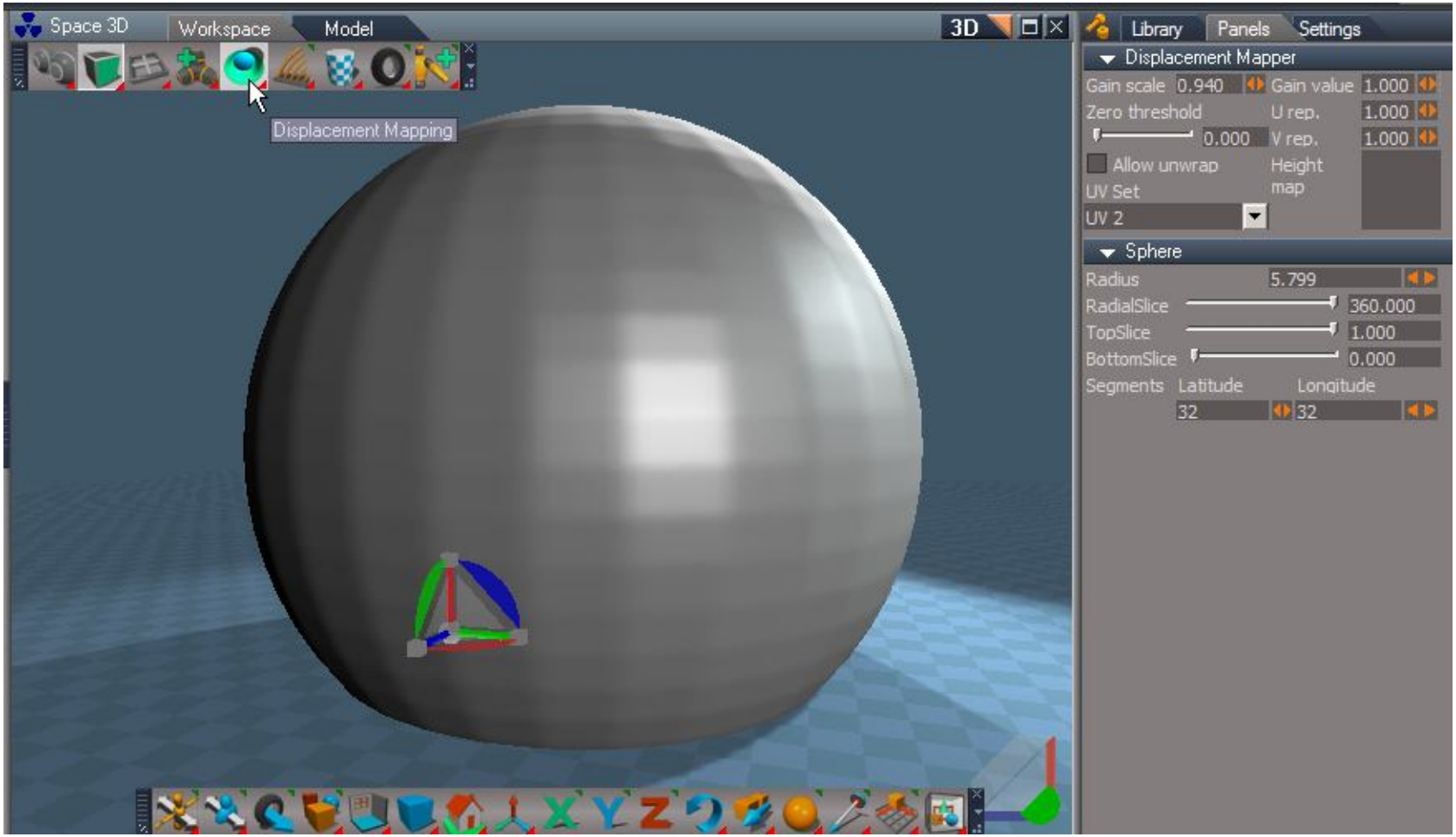
Subdivide the mesh a few times to give some extra geometry for the displacement texture to work with. 2 or 3 should make the mesh dense enough to give reasonable results.



