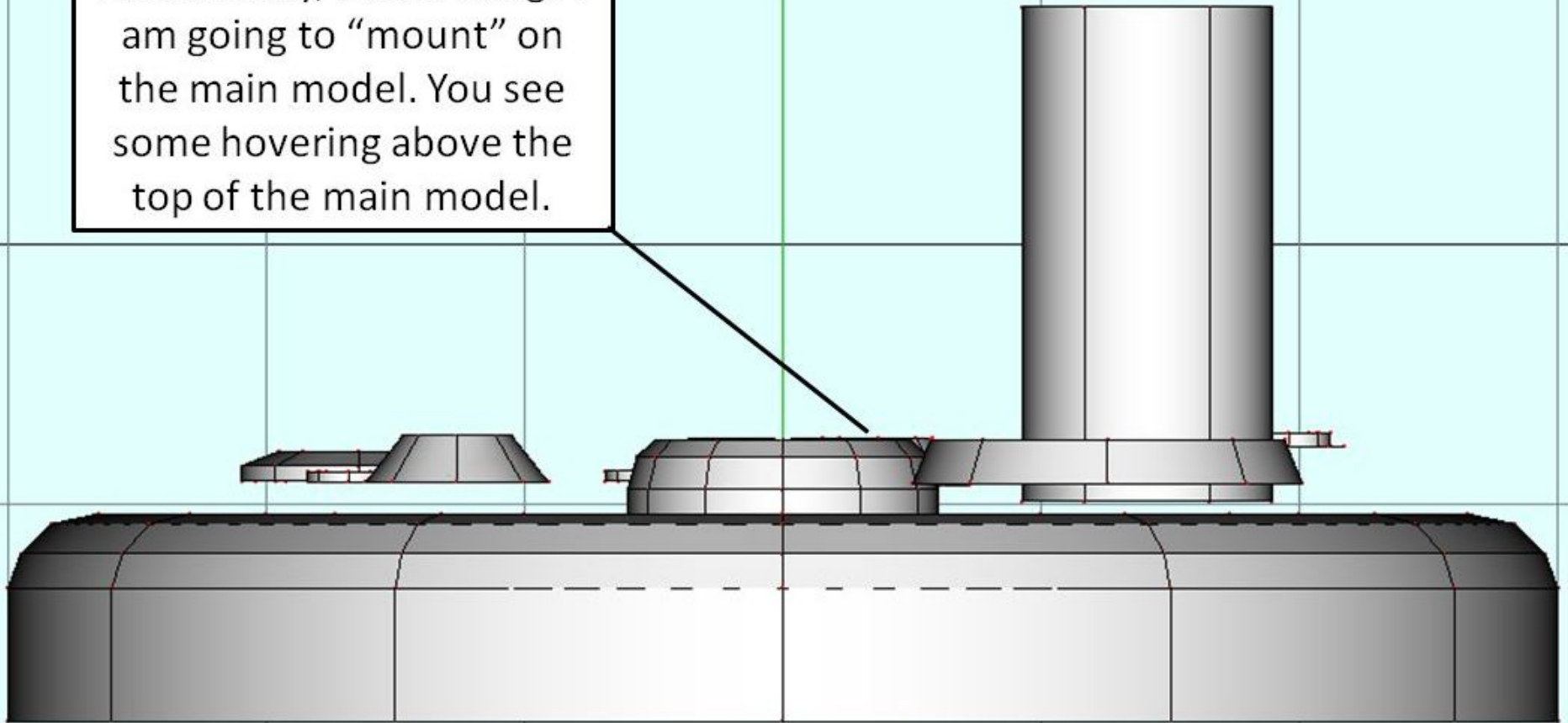
