NORMALIZATOR

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Description:

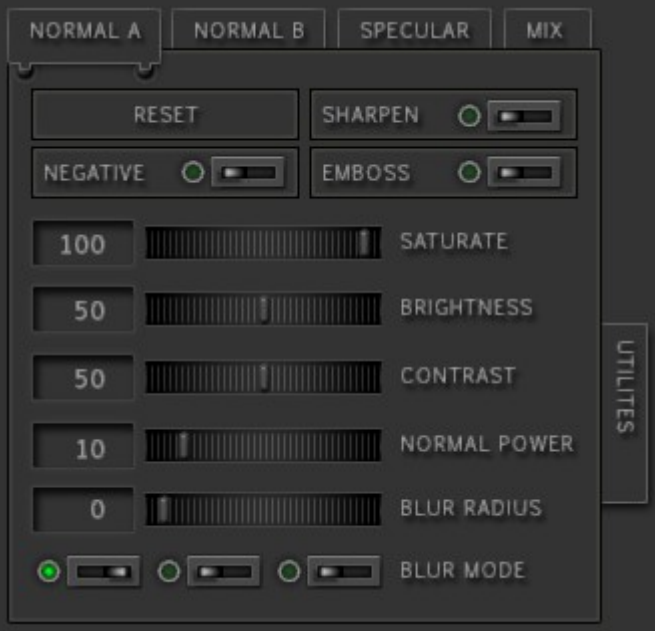
This tool will help you quickly create a Normal Map and Specular Map from a single image.
You can easily change the height of the relief in Normal maps and Specular map intensity with simple movements of the sliders settings in the appropriate tabs. For more detail of the relief , in the program have an additional channel of Normal Maps with individual settings. When using both the Normal Map channels you have the option of blend their with different modes. Also, using the application tools you can resize the image and make seamless textures.

Interface:

1. Load file preset of settings.
2. Save file preset of settings.
3. Load the original image to create maps.
4. Save the result of the work. (Diffuse map,Normal map,Specular map)
5 . Load ".x" mesh for view result on model.

NORMAL A tab:

In this tab, which included setting always displayed Normal Map default channel.
Special attention should be paid to blur modes.



1. Average blur. (**First switch**)
Each pixel will have a weight of (1/nr of pixels).
Also known as box blur.

2. Gaussian blur. (**Second switch**)
Uses the gaussian distribution with the
Infinite Impulse Response technique.
This algorithm is radius-independent,
and works best on large radiuses.

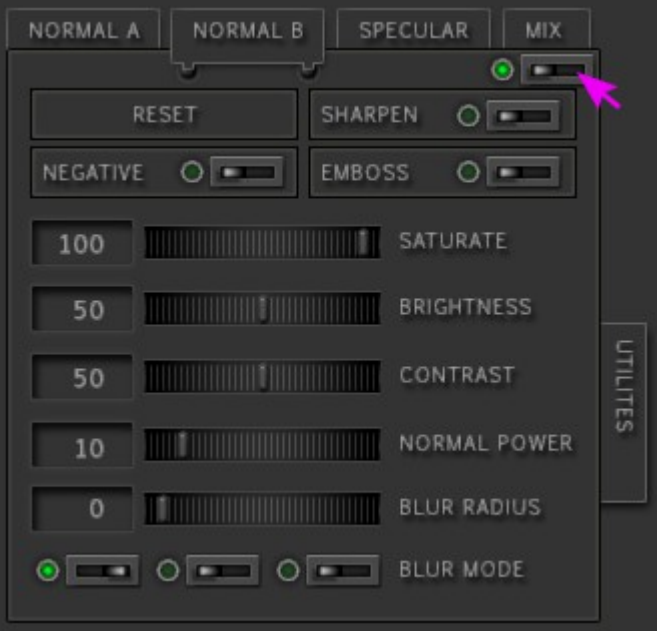
3. Gaussian blur. (**Third switch**)
Uses the gaussian distribution with the
Finite Impulse Response technique.
This algorithm is radius-dependant,
but is faster than the IIR technique
when the radius is small.
Do not use this mode with a large blur radius (more than 25, depending on the original image size)

NORMAL B tab:

In this tab extension channel is used t
o further detail the result of the normal map.

To enable this tab need to switch to ON
in the upper right corner of the tab.
(shown in the picture purple arrow)

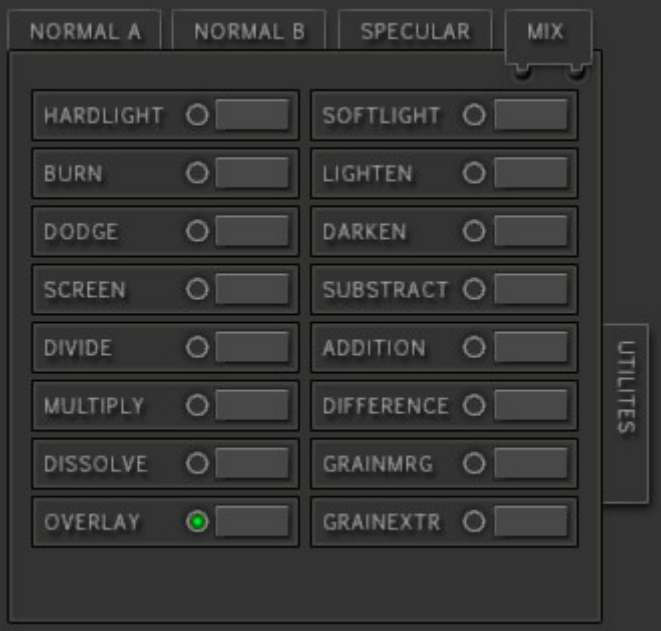
Switch "NEGATIVE" in the tab "NORMAL B"
should be installed in the same position
as the "NORMAL A" tab.
(With different, possibly as a result of mutual exclusion)