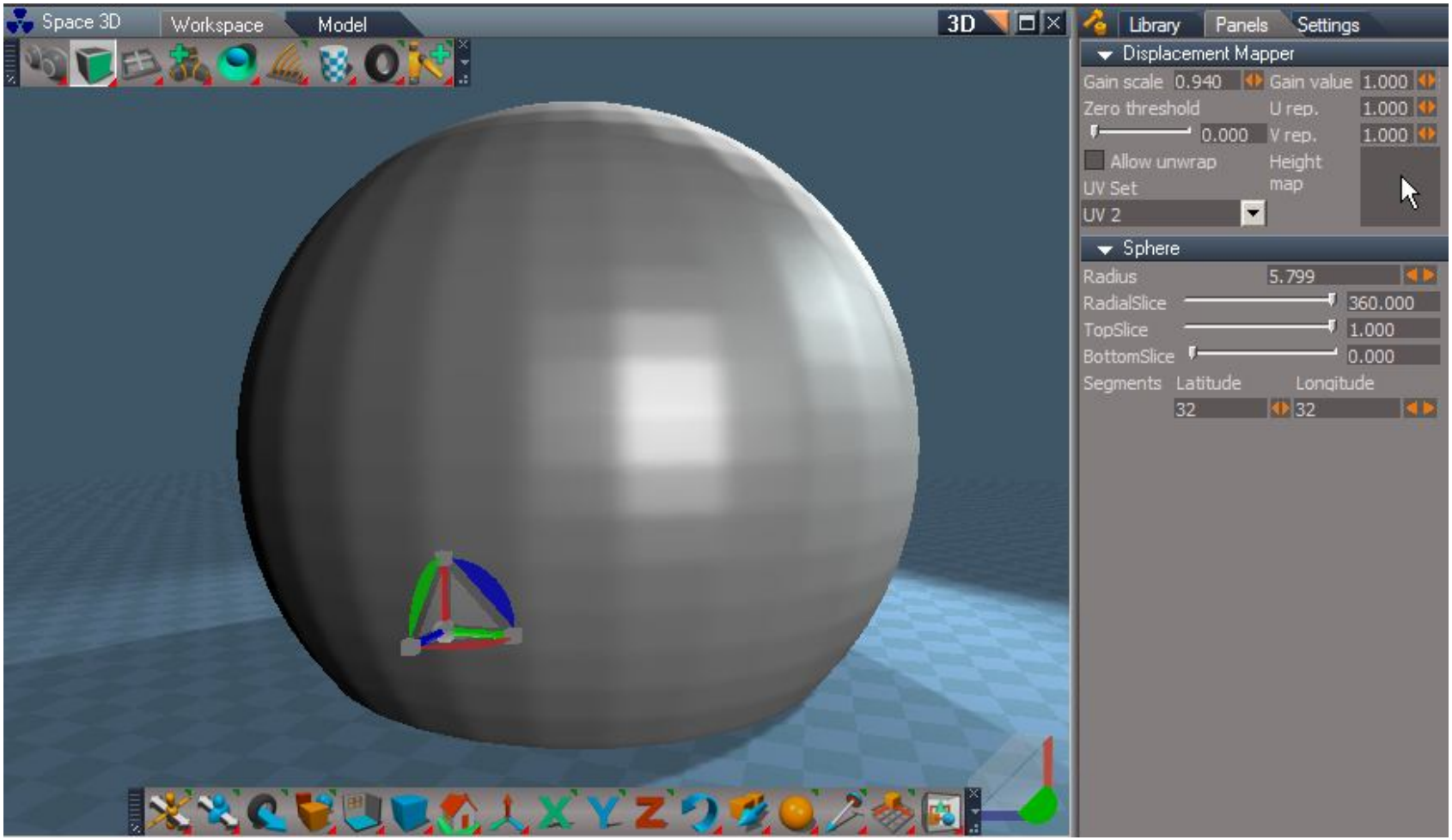
Add UV coordinates to the mesh .



