

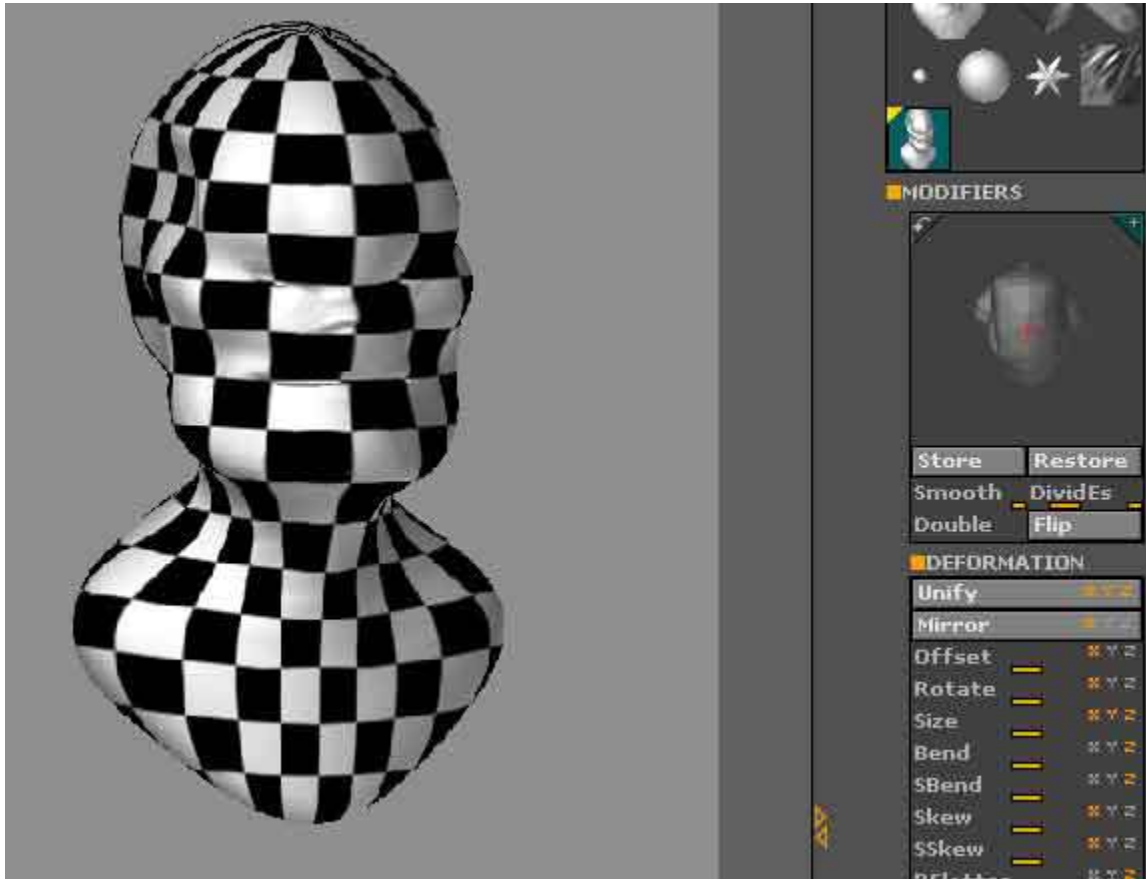
# Texture Transfer

By Ken Brilliant

This tutorial will show you how to transfer a texture map from one model onto another model of different proportions. This will save efforts in painting new textures.

*Note: This technique works with the cylindrical, spherical, or planar UV mapping methods, but not tiles. The reason being is that you need to be able to understand the landmarks of your image map.*

To make sure that your model (assuming it is a head or head-shaped) is set up optimally for a cylindrical or spherical map, rotate it in the object preview window so that you are looking at the top or bottom. Assign the mapping type. Then, test it with the checker pattern texture.



