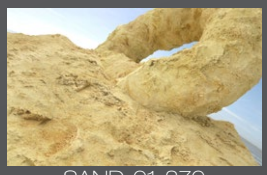
„Real-Displacement-Textures“

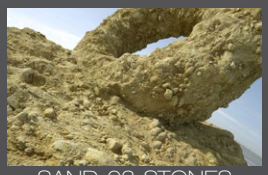
- Collection-one -

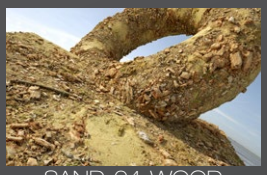
SURFACES:

SAND


SAND-01-270
270 x 10 cm 106 x 3,94 inch

SAND-02-500
500x 20 cm 197 x 7,87 inch

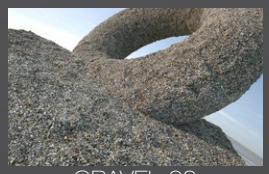

SAND-03-STONES
210 x 15 cm 82,7 x 5,91 inch

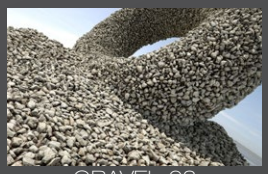

SAND-04-WOOD
240 x 8 cm 94,5 x 3,15 inch

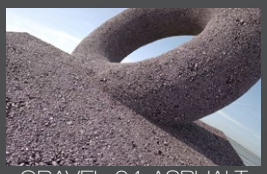
SAND-05-DIRTY-MUDDY
250 x 6 cm 98,4 x 2,36

GRAVEL

GRAVEL-01
130 x 8 cm 51,2 x 3,15 inch

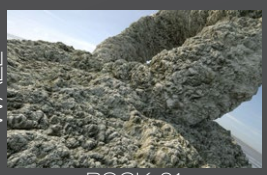

GRAVEL-02
250x 8 cm 98,4 x 3,15 inch


GRAVEL-03
200 x 6 cm 87,7 x 2,36 inch

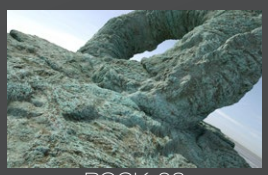

GRAVEL-04-ASPHALT
130 x 4 cm 51,2 x 1,57 inch

ROCK

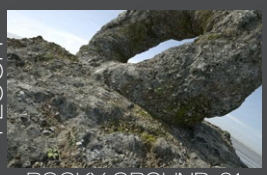
WALL

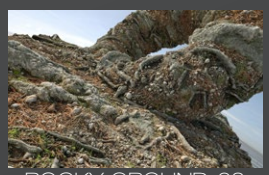

ROCK-01
250x 8 cm 98,4 x 3,15 inch

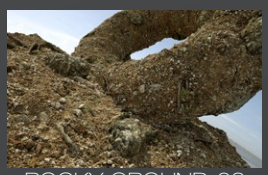
ROCK-02
200 x 20 cm 87,7 x 7,87 inch

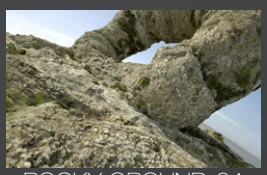

ROCK-03
300 x 25 cm 118 x 9,84 inch

FLOOR

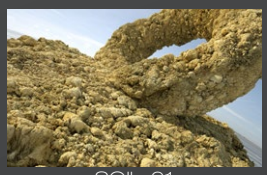

ROCKY-GROUND-01
250x 10 cm 98,4 x 3,94 inch

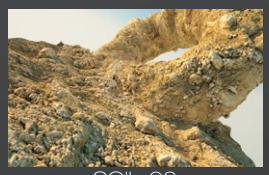

ROCKY-GROUND-02
250x 20 cm 98,4 x 7,87 inch

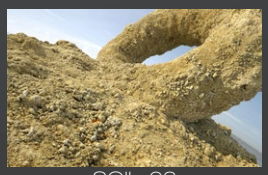

ROCKY-GROUND-03
250x 20 cm 98,4 x 7,87 inch


ROCKY-GROUND-04
230x 20 cm 90,6 x 7,87 inch

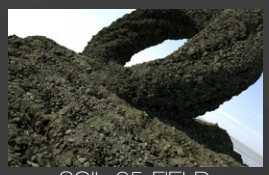
SOIL

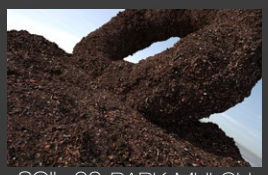

SOIL-01
270 x 20 cm 106 x 7,87 inch


SOIL-02
250 x 23 cm 98,4 x 9,06 inch

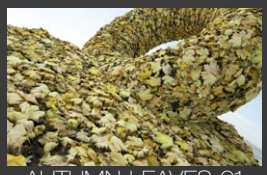

SOIL-03
250 x 12 cm 98,4 x 4,72 inch

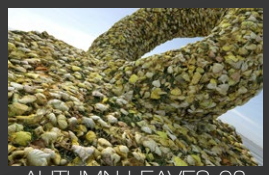
SOIL-04-STONES
250 x 12 cm 98,4 x 4,72 inch


SOIL-05-FIELD
300 x 20 cm 118 x 7,87 inch


SOIL-06-BARK-MULCH
270 x 15 cm 106 x 5,91 inch

LEAVES


AUTUMN-LEAVES-01
300 x 10 cm 118 x 3,94 inch


AUTUMN-LEAVES-02
220 x 8 cm 86,6 x 3,15 inch

TRACKS

TIREMARKS-01-MUD
380 x 15 cm 150 x 5,91 inch

TIREMARKS-02-SOIL
270 x 20 cm 106 x 7,87 inch

What is it ?
These surfaces are highly detailed 3d-scans with more than 60.000.000 dense-points.
The raw scanmesh has over 10.000.000 faces.
The raw texture has up to 16k original resolution.
All this information is than optimized and baked into several images so you can reconstruct the original scan with a minimum of resources, just by using displacement-material.

- the maps are 100% tileable
- they can dramatically speed up your workflow because there is no scattering needed
- you can stack surfaces to get endless variations
- they should work with all engines
- they can look highly realistic
  (...depending on your shading and rendering skills)

„Real-Displacement-Textures“

- Collection-one -

LAYERS:

COLOR

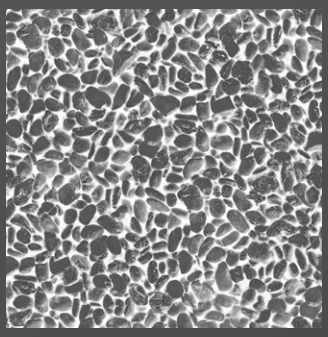
COLOR:

This map basically contains what we see as color in the real world.

Use it in the diffuseor color-channel of your material-engine.

100%

ROUGHNESS



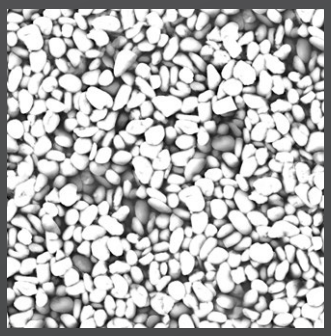
ROUGHNESS:

This map tells the engine how blurry the gloss has to be.

Use it as a mask or as a trigger-map in the roughness- or spec-width -channel of your material-engine.

100%

AO



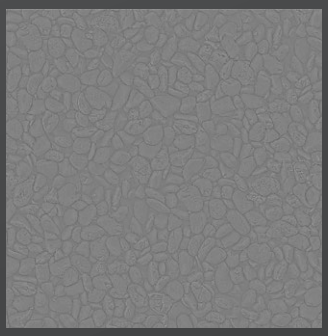
AO (Ambient Occlusion)

This map contains a distance-triggered shadow.

In reallity there is simply less ambient-light inside of cracks,holes ....

You can multiply or inverse multiply it to the diffuse to get more or less contrast
+/- 5-20%

BUMP



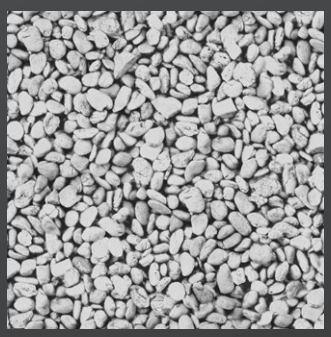
BUMP:

The bump-map in this set contains very small irregularities that lead to nice microshadows on the surface.

Use it in the bump- or relief-channel of your material-engine.

0,5-20%

GLOSS



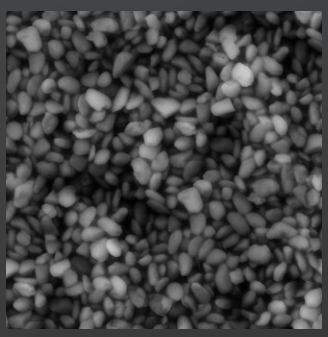
GLOSS:

This map contains information of how strong the glossyness acts on different parts of the surface.

Use it as a mask or as a trigger-map in the specular-channel of your material-engine.

100%

DEPTH



DEPTH:

This is the displacement-map that contains the scanned depth-information.

Use it in the displacement -channel of your engine.

You should use it in combination with subdivision.
- the hight is specified

HI-GLOSS

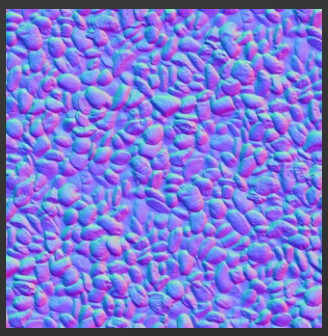
HI-GLOSS:

Similar to the gloss-map but with a lot more contrast and focus on more reflective parts.

You can mix it with the gloss-map for a more flexible setup.

0-100%

NORMAL



NORMAL:

The normal-map here contains the same info as the depth.

You can use it alternately to the displacment.
If mixed, watch your shading !!