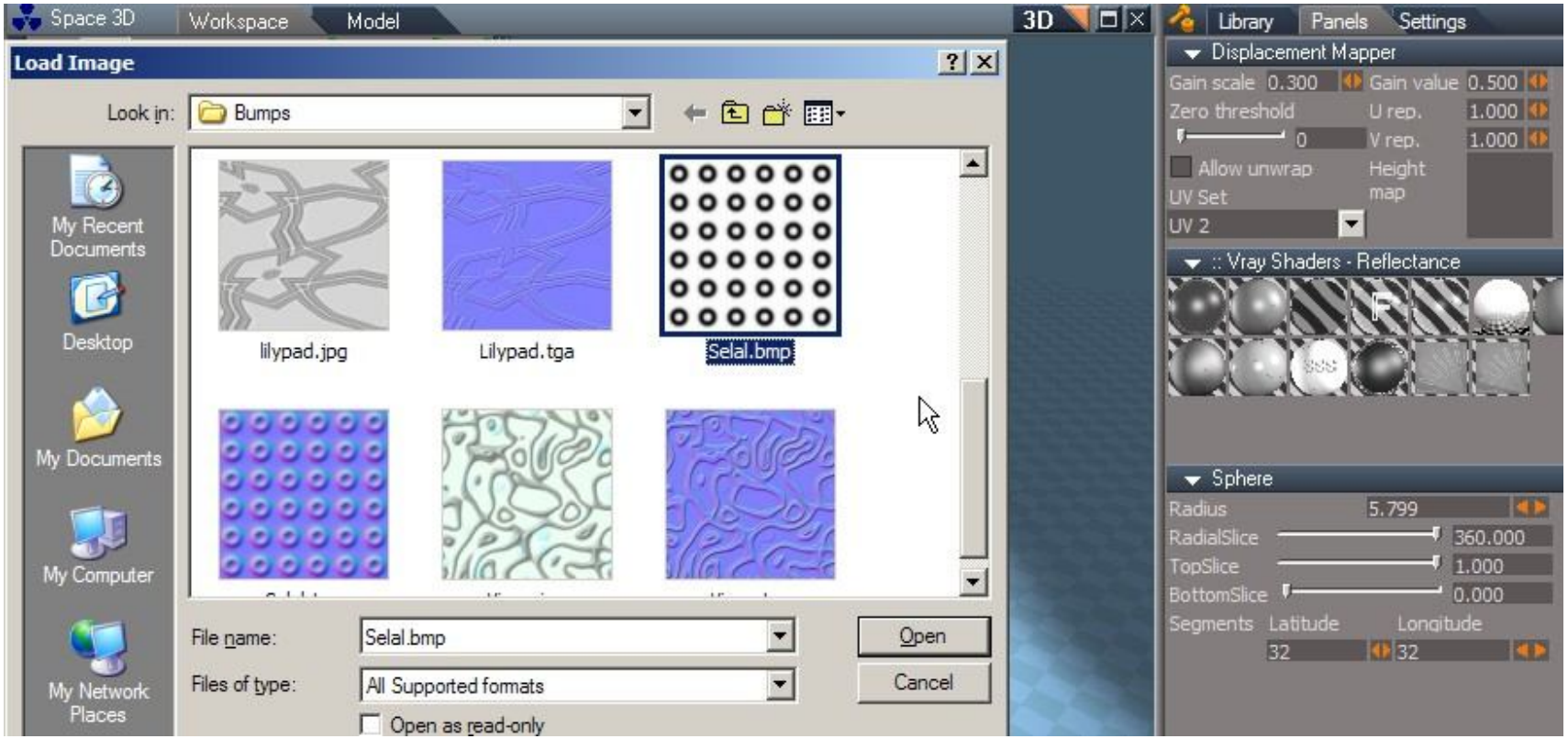
Select and press the displacement mapping tool, in the stack a panel shows.