MIX tab:

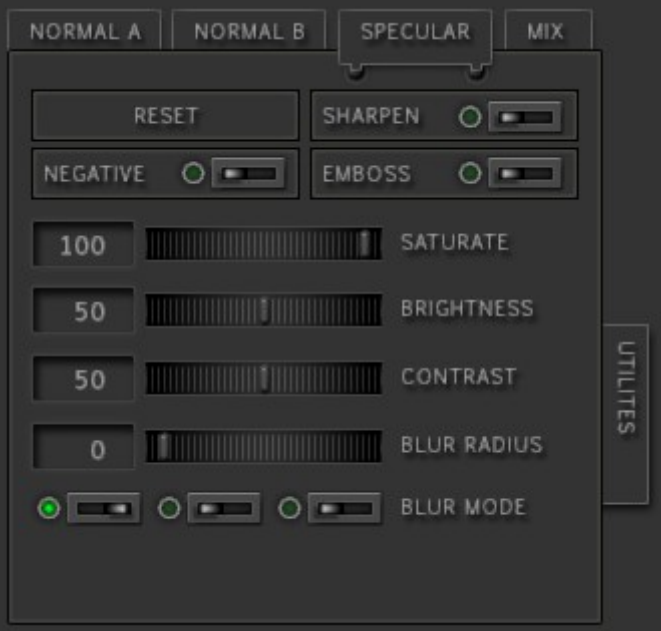
In this tab you can select the blending mode for
"NORMAL A" and "NORMAL B".
By default, the "OVERLAY" mode.
You can achieve different effects using
blending modes change.

Most Recommended modes:
OVERLAY , HARDLIGHT , SOFLIGHT , LIGHTEN,
DARKEN, GRAINMRG.

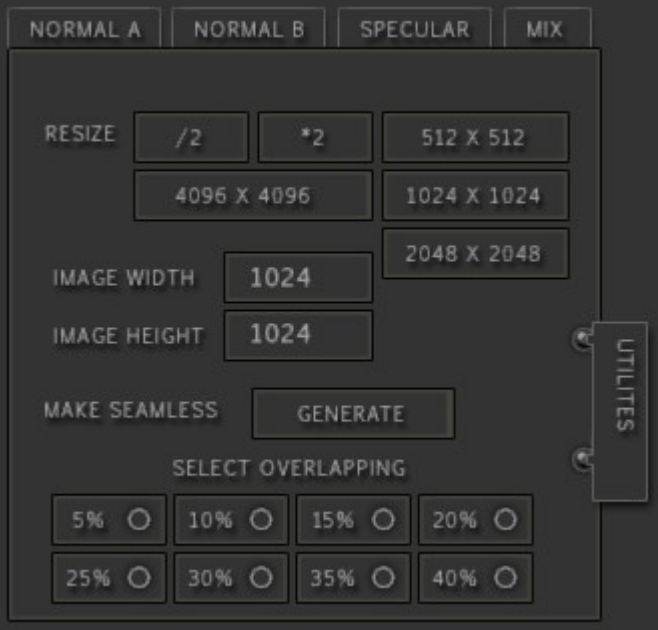


SPECULAR tab:

This tab contains all the same settings as in
"NORMAL A" and "NORMAL B",
except the normal power.



UTILITES tab:



RESIZE:
6 buttons to change the resolution of the original image from which all calculations are carried out.

Button - "/ 2" - reduces the image in 2.
Button - "* 2" - enlarges the image in 2.

Line "WIDTH" - current width of image in pixels.
Line "HEIGHT" - current height of image in pixels.

Before you generate a seamless texture
you must specify overlepping %.

Recommended 15% overlapping.

To change the position of the light source, you can use this -

This button in the upper right corner , It minimizes the application to tray.

To call application from the tray, you need only one right-click on the application icon in the system tray.

Advice:

For much of convex is not sharp bricks or tiles,
use in a layer of "NORMAL B" blur mode 2 and
blur radius from 30 to 50.

The desired mode mixing for best results
can vary depending on the colors of the original image.
Do not be afraid to experiment.
For example here for the original image shown in image "A"
the best option of blending is"GRAINMRG"

It is worth noting that, for example if you have a darker brick and lighting seam,
the seams will be convex rather than the bricks themselves,
something to make the effect of the reverse,
you will need to switches "NEGATIVE" set ON
in layer "NORMAL A" and layer "NORMAL B".

In the directory "PRESETS" there are some presets.
Check them out on your own image.

ENJOY