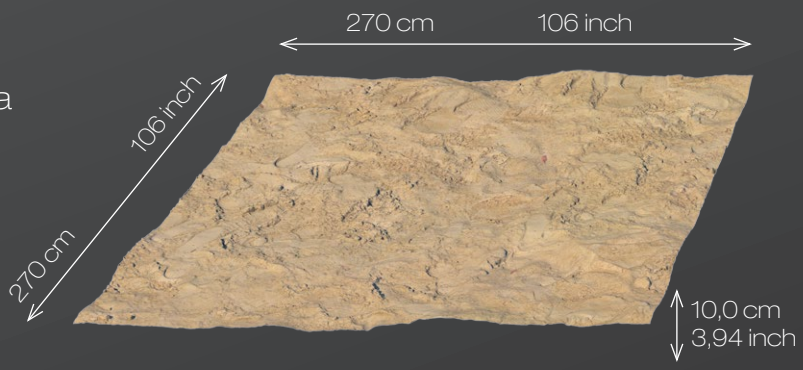
100%

SAND-01-270

„Real-Displacement-Textures“
- Collection-one -

Description:
fine sand, including footsteps, small area

Recommended for:
visualization of construction sites,
beaches, sand pits ...



Color

AO

Gloss

Hi-Gloss

Roughness

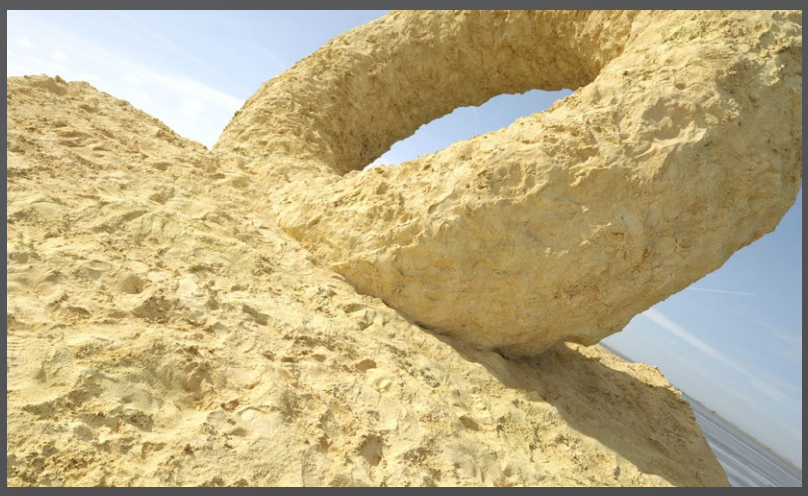
Bump

Normal

Depth

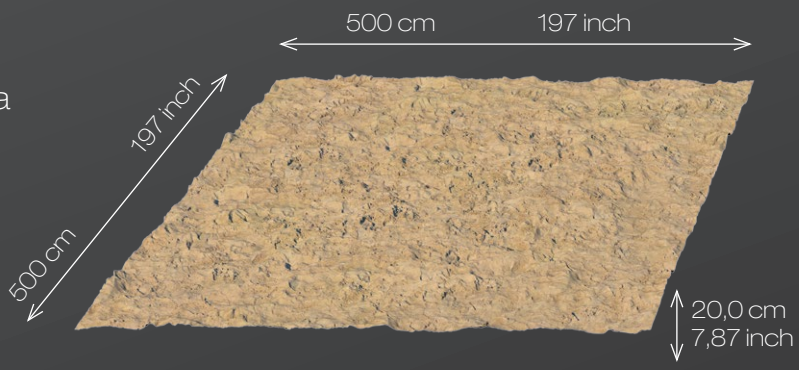
SAND-02-500

„Real-Displacement-Textures“
- Collection-one -



Description:
fine sand, including footsteps, large area

Recommended for:
visualization of construction sites,
beaches, sand pits ...



Color

AO

Gloss

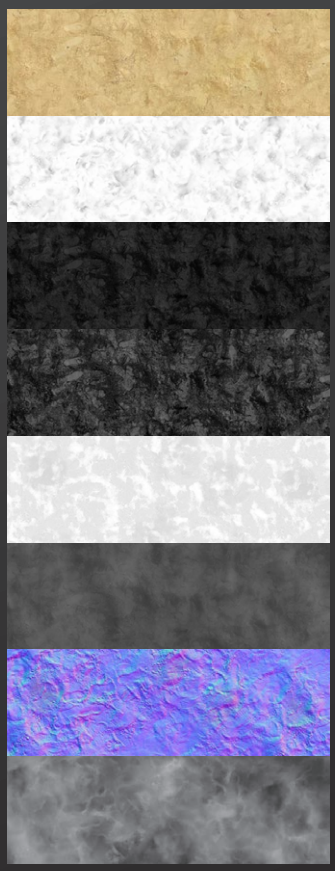
Hi-Gloss

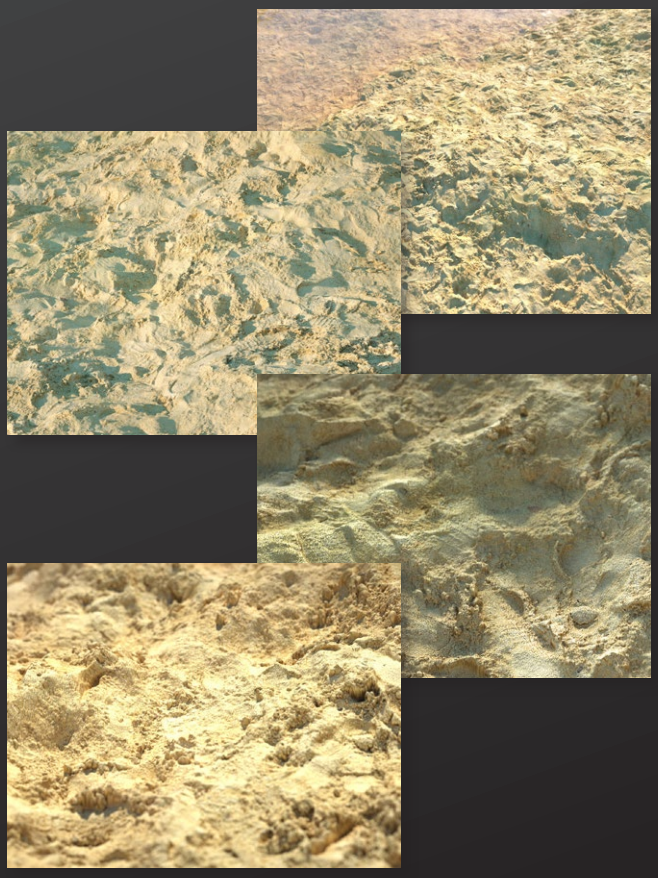
Roughness

Bump

Normal

Depth



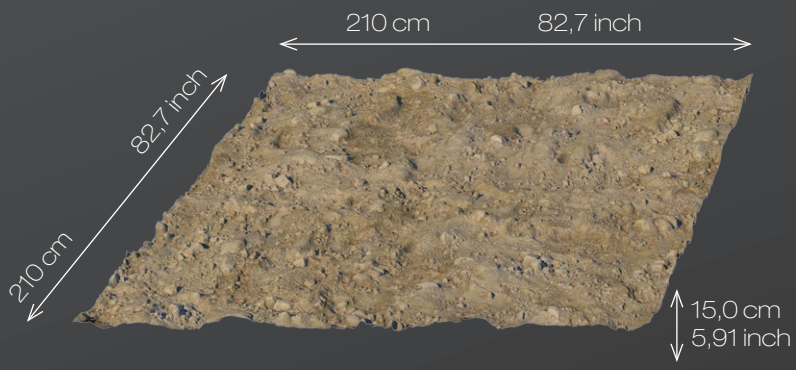


SAND-03-STONES

„Real-Displacement-Textures“
- Collection-one -

Description:
fine sand, including stones
and pieces of bricks

Recommended for:
visualization of construction sites,
mines, stone deserts ...



Color

AO

Gloss

Hi-Gloss

Roughness

Bump

Normal

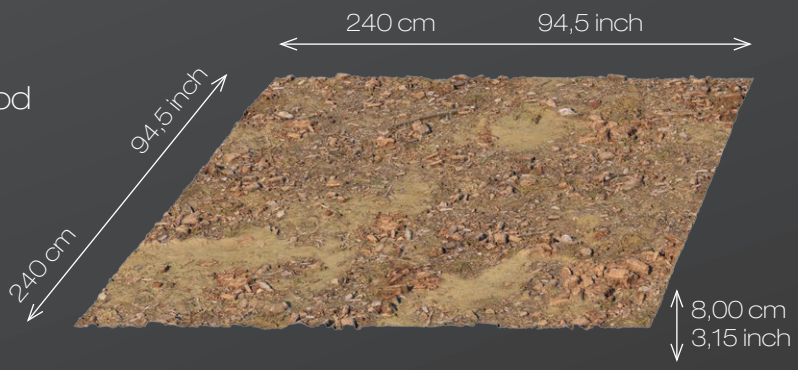
Depth

SAND-04-WOOD

„Real-Displacement-Textures“
- Collection-one -

Description:
fine sand, including pieces of rotten wood and few leaves

Recommended for:
visualization of the lumber industry, forest floors ...