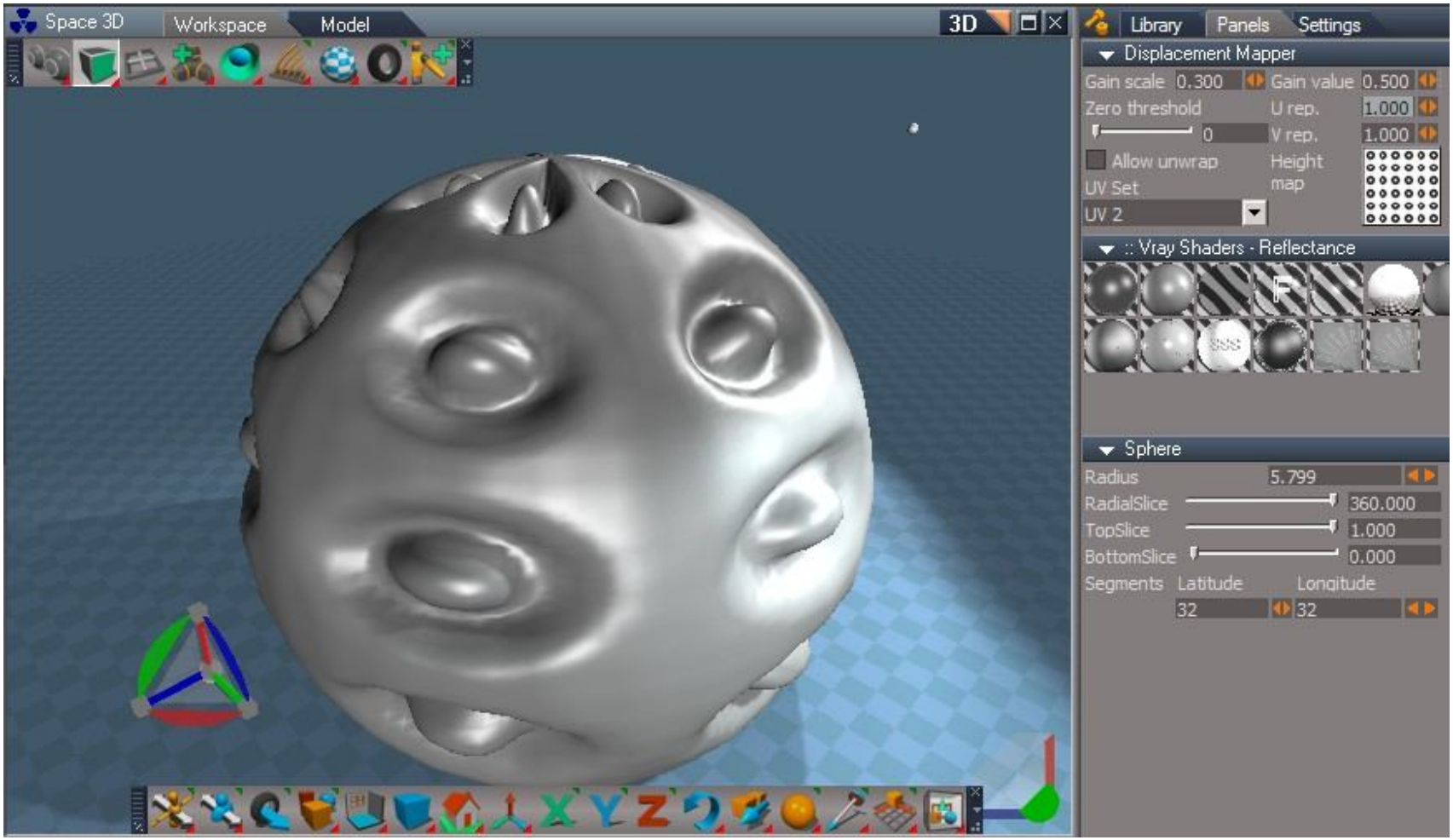
Press ctrl and double click the height map area input, (the grey square)



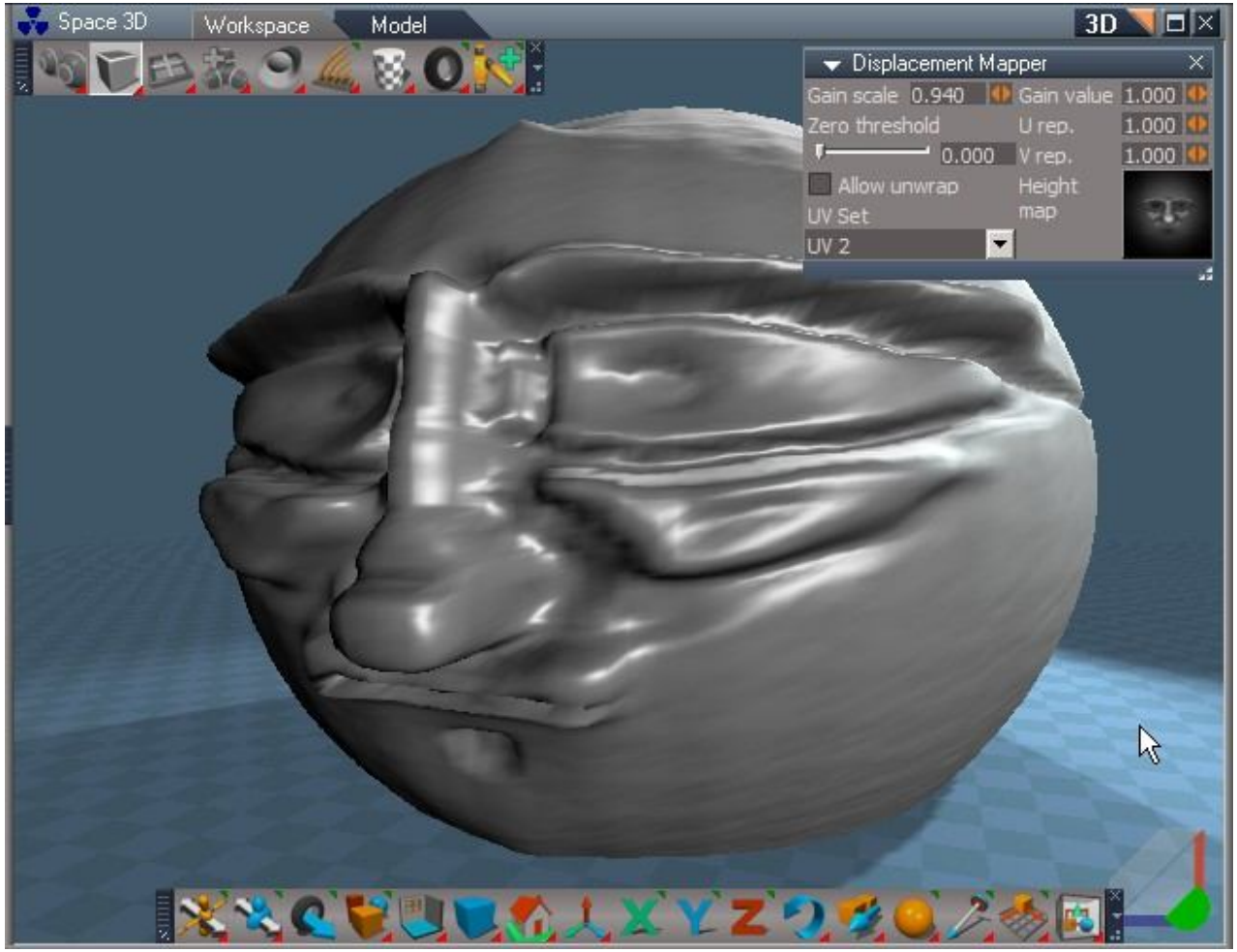
Select an image through window dialogue, black and white or greyscale give good results its easier to control the heights when creating textures to use and can give less noise in the displacement , however it really depends on what results you want to achieve .