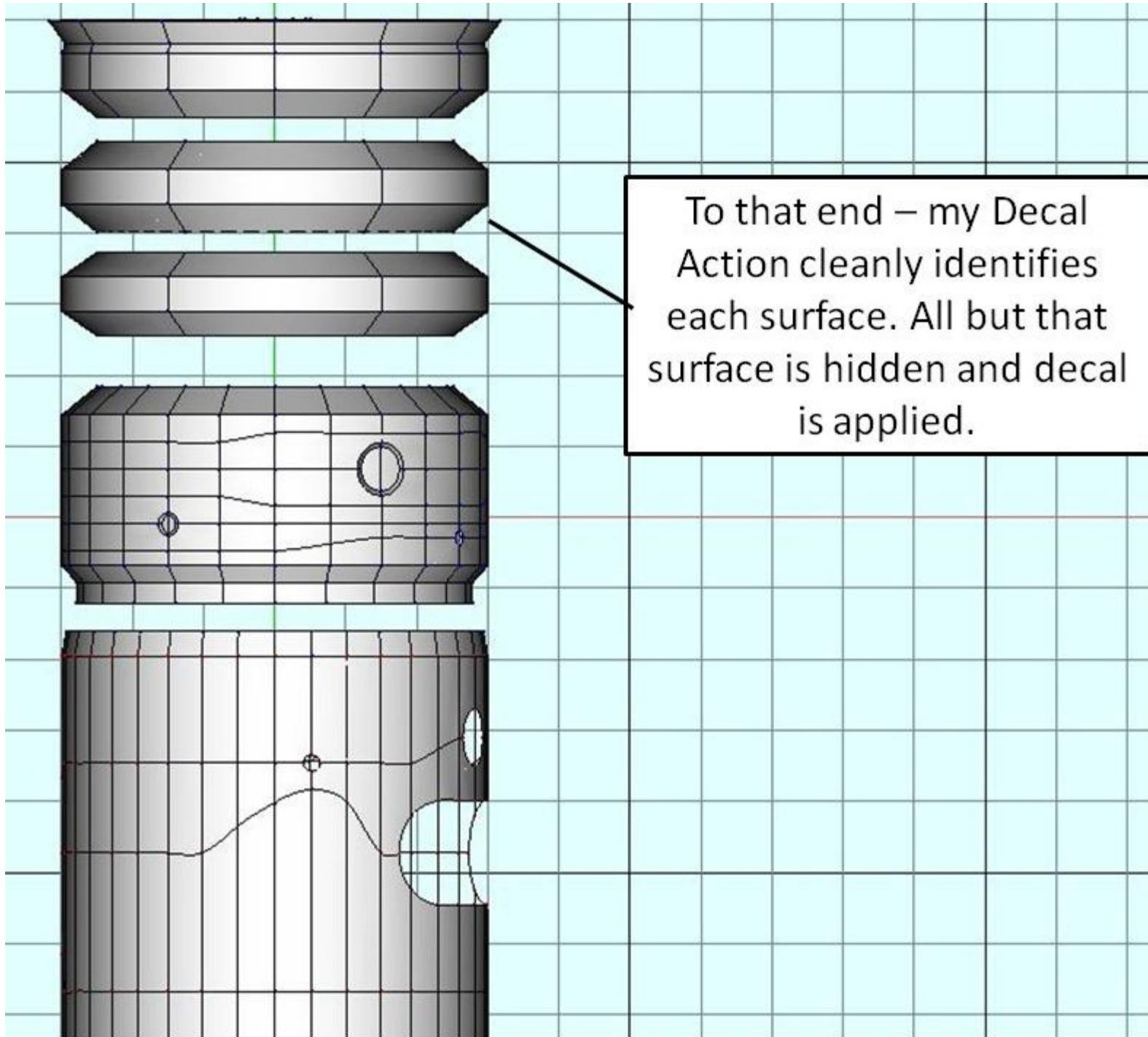