Color

AO

Gloss

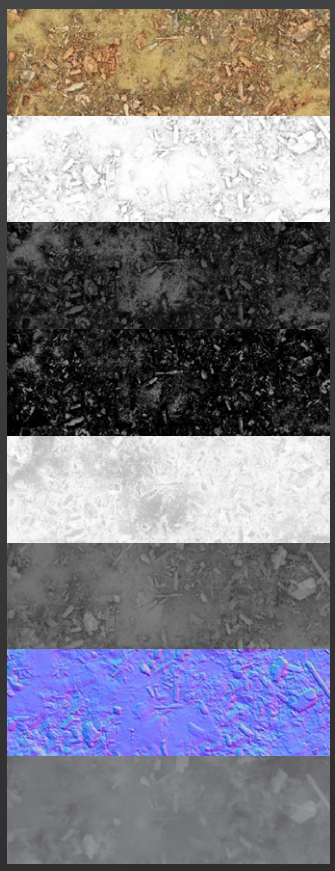
Hi-Gloss

Roughness

Bump

Normal

Depth

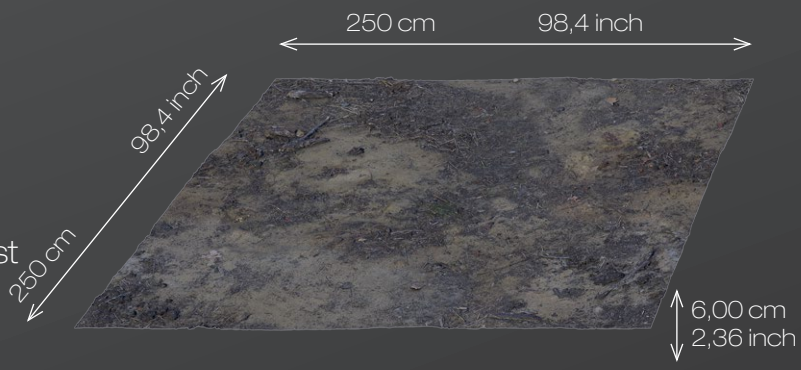


SAND-05-DIRTY-MUDDY

„Real-Displacement-Textures“
- Collection-one -

Description:
muddy sand, including pieces of wood and twigs

Recommended for:
visualization of shores, river banks, forest floors ...
good for close-ups



Color

AO

Gloss

Hi-Gloss

Roughness

Bump

Normal

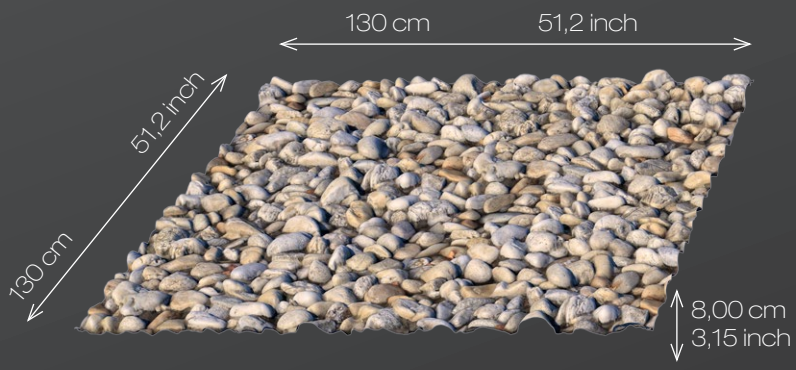
Depth

GRAVEL-01

„Real-Displacement-Textures“
- Collection-one -

Description:
pebble gravel, consisting of smoothed, colored stones

Recommended for:
any kind of archviz, drainage, artificial ponds ...



Color

AO

Gloss

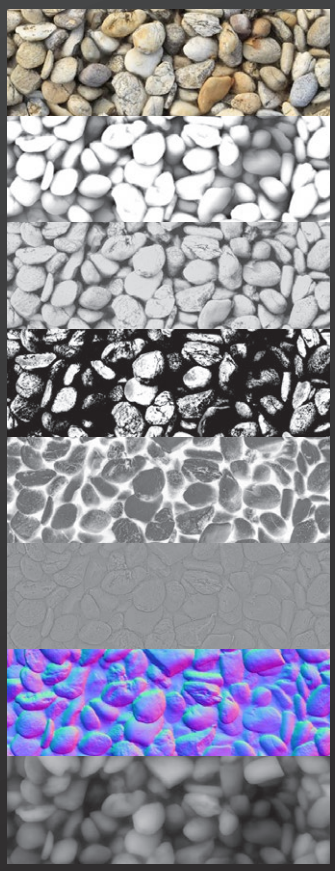
Hi-Gloss

Roughness

Bump

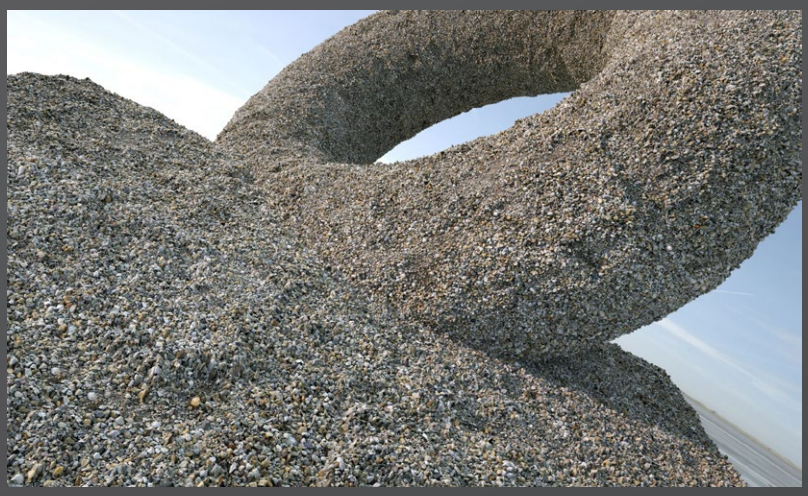
Normal

Depth



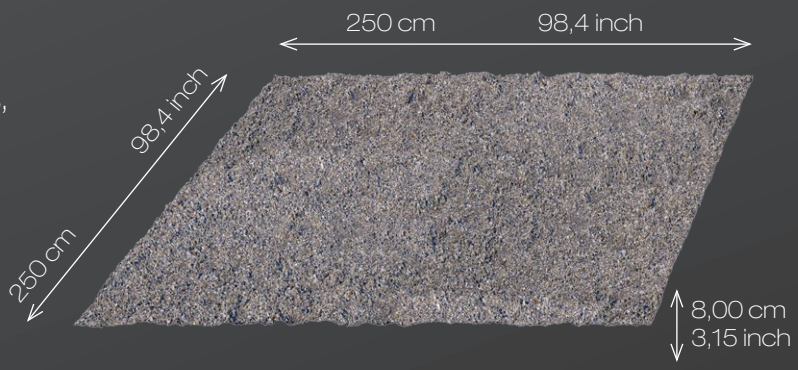
GRAVEL-02

„Real-Displacement-Textures“
- Collection-one -



Description:
fine gravel, consisting of colored stones, including footprints

Recommended for:
any kind of archviz, rocky beaches ...



Color

AO

Gloss

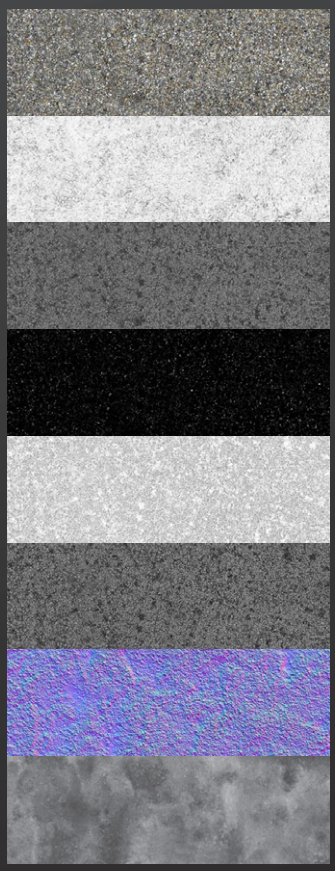
Hi-Gloss

Roughness

Bump

Normal

Depth

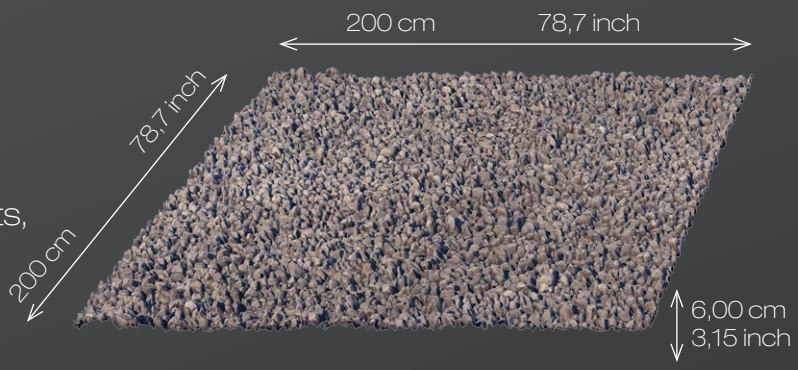


GRAVEL-03

„Real-Displacement-Textures“
- Collection-one -

Description:
gravel, consisting of sharp stones

Recommended for:
any kind of archviz especially parking lots, artificial ponds ...