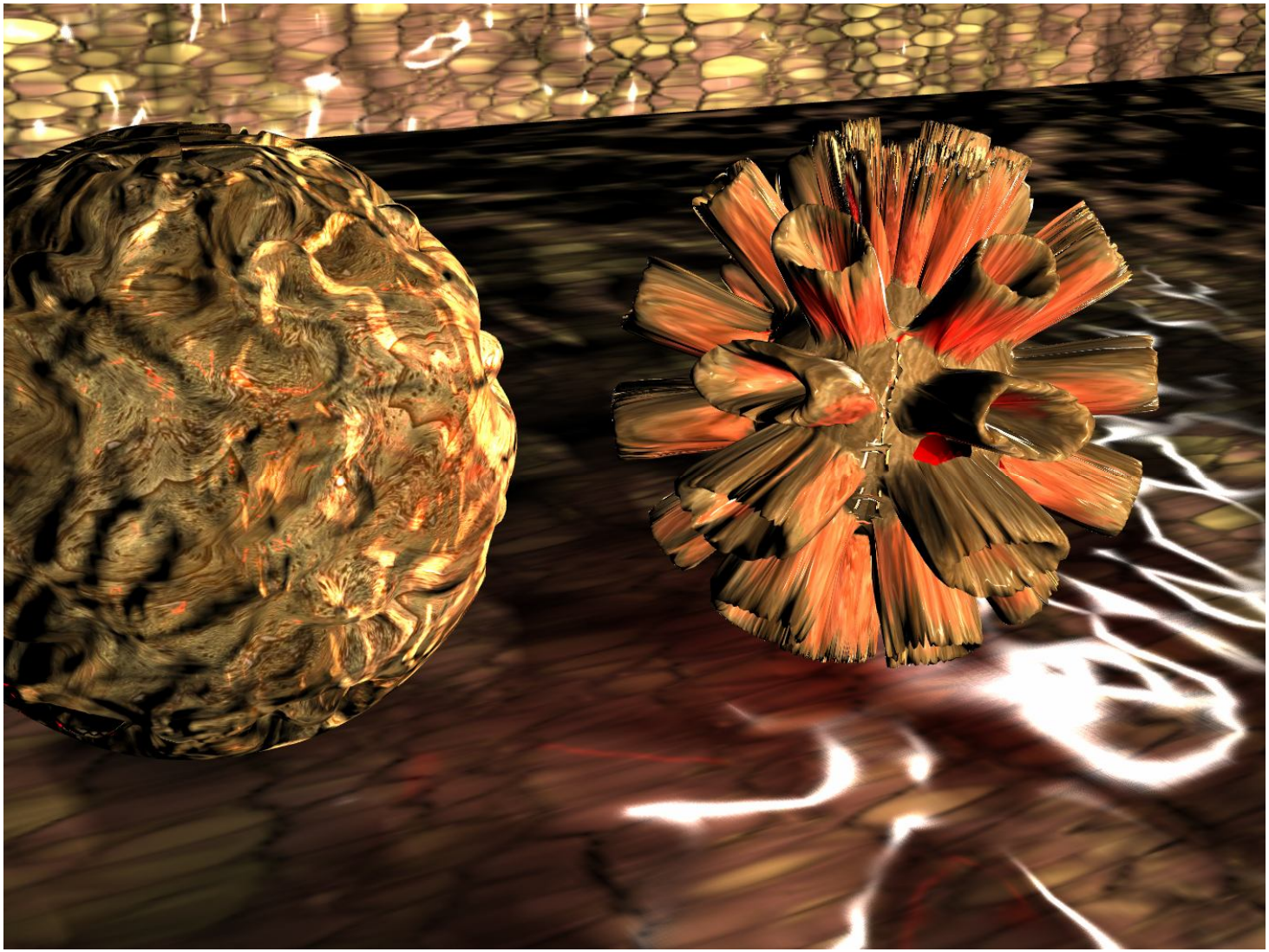
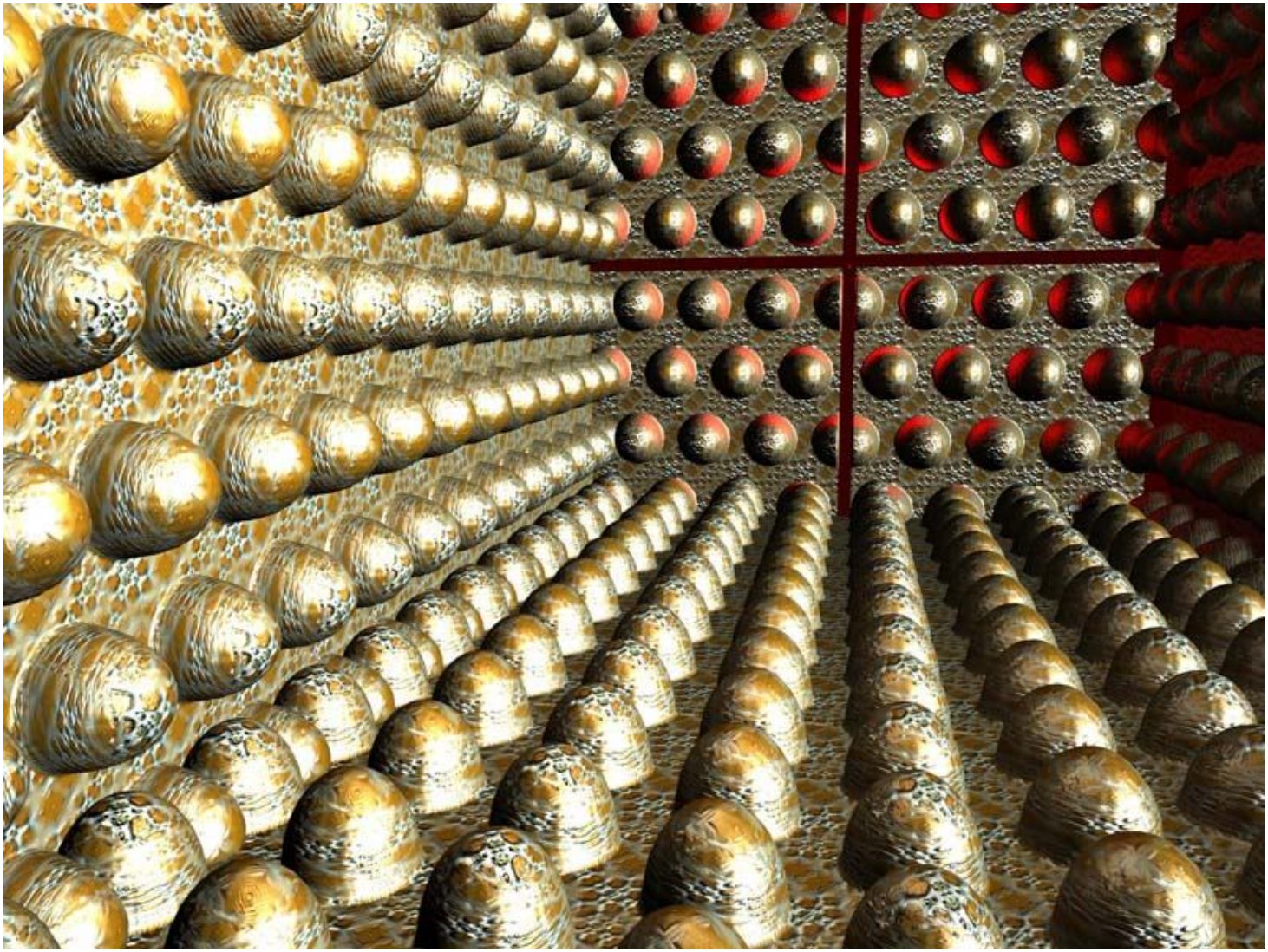


The image applied as displacement on the mesh according to UV coordinates



An example of another greyscale image used on the sphere , with cylindrical UV applied and one level of add SS



Here the displacement mapper panel has been ctrl and dragged out from the stack but its not necessary to do this.

Some workspace renders showing examples of displacements