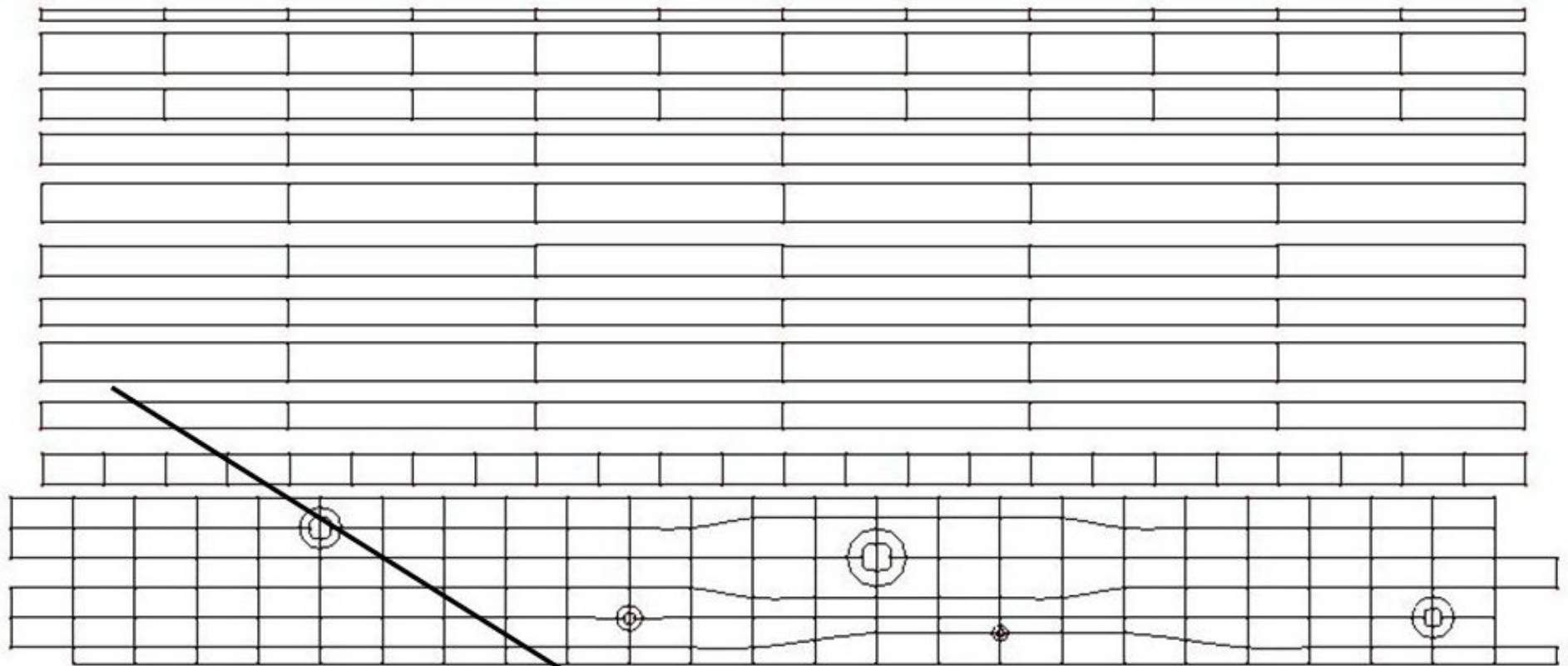
Every Hard Edge is a separate decal. Those edges will be distressed for wear.