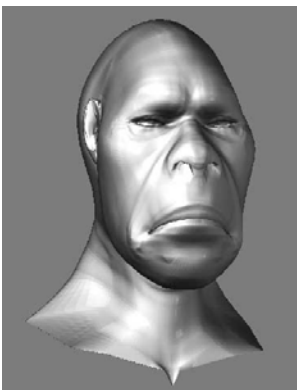
Let's say you have painted a wonderful texture with texture master, and you'd like to put it to use on another model.



**The model with texture.**



**The 2D texture map.**



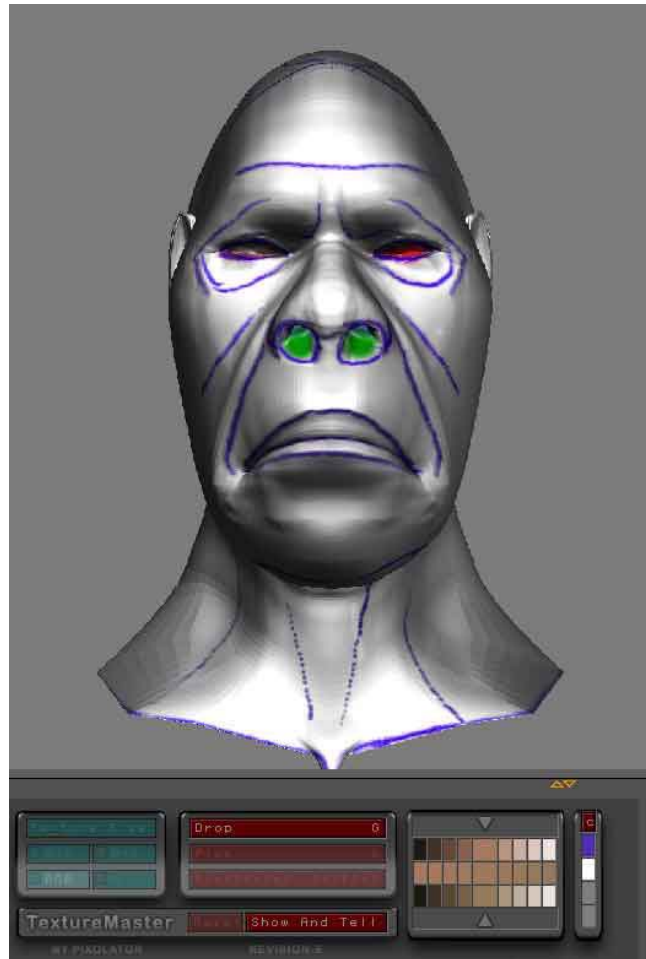
**The new model which you'd like to transfer the texture to.**

Apply a mapping method to the new model like you did with the first one.

You cannot just assign the original texture to the new model since it will not line up properly:

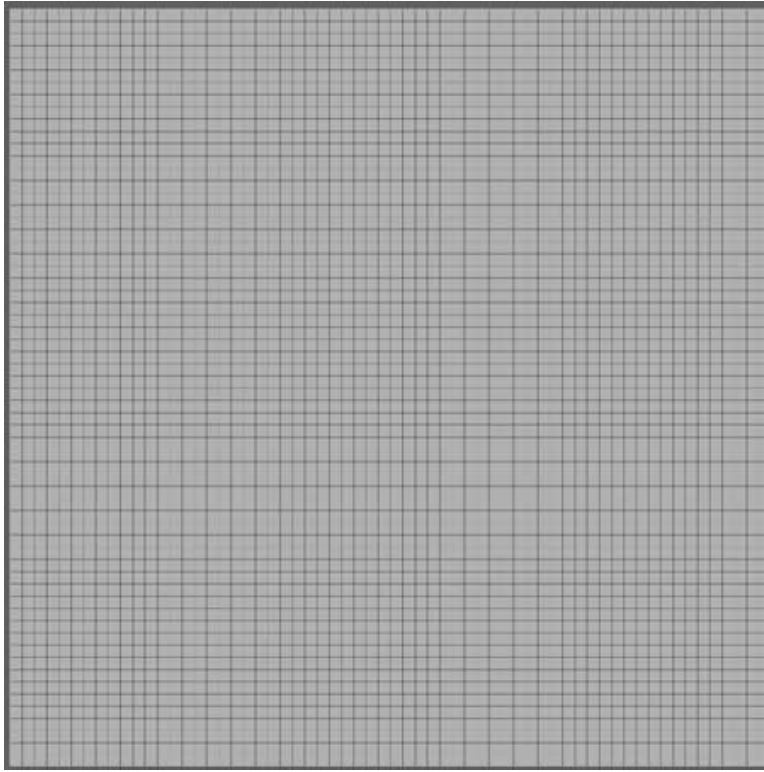


Load texture master and have your new model ready. With a new, blank image, drop the model to the canvas. Paint simple lines on the major landmarks of the model, such as the eyes, mouth and nose. Paint as many visual cues as you can without making it too confusing. This texture will be used as a template.



When you are happy with this template painting, clear this layer. Set the document size to match that of the texture you just painted (in this example, it was 1024 X 1024). Select the flat material, and also the template image. Fill the layer with this image (Ctrl + f)



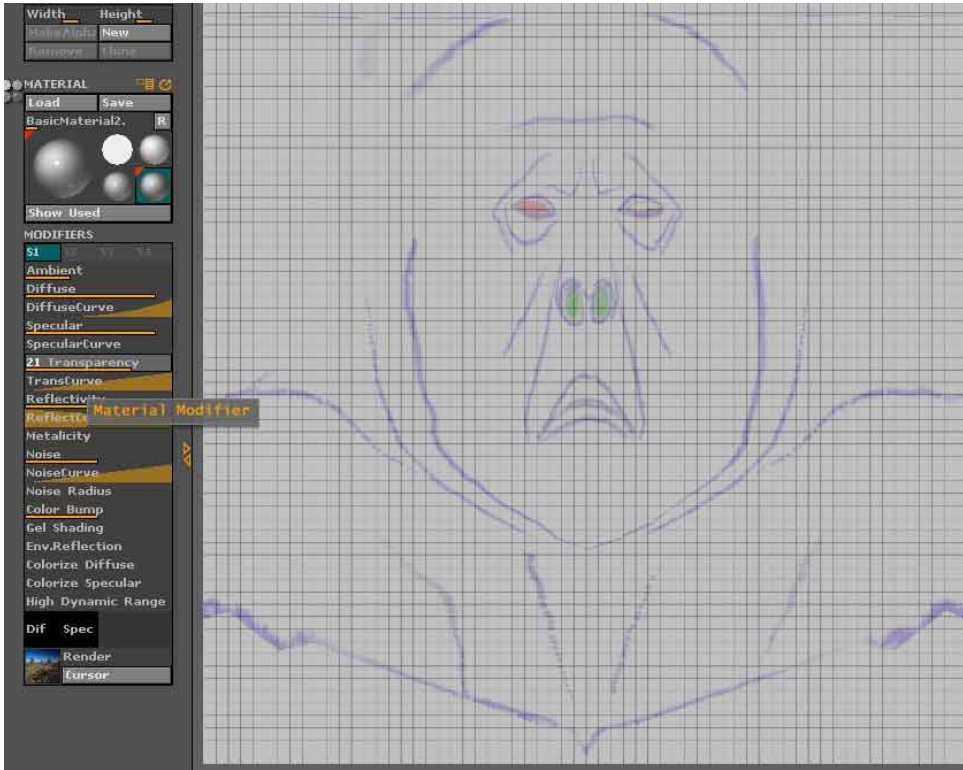


Create a new layer. Draw a plane 3D and size it so that it fits in the image window.

Divide it once to add some resolution. Assign a basic material to it.



Turn off flatten layers in the render panel.



Turn up the transparency for the basic material modifier. You should be able to see the template under the plane 3D.



