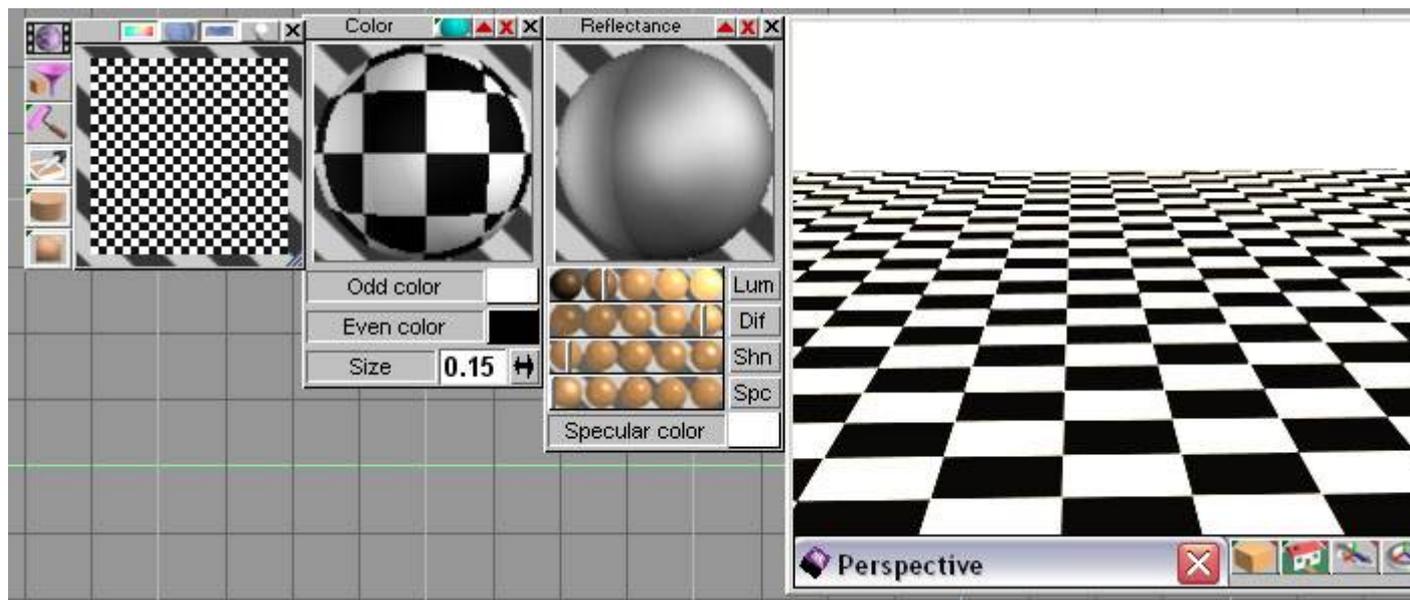


## Real Life Colors

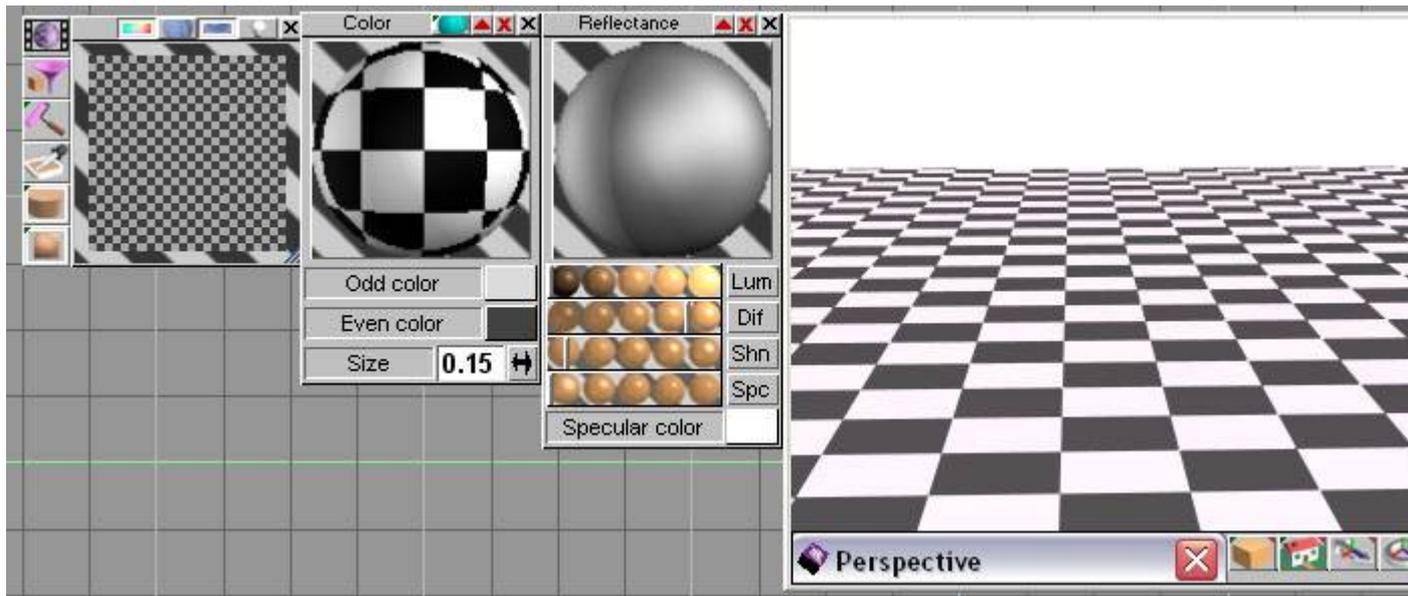
One of the most common mistakes in 3D is to make objects look shiny and new. This is because adding dirt, dust and uneven color fading to a surface is not as easy as just painting an object with one bright new color.

I'm going to show you a quick and easy way to introduce a little dirt and grunge to those bright 3D colors. A way to simulate the uneven color variations found in real life colors.

I'll be demonstrating with the most stereo typed of all 3D surfaces. The checker board plain with an awful 3D default lighting scheme.