Color

AO

Gloss

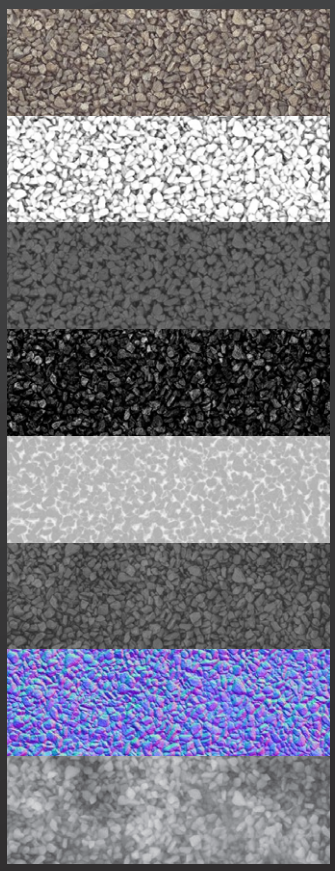
Hi-Gloss

Roughness

Bump

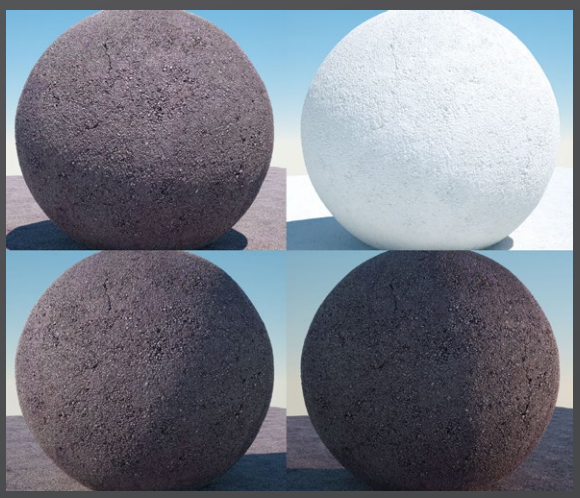
Normal

Depth



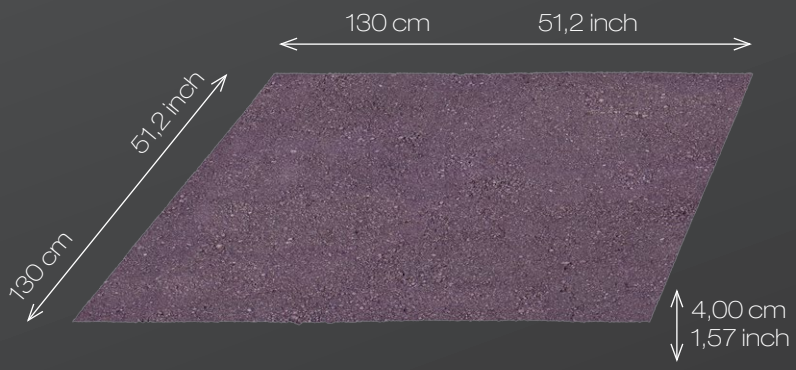
GRAVEL-04-ASPHALT

„Real-Displacement-Textures“
- Collection-one -



Description:
rough asphalt

Recommended for:
any kind of archviz,
especially for pavements,
works best for close-ups ...



Color

AO

Gloss

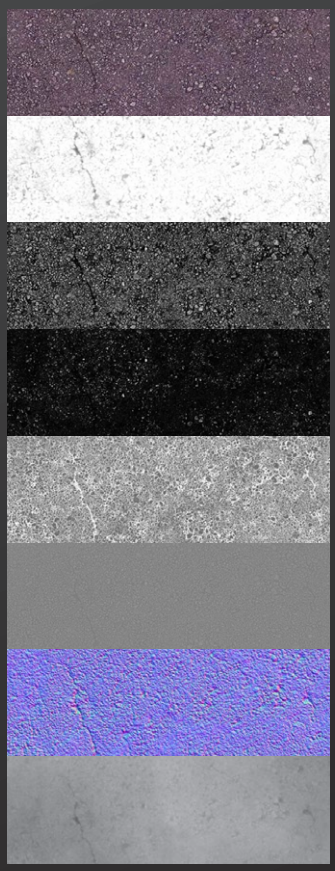
Hi-Gloss

Roughness

Bump

Normal

Depth

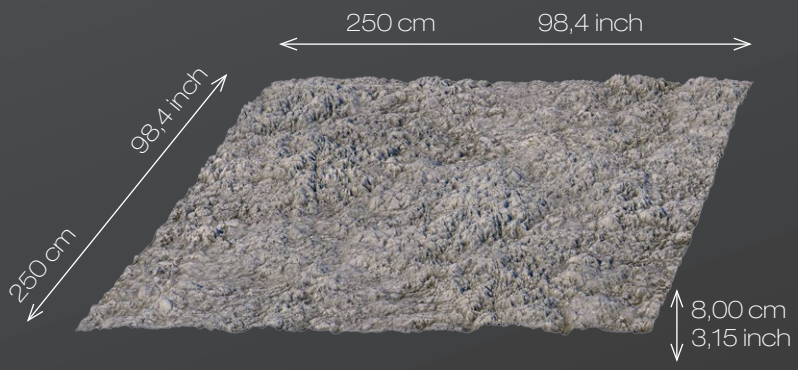


ROCK-01

„Real-Displacement-Textures“
- Collection-one -

Description:
rock wall, limestone

Recommended for:
any kind of natural environments,
mountain formations ...



Color

AO

Gloss

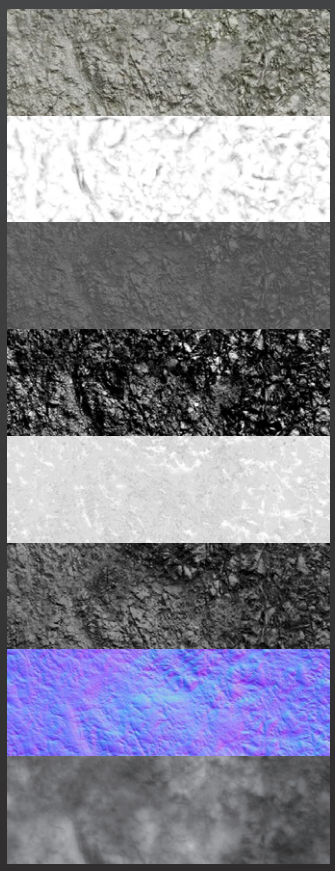
Hi-Gloss

Roughness

Bump

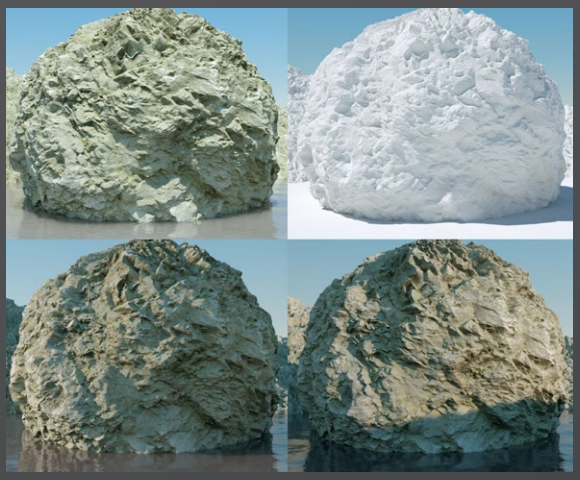
Normal

Depth



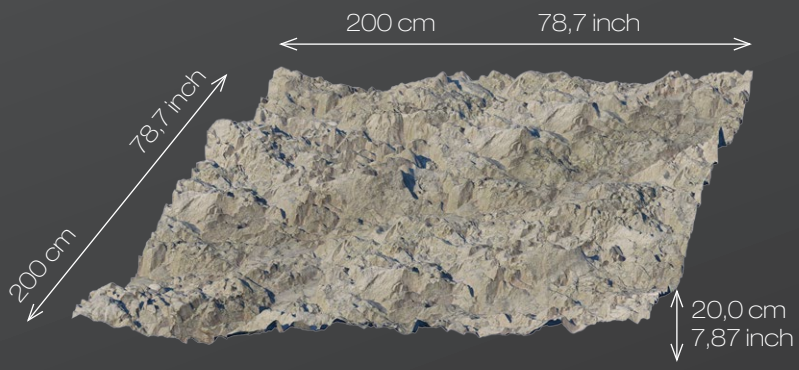
ROCK-02

„Real-Displacement-Textures“
- Collection-one -



Description:
rock wall, limestone

Recommended for:
any kind of natural environments, cliffs ...



Color

AO

Gloss

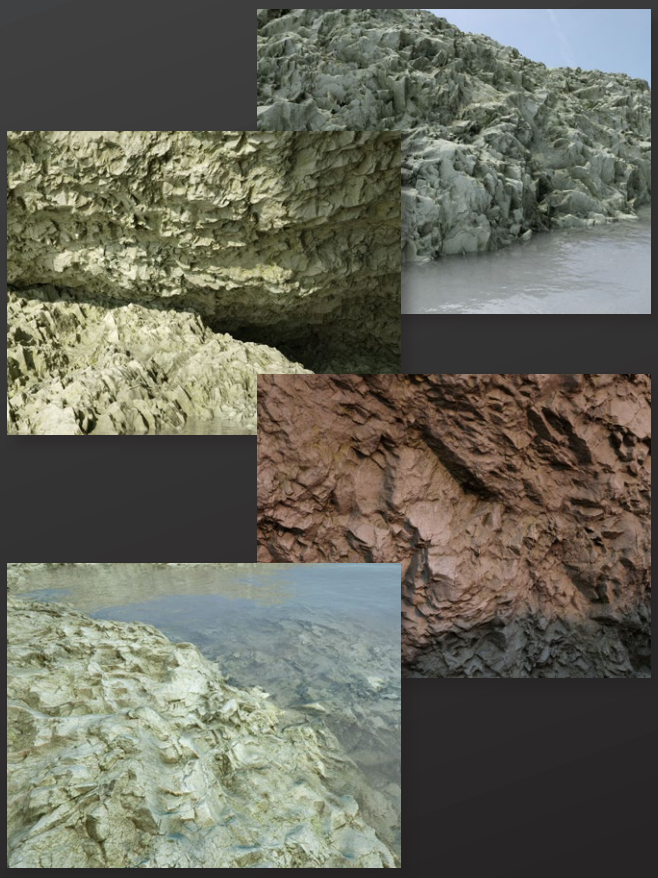
Hi-Gloss

Roughness

Bump

Normal

Depth

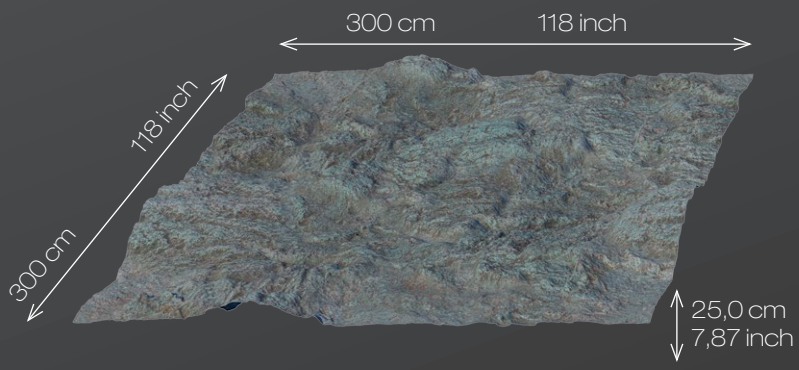


ROCK-03

„Real-Displacement-Textures“
- Collection-one -

Description:
rock wall, limestone

Recommended for:
any kind of natural environments,
caves, canyons ...



