

# NORMALIZATOR

## INTERFACE

The first acquaintance with the interface.

### CHANELS



You have four channels available.

D - Diffuse map

N - normal map

S - specular map

I - illumination map.

The channels are used by the shader to display the result of all changes.

### LAYERS



The "LAYERS" button allows you to add layers for any of the four channels.

You can add up to 5 layers for each channel.



For each channel, you can add filters and mix channels in different modes. This will allow you to achieve the desired result. Do not be afraid to experiment, you will be surprised at what kind of results you can achieve by putting pressure on the imagination.

### MIXMODES



Mixmodes - for different layers, how they work:

If you have more than one layer, you can mix them. Suppose you want to mix the 1st and 2nd layers. As you can see, there is a small button between the layers. Clicking on it will open a list of blending modes available for the 1st and 2nd layer. The default mode is "NORMAL". After mixing the 1st and 2nd layers, you get a certain result. If you add a 3rd layer, then another blending button will appear between the 2nd and 3rd layers. The result you obtained when mixing the 1st and 2nd layers, it is this result that will be mixed with the 3rd layer, and so on.

## FILTERS



Adding the filters to any layer has the value of adding order. To change the order of filters, you can use the small arrows to the right of the filter panel that you just added.

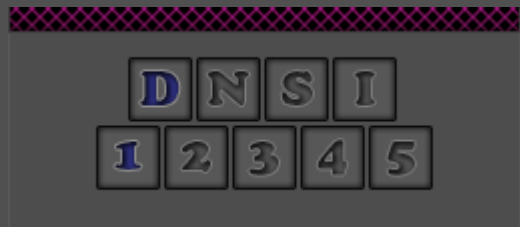


In the previous version of the software, this operation was impossible. Functionality to change the order of filters has been added to enhance the capabilities of the software, this significantly enhances the possibilities and gives more variations for your imagination.

## OPTIONS



To work properly with this tab, you need to select the channel and layer with which you want to work at the moment. You can make a choice by clicking on the buttons D, N, S, I and 1,2,3,4,5 which are on the "O" tab below.



In the image above, the channel "Diffuse" and the 1st layer are selected. That's it with this channel and this layer you can work at the moment. To work with another channel and layer, you need to change the selection by clicking on the desired one.

## RESIZE



When you select a channel and layer, you can see the current texture size that is used for this layer of the selected channel. To change the size of the image of the currently selected layer, you only need to choose which button to press: 512x512,1024x1024,1536x1536,2048x2048. It is worth noting that within one channel the images of all layers should be the same size. Otherwise, you will see when you mix layers that one layer overlapping the other covers not completely the image with which it mixes or covers with an enlarged scale.

## MAKE SEAMLESS



You can make a seamless image with which you work in this tab (the current selected channel and layer). You just need to click on the button that corresponds to the amount of % overlapping(5,10,15,20,25,30) and press "GENERATE". In a second you will get the result. This operation can not be undone, you can return the original image only by loading it again into this channel and this layer. In this case, you will not lose the selected blending mode and the set of filters that are selected for the layer.

## PAINT



You can edit the image that belongs to the selected channel and layer. You can draw by activating the "PAINT" button, then you need to select the color that you will draw by simply clicking the left mouse button in the rectangle under the "PAINT" button and the color selection window will open for you.

It's worth noting that you draw on the original image, if you add any filters to this layer, then these filters will be disconnected automatically during drawing on the object and turn on automatically again as soon as you stop drawing, this will give you the opportunity to immediately see the result using filters to The current layer.

You can draw both on the object that belongs to the given channel and layer and on the main object that is below with the application of shaders. During the drawing on the main object, the shaders will also be turned off and on automatically enabling you to see exactly the image that belongs to the selected channel and layer.

Also, you can see the original image of the selected channel and layer on the main object before drawing, just move the mouse cursor over the main object and press the "SPACE" button on your keyboard.

## LIGHT

You can control the position of the light source to see how the object looks at any angle of illumination, for this you just need to press the "CONRL" key on your keyboard and move the mouse across the screen.

That's all for now.

But if this is not enough for you and there are some questions,

do not hesitate to ask them on the forum - <https://forum.game-guru.com/thread/216095/last>

Enjoy.

With respect .

Andrey aka OldPMan.