Every "Cut-Out" will be distressed at its edge. Streaks of dirt coming out, etc...

Additionally, I have things I am going to “mount” on the main model. You see some hovering above the top of the main model.



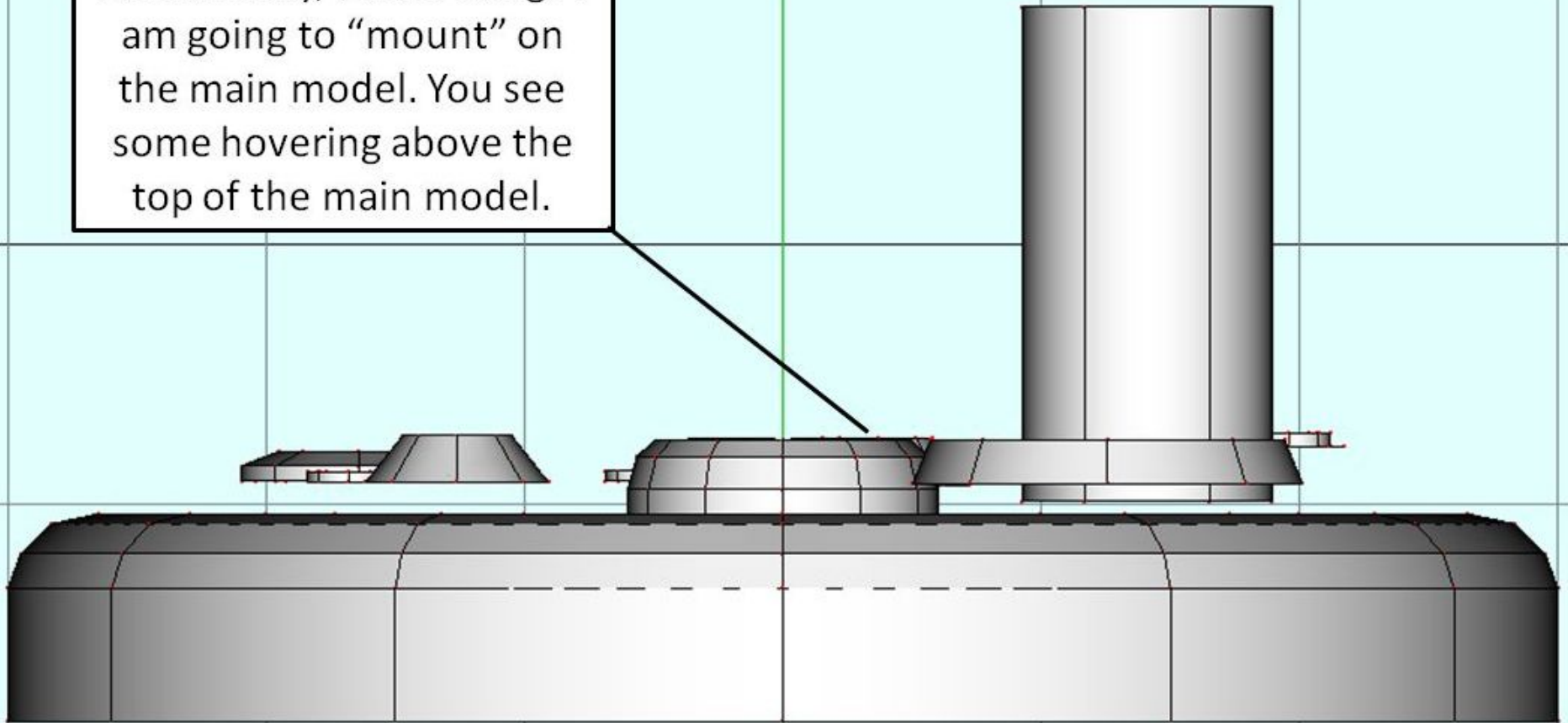


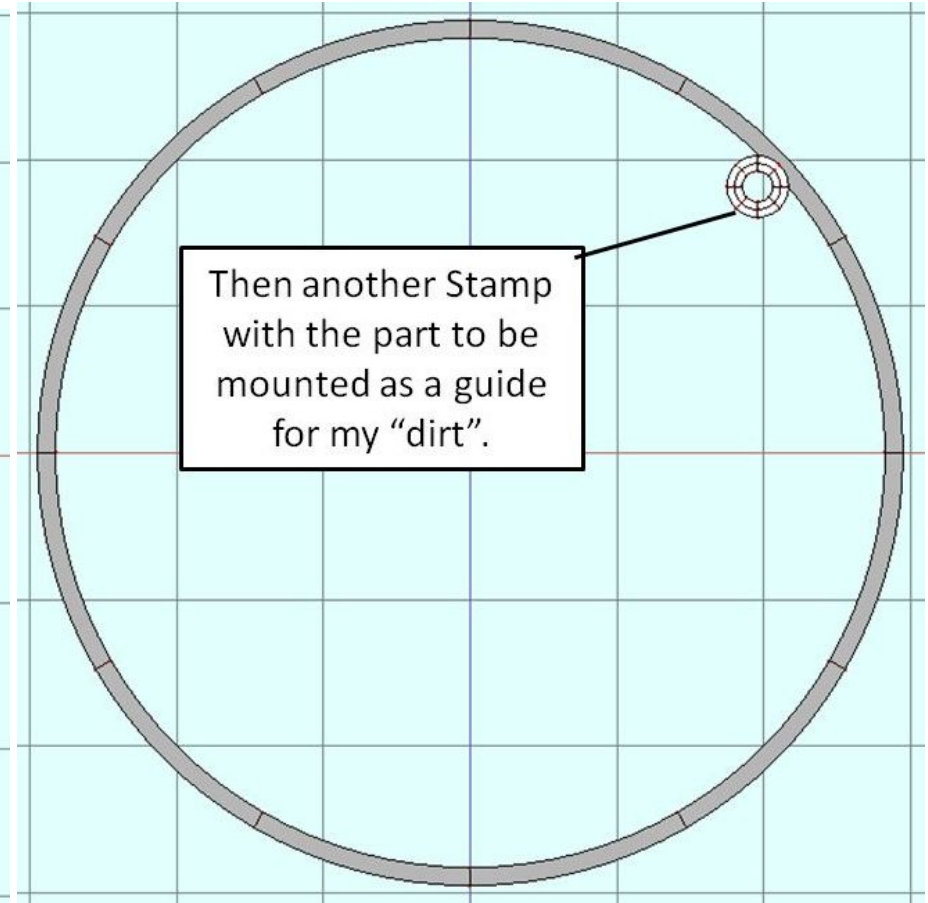
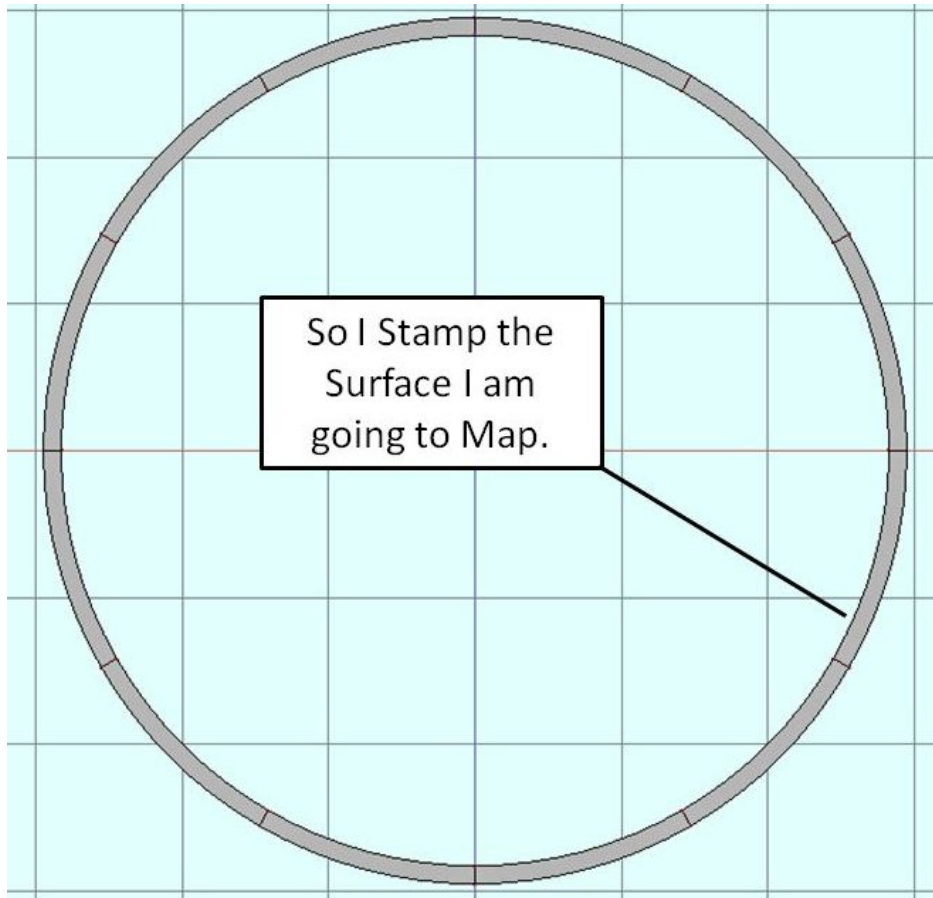


Each face has its own Stamp. This main decal will be used for ALL the maps (color, bump, specular, etc)