Color

AO

Gloss

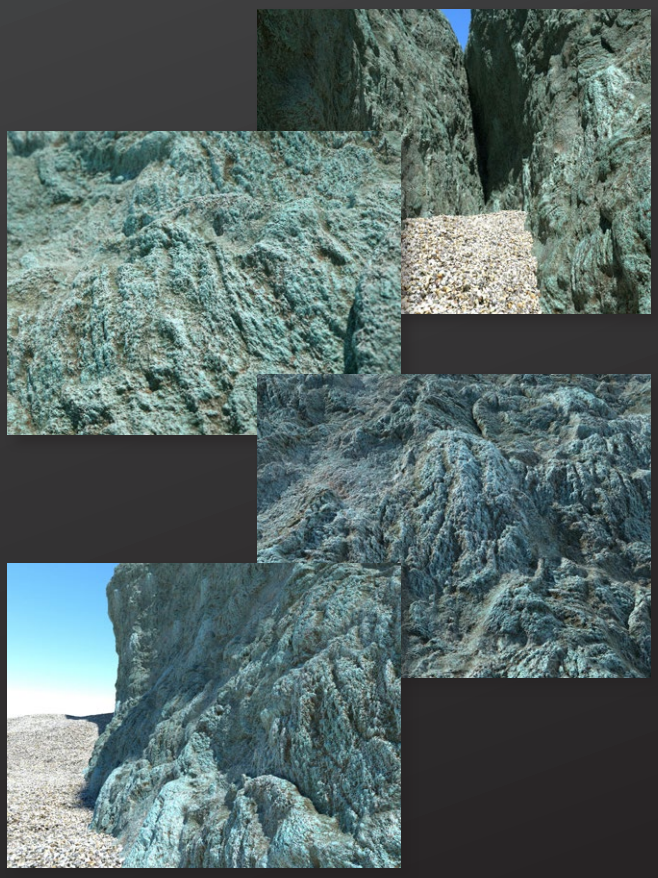
Hi-Gloss

Roughness

Bump

Normal

Depth

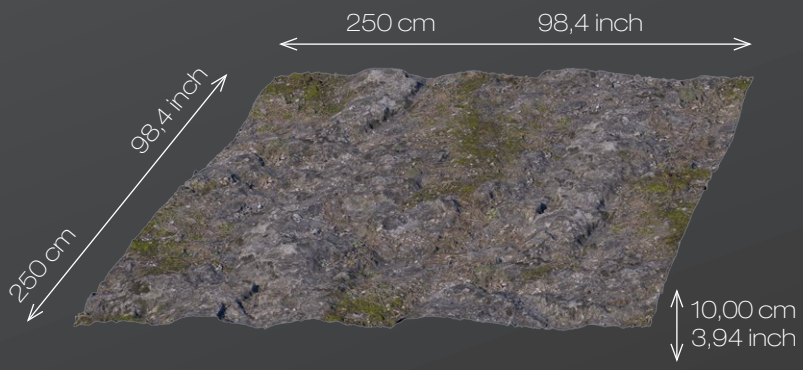


ROCKY-GROUND-01

„Real-Displacement-Textures“
- Collection-one -

Description:
rocky floor, limestone including gravel, moss and fir needles

Recommended for:
forest floors, mountain scapes, caves ...



Color

AO

Gloss

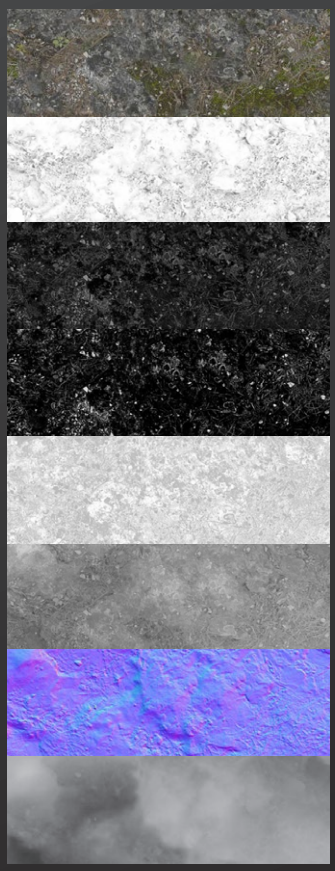
Hi-Gloss

Roughness

Bump

Normal

Depth

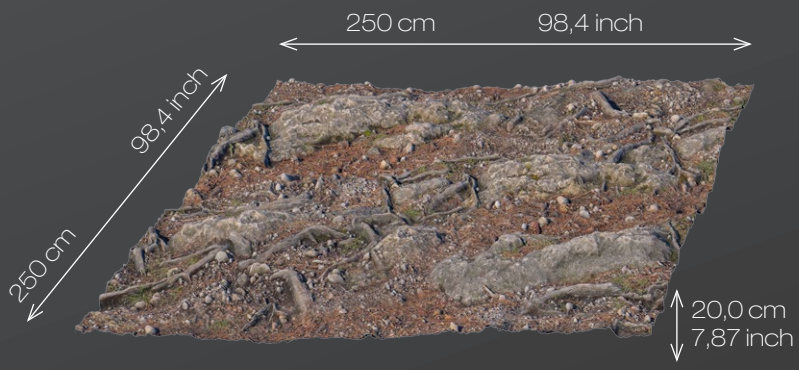


ROCKY-GROUND-02

„Real-Displacement-Textures“
- Collection-one -

Description:
rocky floor, limestone, lots of roots, gravel, fir needles and cones

Recommended for:
forest floors, mountain scapes, ...
works best for close-ups



Color

AO

Gloss

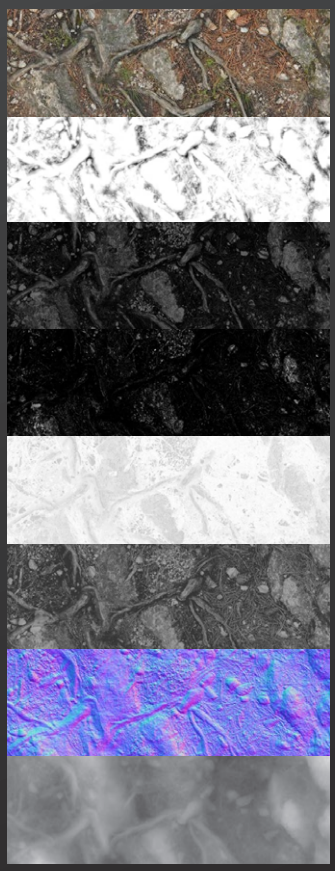
Hi-Gloss

Roughness

Bump

Normal

Depth

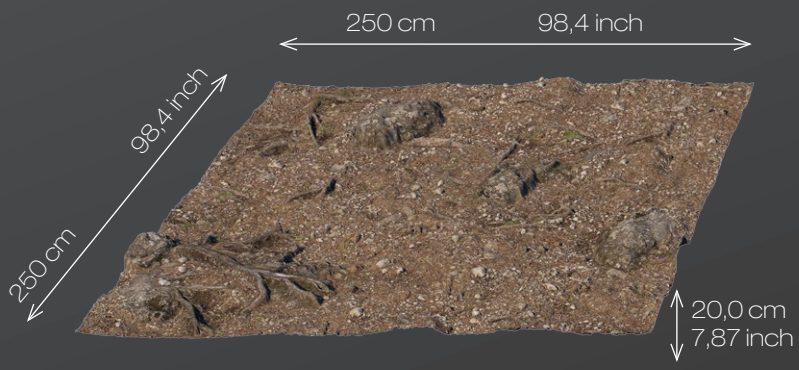


ROCKY-GROUND-03

„Real-Displacement-Textures“
- Collection-one -

Description:
rocky floor, limestone, lots of roots, gravel, fir needles and cones

Recommended for:
forest floors, mountain scapes, ...



Color

AO

Gloss

Hi-Gloss

Roughness

Bump

Normal

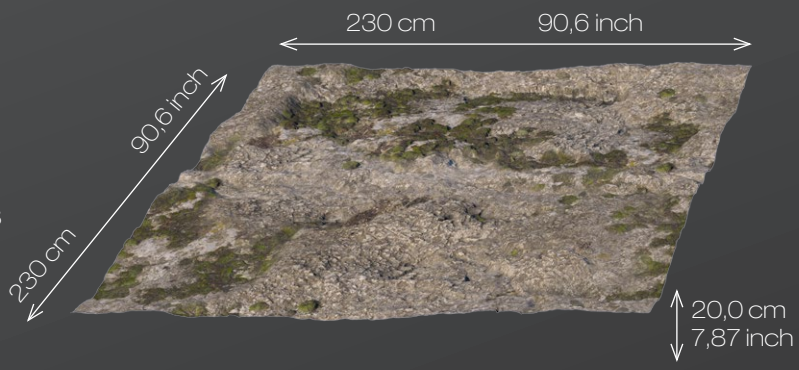
Depth

ROCKY-GROUND-04-MOSS

„Real-Displacement-Textures“
- Collection-one -

Description:
moss-covered rock, limestone

Recommended for:
floors as well as walls, mountain scapes and springs ...



