TrueSpace - Multilayer Textures

I've tried to figure out a bit more about the usage of multilayered textures within TrueSpace6.
It is a nice feature and you can make some interesting things.
This tutorial will show you, how you can work with multilayered textures. We will use them to make a wall with some cracks.
Okay, here we go.

Start TrueSpace and open the material editor (we will see the base layer). Select Texture Map for the Color Shader. I've choosen this one:

Now we select a Bump Map. In this case I've selected the Bump Map 'Rough' with the following values:
Scale = 0.02, Amplitude = 0.02, leave every other settings as they are.
I've selected 'Matte' for Reflectance.
Transparency = None

Now we use the right mouse button and click into the material preview window. Then we select the option 'Add new layer'
We see Layer 1 now. I've choosen Color for the Color Shader with the following color values 235,148,100
Within the layer we will see the option 'Color blend' (it is the first icon in the title bar). I've selected 'Constant Alpha' and set the value to '1' (the slider below the color window is rightmost).
For this layer we use the Bump Map 'Rough' again. This time with the following values:
Scale = 0.08, Amplitude = 0.08, Detail = 5, Sharpness = 1
For the Bump Map we can set the option 'Displacement Blend'. I've selected 'Constant Alpha' again and set the value to '0.5' (the slider below the bump map window is in the middle).
I've selected 'Matte' for reflectance again. We can set the option 'Reflectance Blend' then and use Constant Alpha again. Set the value to '0'.

Use the right mouse button again and click into the material preview window. We select the option 'Add new layer' again.
We see Layer 2 now. I've choosen Texture Map for the Color Shader and have used the following image:
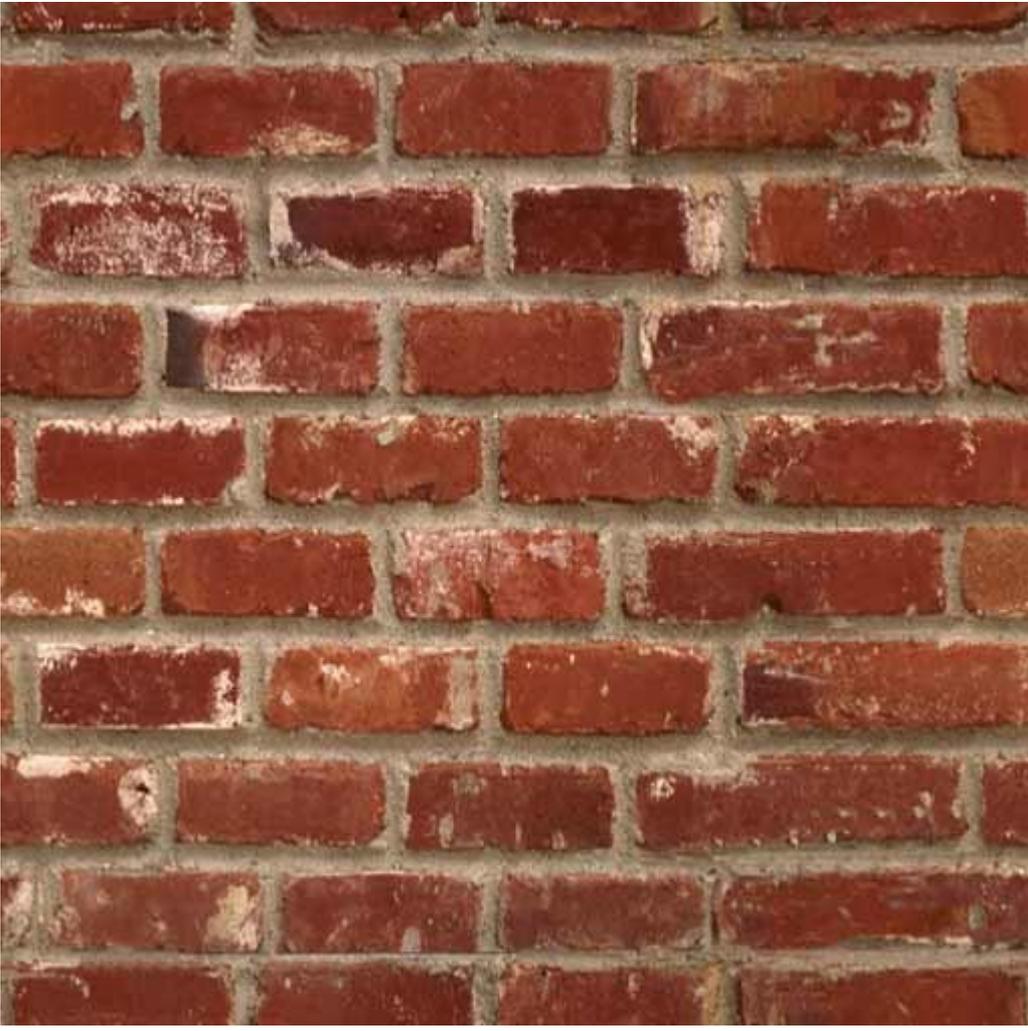
I've set the values 'U Repts' and 'V Repts' to 10.
For the Color Blend I've selected 'Mask Alpha'. I've used the following picture:

It is not very difficult to make such images. If you like you can make a kind of graffitti for example.
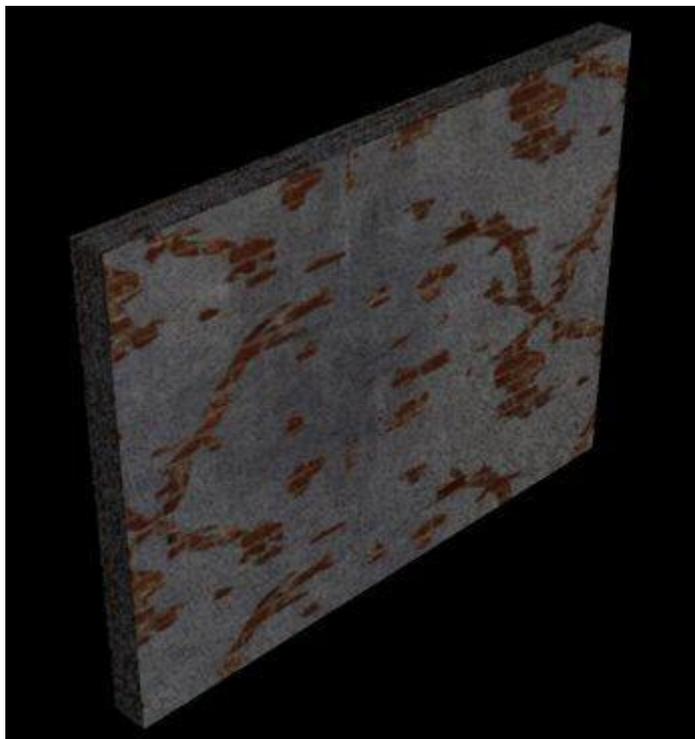
I've selected the following image as Bump Map:

I've set the values 'U Repts' and 'V Repts' to 10.
Displacement blend uses the option 'Constant Alpha' again. The value was set to '1'.
Reflectance uses 'Matte' again. Reflectance Blend uses the option 'Constant Alpha'. The value was set to '0.5'.

That was it. Our wall could look like this one now:

I hope you've found this tutorial useful.

I would be happy to receive <u>every</u> kind of feedback from you.

X-PaX