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Editing Textures

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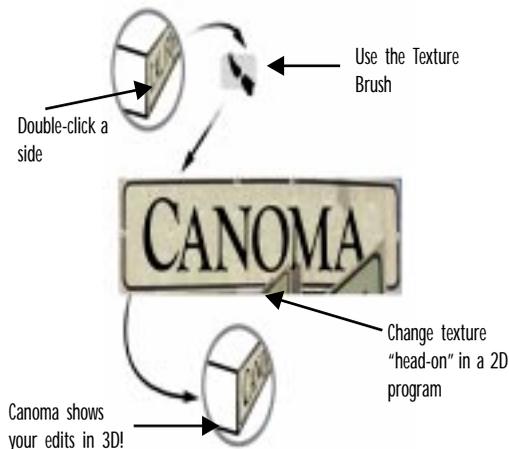


Canoma
User Guide

Retouching or Editing Textures in 2D

With Canoma, you can edit the texture on a 3D object, using a 2D pixel editing tool, like Painter or Photoshop. After you edit the image in 2D “head on” view, Canoma automatically displays the results of your edits, in proper perspective. You can then output a 3D model or render a 2D image that reflects your changes.

Each time you edit an area, Canoma saves file of the resulting image in a subfolder, inside the main project folder. If you create a composite (layered) file during editing, be sure to save a version of that file in another location, in case you need to do any re-editing.



The results of your edit is shown in 3D perspective.

To edit textures:

- 1 Click the View button to switch to 3D Preview mode.

- 2 Click the Texture Brush in the Toolbar.



Texture Brush

- 3 Click the face of the object, where you want to make changes. Canoma opens the 2D editing program, with the area you selected ready for editing. You can now edit in “head on” view.

Note

If you have not chosen a 2D pixel editing program, such as Painter or Photoshop, Canoma asks you to choose one.

- 4 Complete any edits you want to make to the image—add text like “This apartment for rent.”, retouch something, or change colors.
- 5 Save your edit. Chose the file type (JPG, TIFF, BMP, or PIC) that is saved when you edit textures. Refer to “Choosing a 2D Image Editing Application and Image Format” on page 57 for more about selecting a default file format.

Tip

If you create a layered file while editing, you might want to save a copy of the layered file to a backup directory (using Save As.) Flatten the image. Save the flattened version under the same filename as Canoma created when your 2D editing program was opened.

Note

Always maintain the same aspect ratio when editing textures on an photograph that has been modeled. You can change image resolution, but not the aspect ratio. Being able to change the resolution of particular portions of a Canoma model can be very useful. For example, you might want to increase the resolution to add readable text.

- 6 Click back inside Canoma's program window. The edited textures are displayed in proper 3D perspective.

Editing for 2D Renders

Canoma's Show Background Image is a simple way to edit perspective images. Imagine that you have to create a billboard or an advertisement on a vehicle, such as a bus or a house. The source you have available is a photograph of the object on which the ad is supposed to be placed. Usually, this is a perspective photograph (i.e. not head on). It might contain some context, like a surrounding freeway or other buildings.

To edit texture for a 2D render:

- 1 Load a photo into Canoma and quickly pin a box to where you want to edit texture.



Original image, loaded into Canoma.

- 2 Click the Quality Texture button, selecting a high resolution setting.
- 3 Click View to see the textured box.
- 4 Click the Show Background Image button to displays your photograph in the background, along with your textured 3D model.



Show Background Image

Click the Show Background Image button.

- 5 Click the Texture Brush in the Toolbar.



Texture Brush

- 6 Click the face of the object, where you want to make changes. Canoma opens the 2D editing program, with the area you selected ready for editing. You can now edit in “head on” view.

Note If you have not chosen a 2D pixel editing program, such as Painter or Photoshop, Canoma asks you to choose one.

- 7 Complete any edits you want to make to the image—add text like “This apartment for rent.”, retouch something, or change colors.
- 8 Save your edit. Chose the file type (JPG, TIFF, BMP, or PIC) that is saved when you edit textures. Refer to “Choosing a 2D Image Editing Application and Image Format” on page 57 for more about selecting a default file format.

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- 9 Click back inside Canoma’s program window. The edited textures are displayed in proper 3D perspective.
- 10 Render the image.



After editing textures in Canoma.

Using the Alpha Channel

Every image contains a number of channels that store data about the makeup of the picture. For instance, channels can contain masks, colors, or bump information.

The alpha channel of an image is like a grayscale map that accompanies an image. It is primarily used as a “mask.” Areas in the alpha channel that are white are ignored by the program as it computes the picture and areas that are black are recognized and computed (appearing opaque).

The most common use for alpha channels in Canoma is to mask out small obstructions like light poles, people, cars, or trees. When alpha channel information is used, Canoma does not use pixels from masked out regions in the source photograph. Instead, it tries to find another photograph that shows the same area of the object and gets the pixels from there. If no other photograph is available you can use Quality texture to fill in missing pixels with a “washed out” version of surrounding pixels. With Quick texture, you see the masked area as white when no other photograph is available to fill in the pixels.

To use alpha channel information:

- Select **Texture menu > Enable Alpha Channels.**



A 2D image without alpha channel information.



Alpha channel information is added. Black pixels are masked out



What displays when modeling is done with Quality texturing.