Color

AO

Gloss

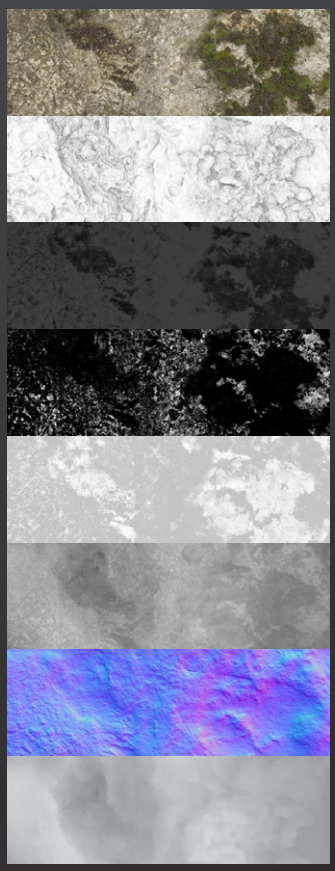
Hi-Gloss

Roughness

Bump

Normal

Depth

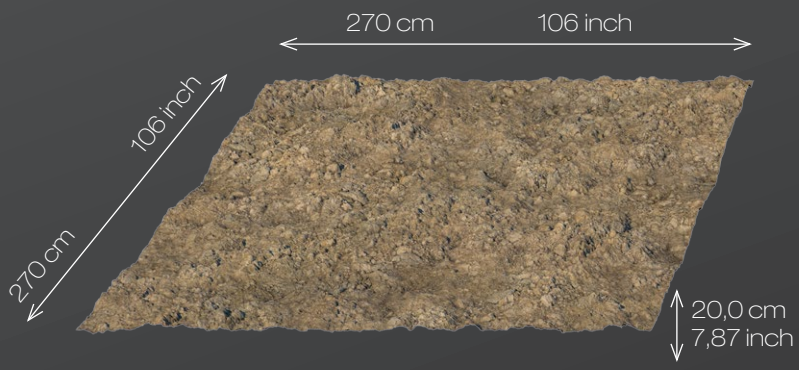


SOIL-01

„Real-Displacement-Textures“
- Collection-one -

Description:
gritty sand, dried out

Recommended for:
visualization of construction sites, deserts ...



Color

AO

Gloss

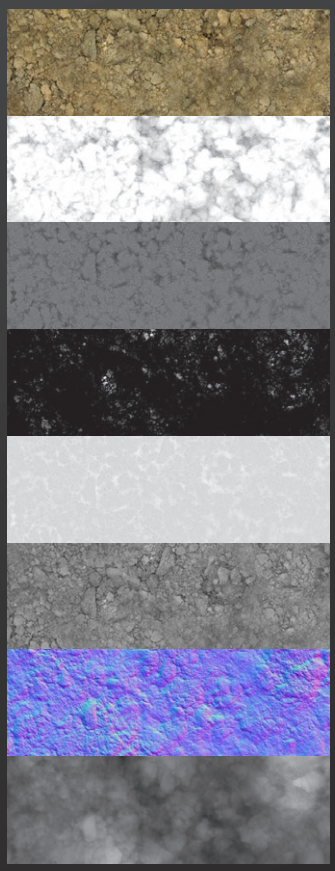
Hi-Gloss

Roughness

Bump

Normal

Depth

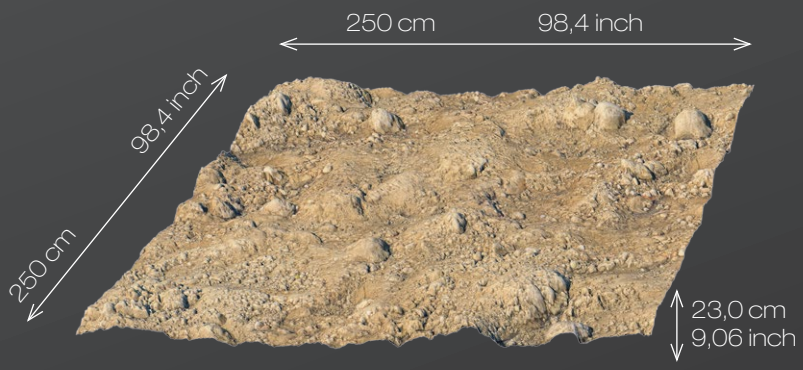


SOIL-02

„Real-Displacement-Textures“
- Collection-one -

Description:
gritty sand, including small rocks

Recommended for:
visualization of construction sites, deserts, shores ...



Color

AO

Gloss

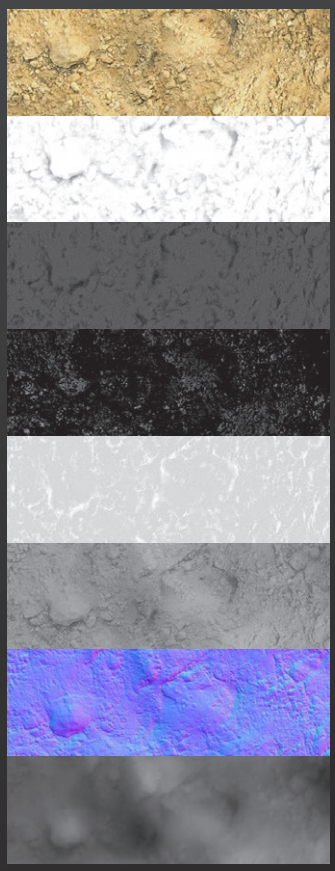
Hi-Gloss

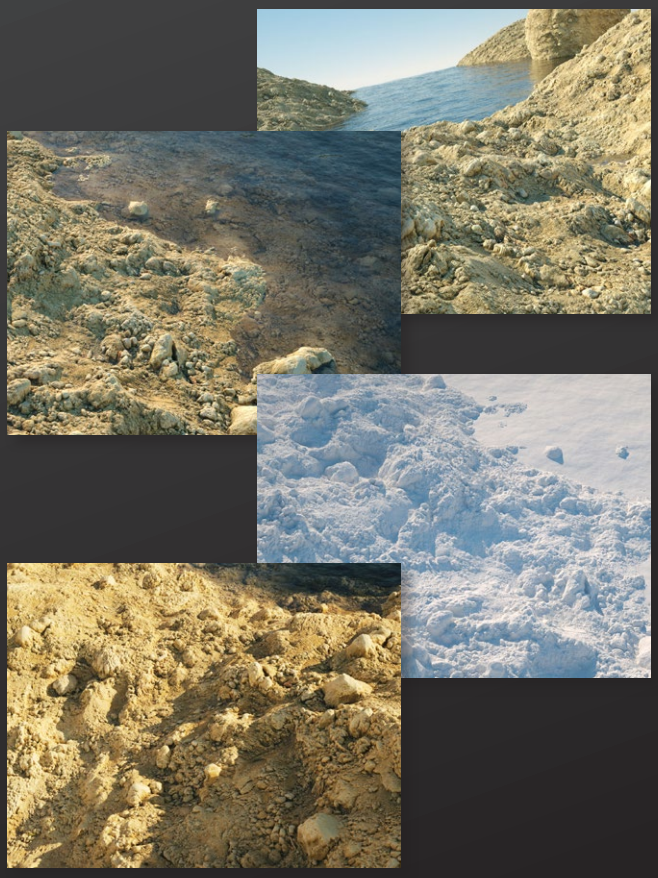
Roughness

Bump

Normal

Depth



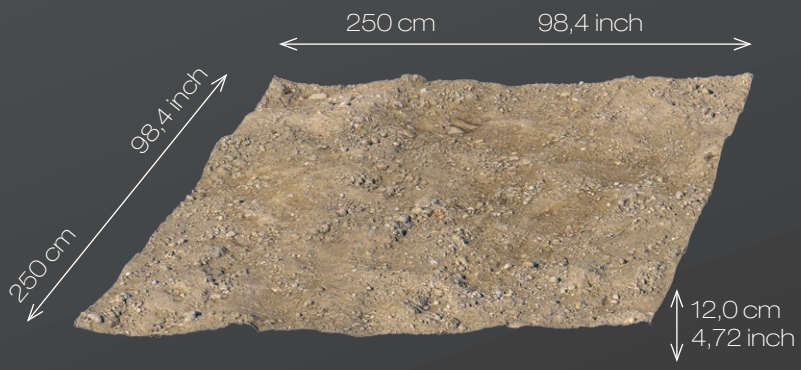


SOIL-03

„Real-Displacement-Textures“
- Collection-one -

Description:
sand, including gravel

Recommended for:
visualization of construction sites, shores ...



