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A CreativeCOW Cinema 4D Tutorial

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TEXTURING A HEAD

in Cinema 4D and Bodypaint



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Article Focus:

In this tutorial, Jannis Labelle demonstrates texturing a head in Cinema 4D and Bodypaint. Jannis says this is the tutorial that he wished he had when he first learned about texturing a mesh. He's written this tutorial so that others won't have to go through the headaches that he went through. This is not a tutorial for beginners.




This is the tutorial that I was looking for when I first started to learn about texturing a mesh, so I thought I would write it and help others avoid the headaches I went through. Having said that, this is not a tutorial for beginners, unless you are committed and want to have a go. Really it should suit intermediate or advanced users who might want to see another way of doing things. But then if you are beginner, try it anyway, these kinds of warnings never stopped me when I was a beginner. I went on and did the tutorials regardless to the detriment of my screen that nearly flew out of the window on several occasions. It should also be of interest to 3D Max and Lightwave users who use Bodypaint as a plugin for texturing.

Unfortunately texturing is a rather complicated thing and most manuals or books about the subject leave a lot of holes with the information they provide. This is purely because the subject matter is so big that it is impossible to generalize. I feel that the ideal way to go about it is to first learn specialized aspects of texturing, because texturing a head is different than texturing or building an ocean. So concentrate on one aspect of the craft and in this way you will bring forth the capabilities of your software and your talents, and then grow into other areas.

I will be using Cinema 4D and Bodypaint to texture the head from my tutorial of [Modeling A Head](#). I will urge you to complete that tutorial first, especially if you don't have a lot of experience with texturing. It will give you the chance to create a mesh that you will know intimately before you texture, which I promise you will be a huge bonus. I have not included a file of the mesh because I want to save you time in the long run. If you go through the whole process you will have no gaps in your knowledge and if you already can model a head use one you already have in order to follow the tutorial.

OK, before we start: a little bit about Bodypaint. If you have worked with it before, you will agree it is a very good program. Unfortunately, it is not very well supported in the manual from Maxon and the manual tutorial



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does very little to lead us to the far recesses of the software or to expose us to its fantastic potential. Maybe Maxon will rectify this and give it the manual it deserves in the future. To illustrate my point look at the manual for Cinema R8 which is over 1000 pages and that of Bodypaint which is barely 100, even though both modules cost the same price. That's my moaning out of the way.

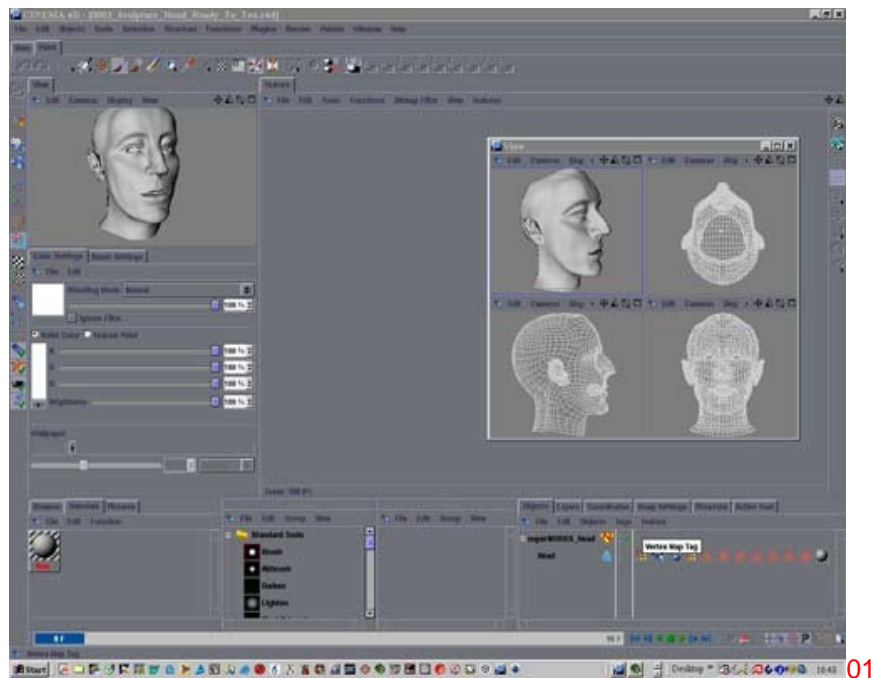
I will write the tutorial in the same way as the previous one. There will be a lot of information to start with but as you move on there be less text and I will take it for granted that haven't moved on without understand the previous part.

--let's get started--

Here we go,

First of all look at my layout (01)

I have given myself a lot of space in the **Texture View** and have docked both the **Brush** and **Color Settings** while the **View Panel** is rather small on the left, but I have a floating **View** panel from **Window, New View Panel** that I can minimize and maximize when ever I need a better 3D view of the mesh. Spend sometime creating the layout that helps your workflow or copy this one. If you don't know how to create a new layout have a look in your manual.



01

Next go to **Edit, General Settings** and click on the **Bodypaint** tab and change the **Default Texture Format** to **Photoshop**, this makes for a more stable file format and also will enable you to move in and out of Photoshop when you want to refine your texture. Click OK and if you have not loaded your mesh do so now and move on to the next part.

Here you can also change the **undo steps** to a smaller number. As you can see I have changed mine to **5**. This helps you with the ram in your computer so things don't get too slow.



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