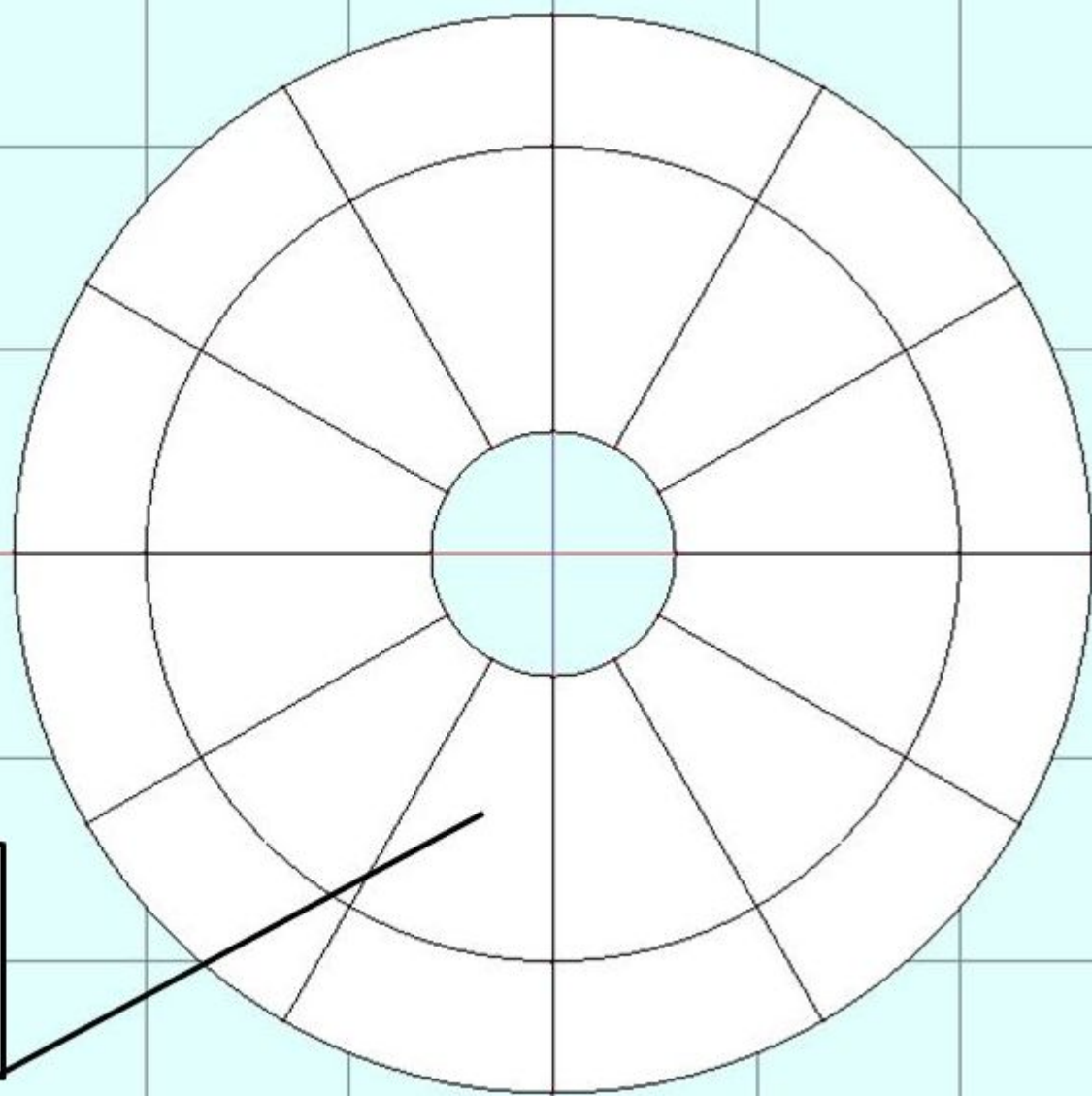


Additionally, I have things I am going to “mount” on the main model. You see some hovering above the top of the main model.