Color

AO

Gloss

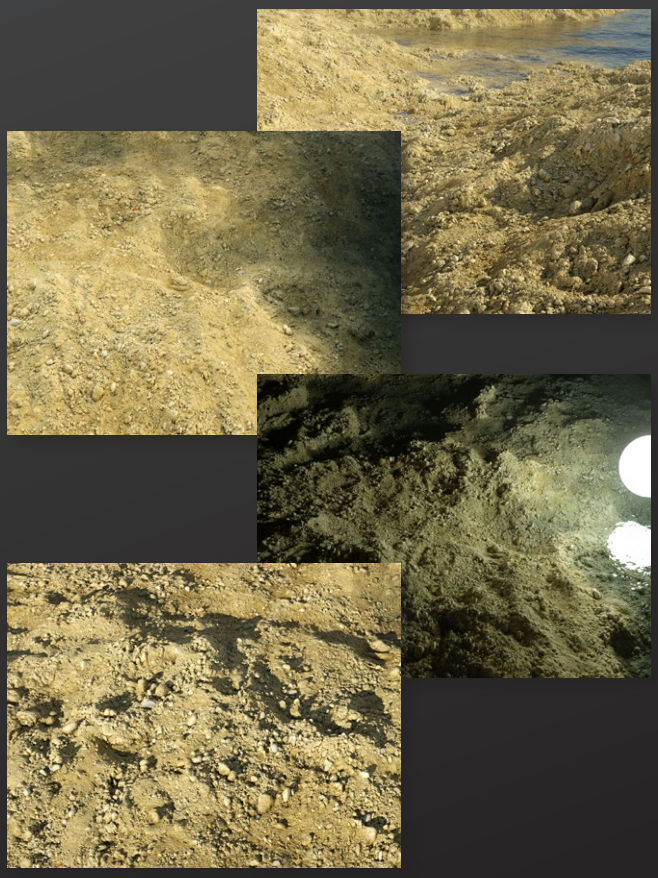
Hi-Gloss

Roughness

Bump

Normal

Depth

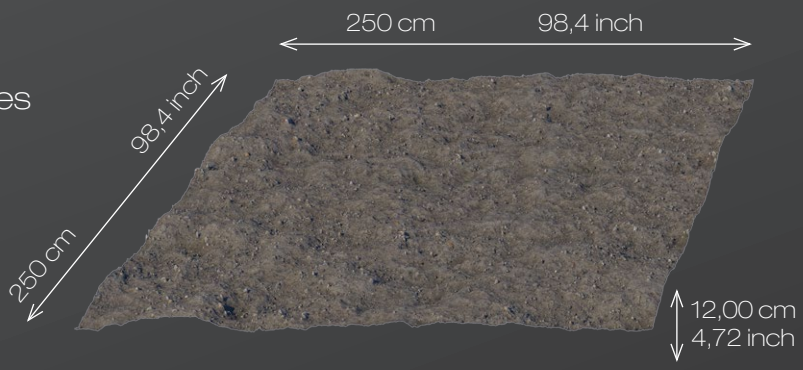


SOIL-04-STONES

„Real-Displacement-Textures“
- Collection-one -

Description:
compressed sand, including small stones

Recommended for:
visualization of construction sites,
deserts, mines ...



Color

AO

Gloss

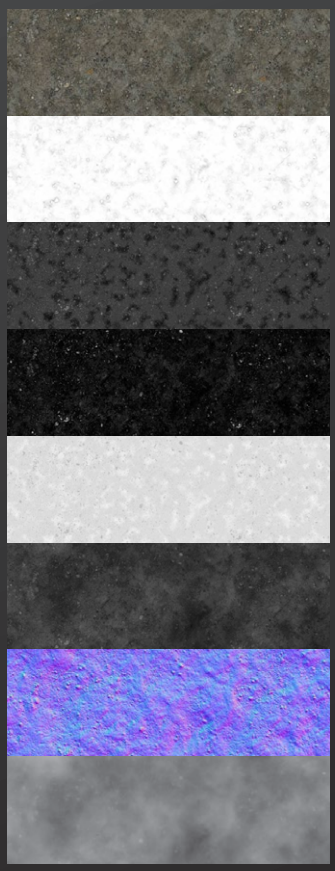
Hi-Gloss

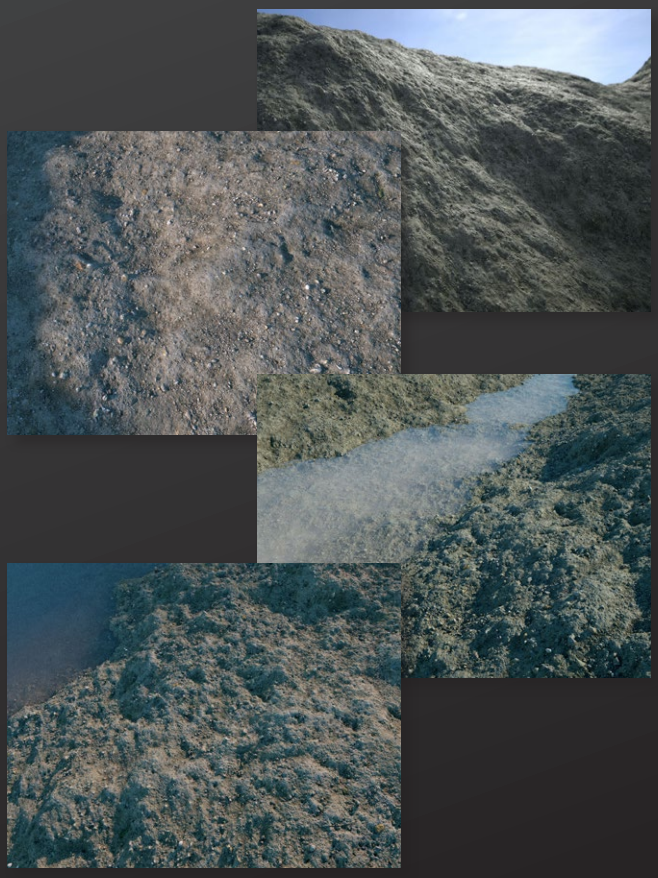
Roughness

Bump

Normal

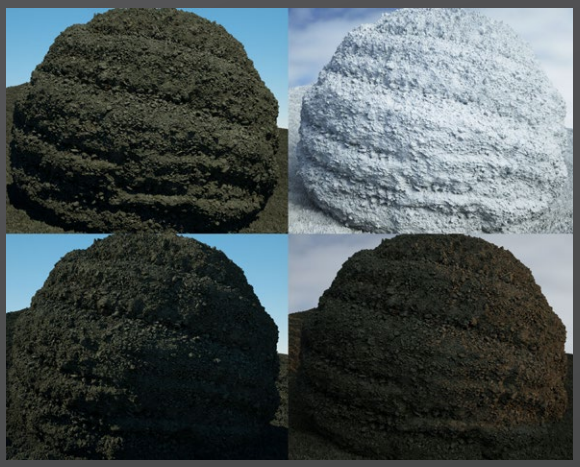
Depth





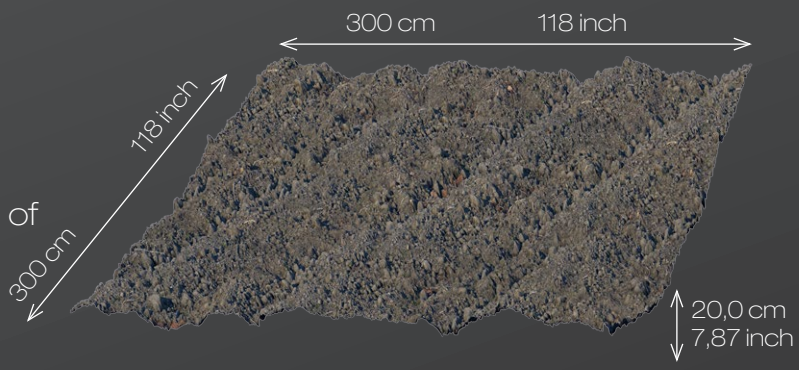
SOIL-05-FIELD

„Real-Displacement-Textures“
- Collection-one -



Description:
ploughed field

Recommended for:
visualization of vineyards and other kind of fields ...



Color

AO

Gloss

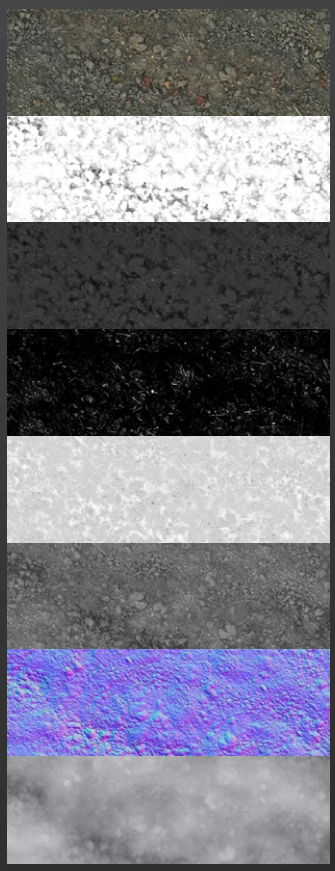
Hi-Gloss

Roughness

Bump

Normal

Depth

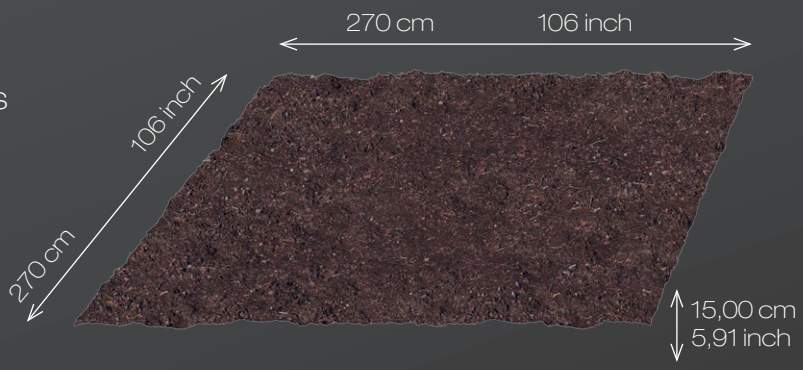


SOIL-06-BARK-MULCH

„Real-Displacement-Textures“
- Collection-one -

Description:
fine bark-mulch, including soft footprints

Recommended for:
visualization of playgrounds,
garden beds ...



Color

AO

Gloss

Hi-Gloss

Roughness

Bump

Normal

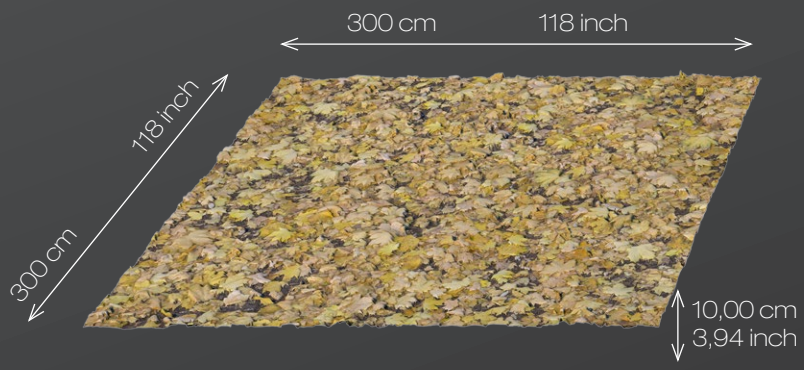
Depth

AUTUMN-LEAVES-01

„Real-Displacement-Textures“
- Collection-one -

Description:
fallen maple leaves

Recommended for:
archviz, autumn scenes ...