Now, assign the original texture to the plane 3D.

Use the Move tool and push the geometry of the plane until the texture lines up with the template landmarks underneath. Adjust the transparency as needed to help align the details.

You can also divide the plane (or portions of it) again to give you more resolution to work with. Another useful technique is to turn off the Z axis in Transform>Modifiers.







When the texture looks lined up to you eye, Turn off flatten layers, or set the transparency to 0. Select the MRGBZGrabber tool, turn off auto crop and shaded RGB, and select the whole canvas. This will place a new image in the Texture panel.



It is time to test this on the model. Draw the model on the screen, make it editable, and then assign the new texture to it. Everything should line up.

From here, you can continue painting and tweaking the new map using texture master to make add variations.

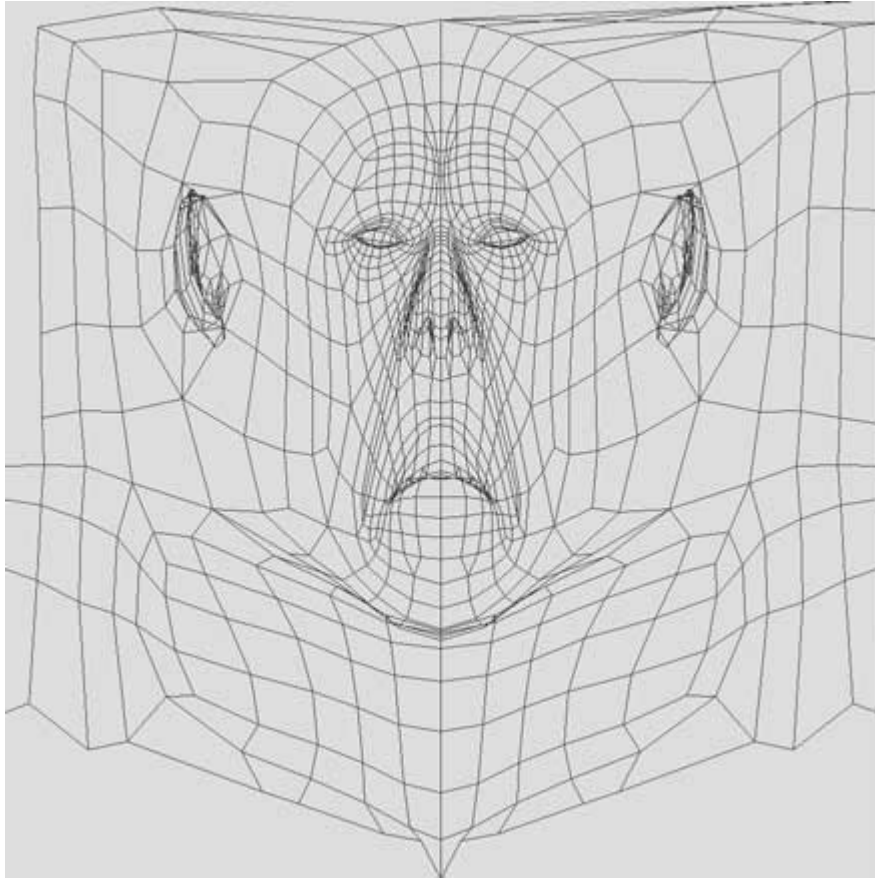


By utilizing this technique, a seemingly new texture was fitted to another model of different proportions with very little extra work!



**Additional Notes:**

1) An alternative to painting the template image in these steps is to export and load the model into an application that supports UV mapping. Then, a template of the UV map layout can be exported as an image map and imported into ZBrush to align the texture over.



The UV template created in UV Mapper. [www.uvmapper.com](http://www.uvmapper.com)

2) Sometimes, the textures you paint in ZBrush will be upside down when viewed on their own. For visual ease, you may wish to flip them vertically when aligning the textures as shown in this tutorial. When done, just flip them back to have them fit the model correctly.