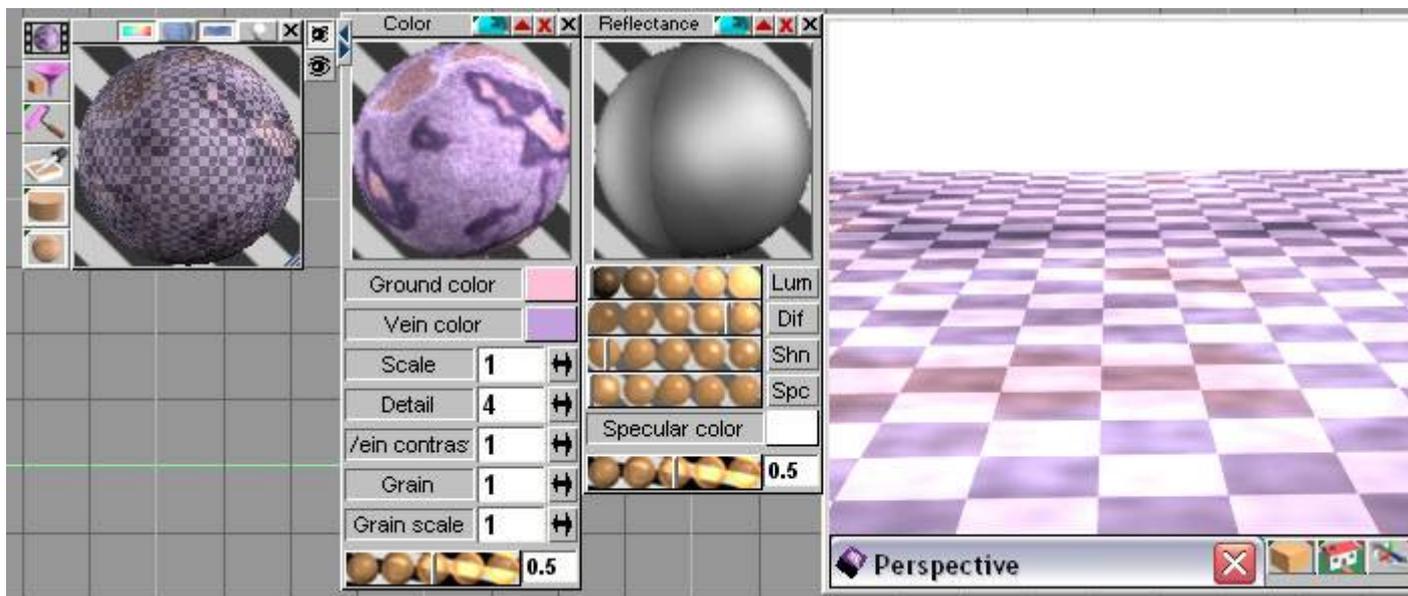


In the above image we have the traditional checker board plain. Painted with a reflectance setting whose luminosity (LUM) is well above 0. The luminosity setting of the reflectance panel makes colors overly brite. Almost as if you were painting with neon colors. Non-zero settings will wash out subtle