Color

AO

Gloss

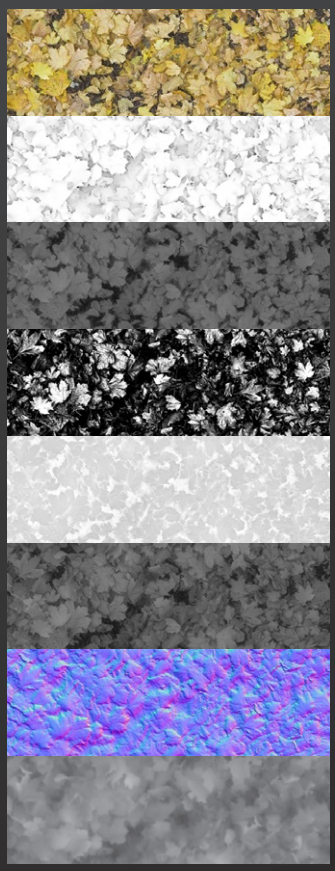
Hi-Gloss

Roughness

Bump

Normal

Depth

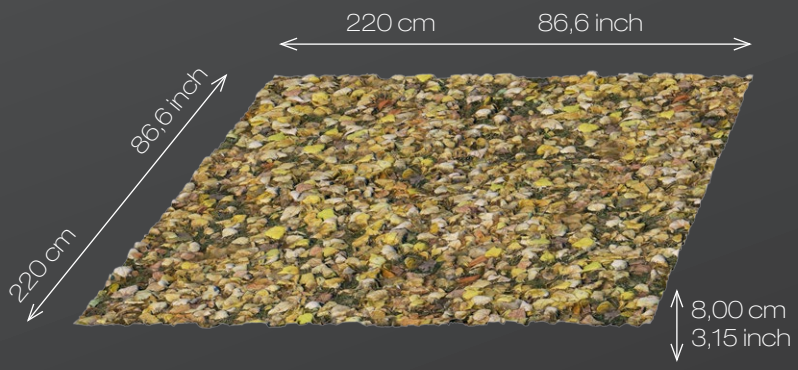


AUTUMN-LEAVES-02

„Real-Displacement-Textures“
- Collection-one -

Description:
fallen birch leaves

Recommended for:
archviz, autumn scenes ...



Color

AO

Gloss

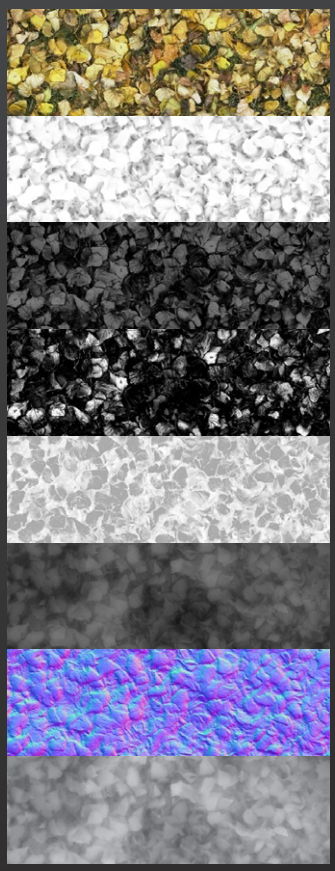
Hi-Gloss

Roughness

Bump

Normal

Depth

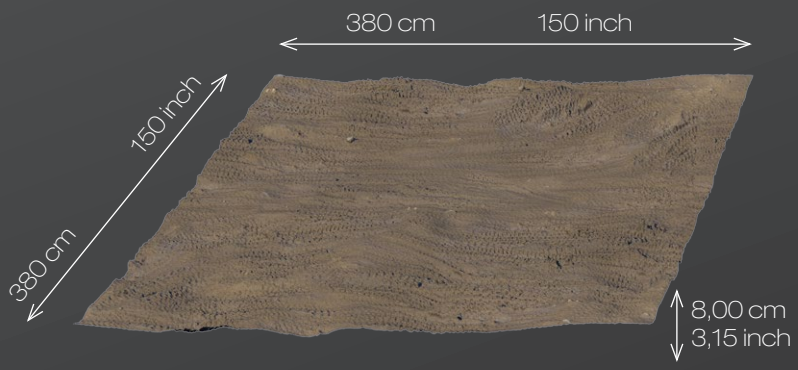


TIRE-MARKS-01-IN-MUD

„Real-Displacement-Textures“
- Collection-one -

Description:
motorcycle or mountainbike tracks on slightly muddy sand

Recommended for:
visualization of construction sites, race tracks ...



Color

AO

Gloss

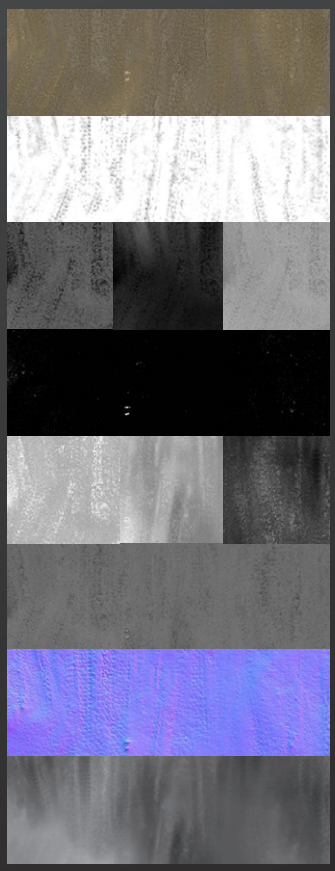
Hi-Gloss

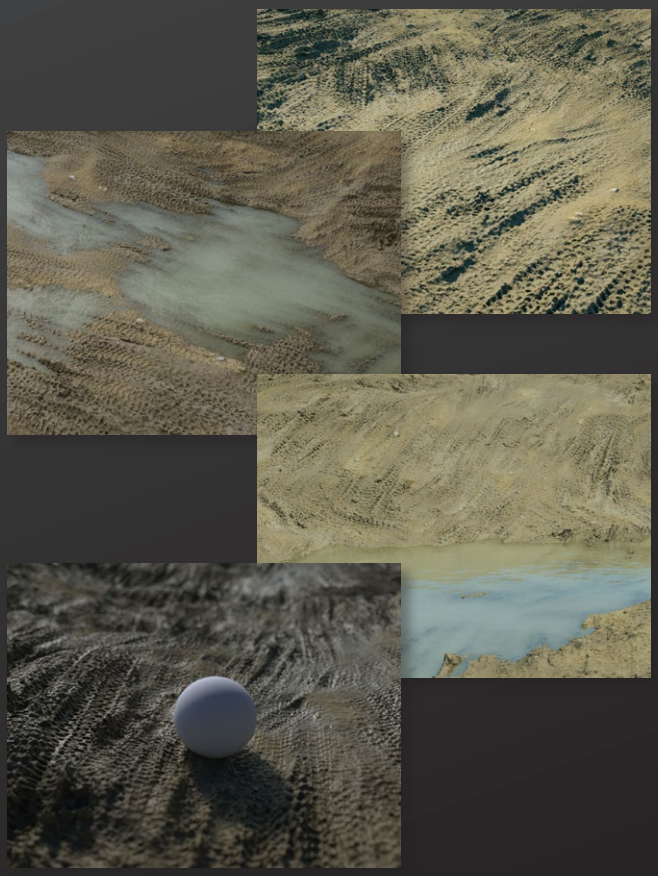
Roughness

Bump

Normal

Depth



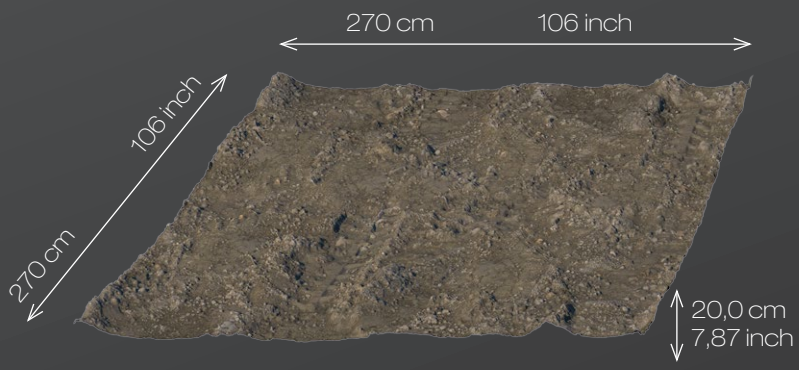


TIRE-MARKS-02-ON-SOIL

„Real-Displacement-Textures“
- Collection-one -

Description:
deep tractor-trails on rough sand, including small stones

Recommended for:
visualization of construction sites, race tracks ...



Color

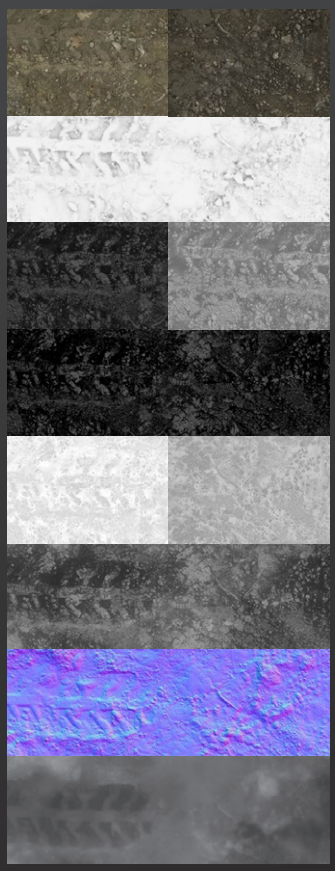
AO

Gloss

Hi-Gloss

Roughness

Bump

Normal

Depth