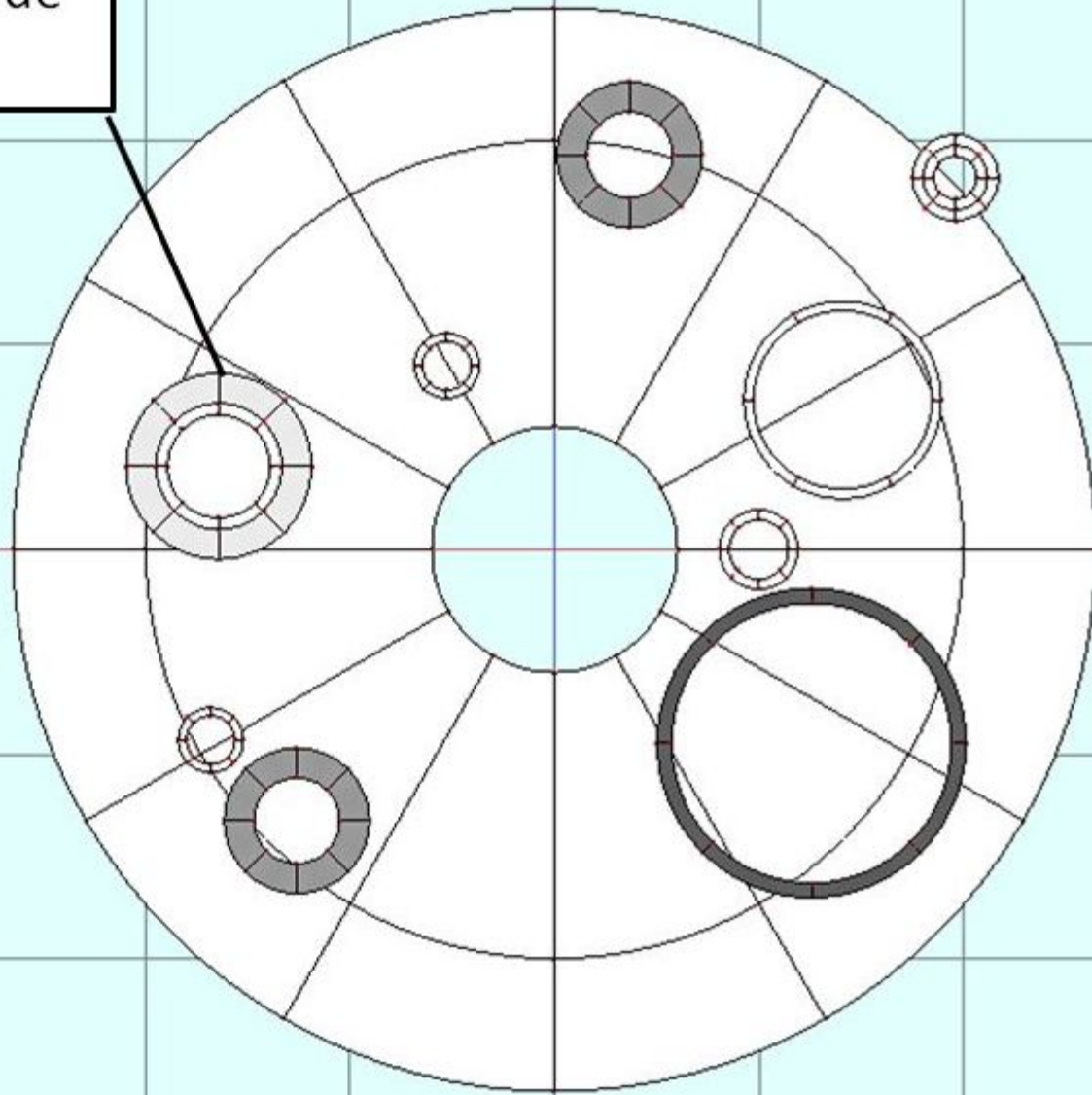




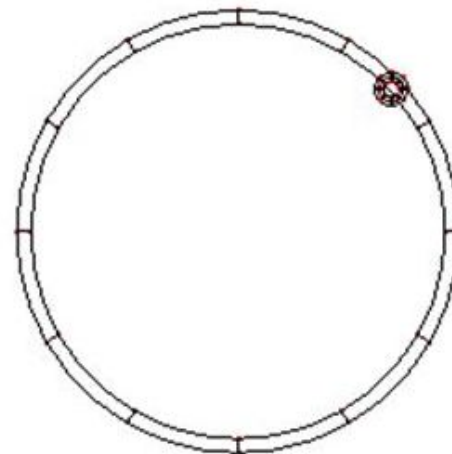
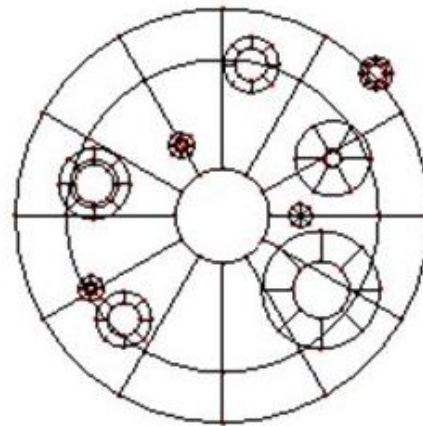
Again I Stamp the  
Surface I am  
going to Map.



Then another with  
the part to be  
mounted as a guide  
for my "dirt".