shadows and lighting. So lets slide that to all the way over and see how it looks like.

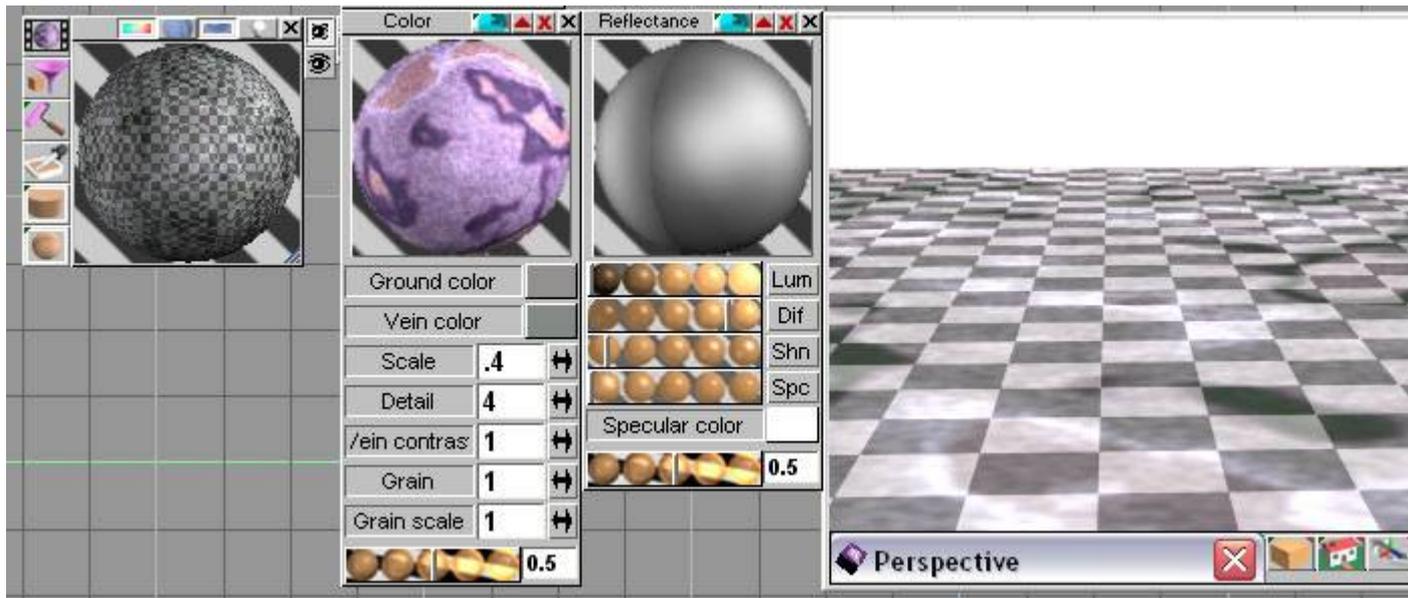


All right. A little bit better. At least as in real life blacks look like dark greys and whites are more of an off white color. Remember, pure colors are never seen outside a laboratory or a computer screen.