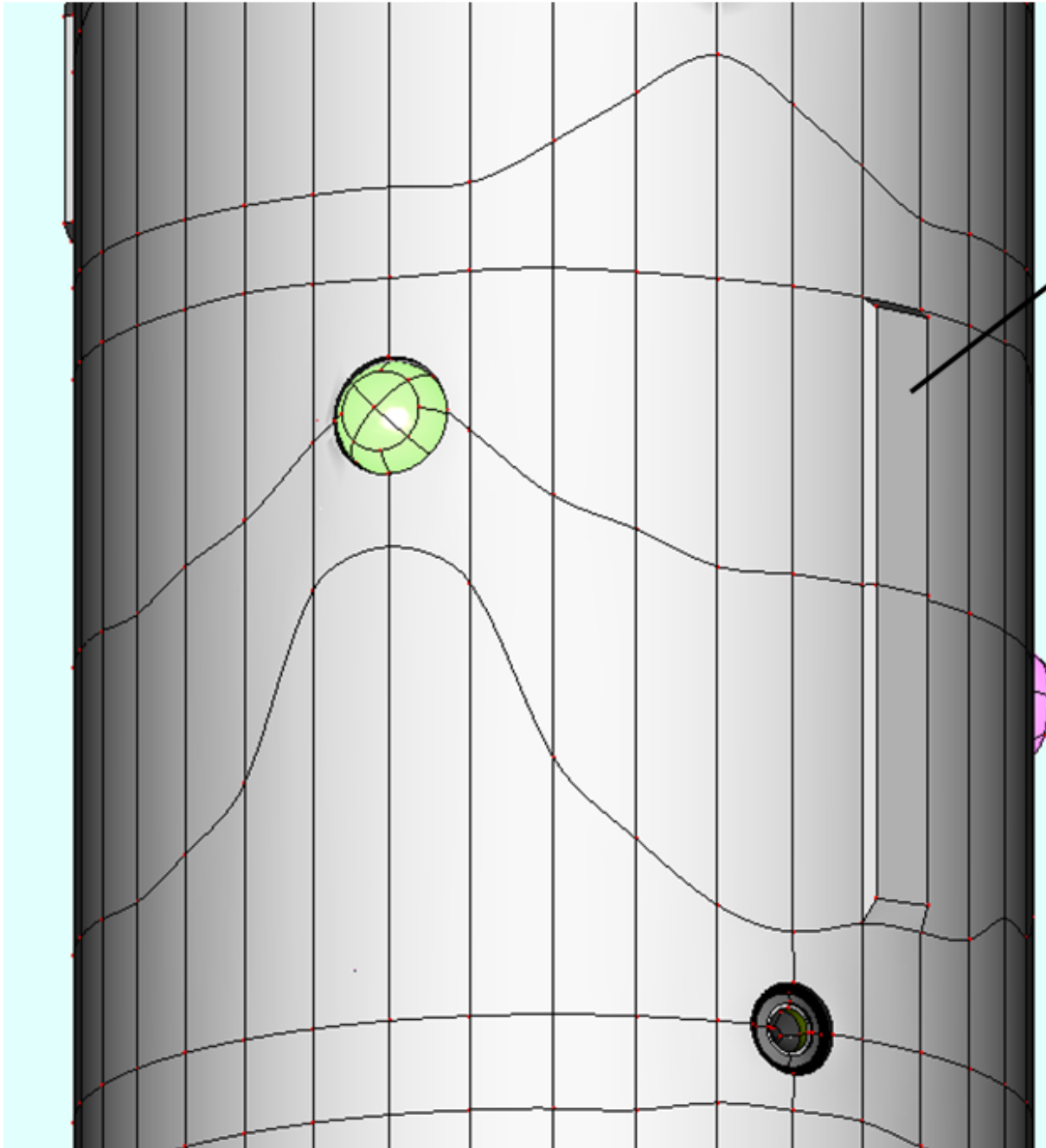


I overlay (line up exactly) the guide decal over what will actually be mapped. Before I apply the final decals I will delete the “guide” geometry. However, this will only work with very crisp – un-warped screen grabs composited together in PhotoShop.





Here is an extruded  
'Module'. I want dirt  
around the creases  
where it is "attached"



When I Stamp the  
main body I will hide  
this geometry and  
stamp it seperately.