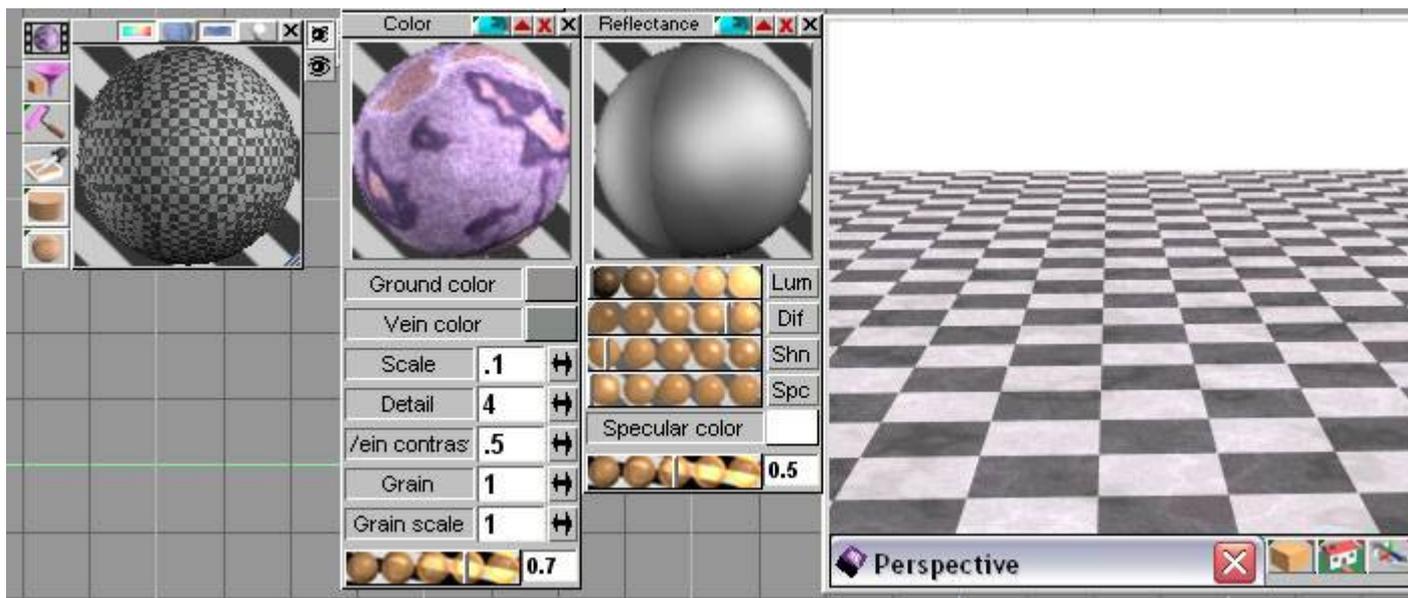
Now let's add a grunge layer to this. Add a second layer and load in the marble shader (right click on material editors preview ball and choose "add layer")



Umm.. Kind of UGH looking right now. Let's change that horrible pink and purple to shades of light grey. Make the colors for the ground and vein as close to each other as possible. While we're at it lets change the marble scale a little to make marble pattern a little less stretched out.



The above image is much better now. You can start to see how the dirt pattern will look like now. It's much too dark though. Lets lower the vein contrast so there is not as much contrast between the vein and stone colors and then use the transparency slider at the bottom of the marble color window to sort of fade out the color a little more.



Much more like it. We now have a pretty dirty floor whose colors are much more like those seen in real life. The next step would be to change the lighting to look more realistic and to add something to the background, but that will have to wait for another lesson.

I hope this ends up being useful to someone out there. If so I might follow this up with a tutorial on lighting and composing the scene in a more realistic manner.