

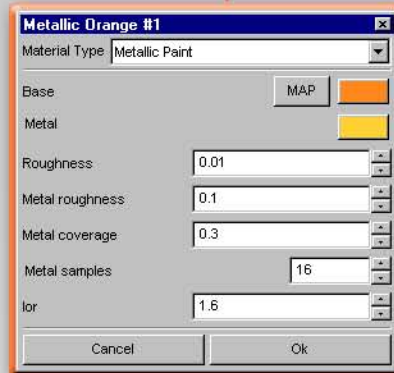
hyperShot™ 1.8 Tips

- 1 Texture Mapping
- 2 Adjusting Textures
- 3 Scaling Textures
- 4 Shifting Textures
- 5 Rotating Textures
- 6 Applying Decals
- 7 Multi-Part Decals
- 8 Adjusting Decals
- 9 Retain Materials

New Texture Mapping:

HyperShot 1.8 introduces a new method for applying textures to your model. You can now add a diffuse texture to any of the opaque materials.

Material Properties

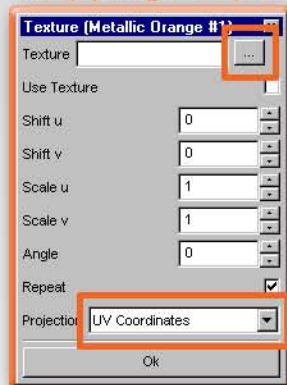


Click “Map” to open the mapping properties window

Change the Mapping Projection:

You are no longer stuck with the projection or UV coordinates that came from the modeling software. You can now choose to use the default UV coordinates, planar on the X, Y or Z, box, cylindrical or spherical mapping projection.

Mapping Properties

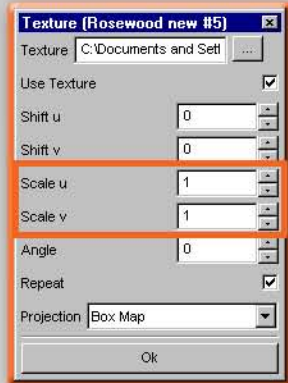


Click “...” to open an image file as the diffuse texture

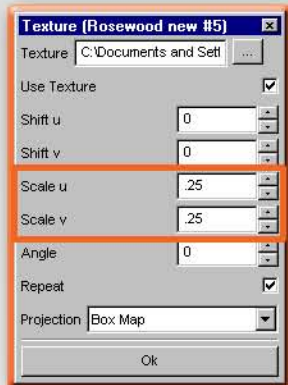
Click here to choose the mapping projection that works best for your model

Adjust Your Textures:

Using the tile, shift and angle options you can easily change the size, position and rotation of your textures.



Scale set to 1 for U and V



Scale set to .25 for U and V

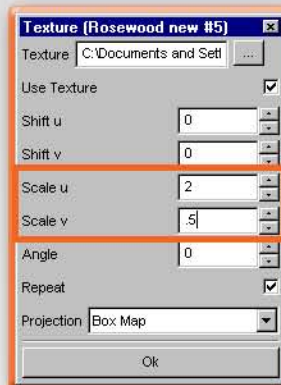


Adjust Your Textures:

Using the tile, shift and angle options you can easily change the size, position and rotation of your textures.



Scale set to 2 for U and V

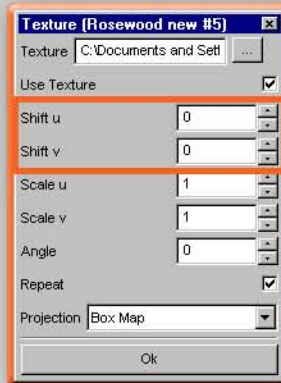


Scale set to 2 for U and .5 for V

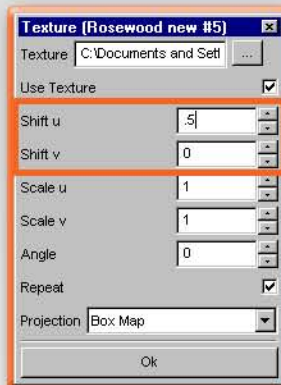


Adjust Your Textures:

Using the tile, shift and angle options you can easily change the size, position and rotation of your textures.



Shift set to 0 for U and V

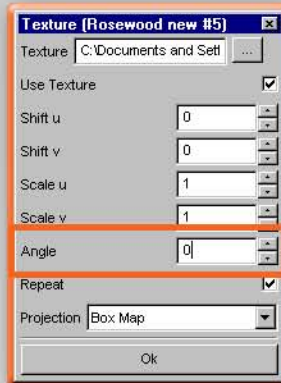


Shift set to .5 for U and 0 for V (texture shifts to the right)

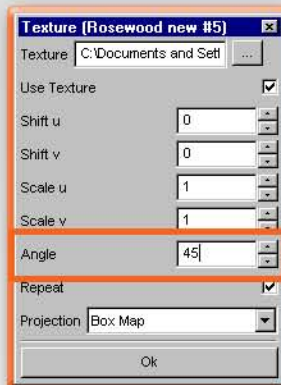


Rotate Your Textures:

Using the angle option in the mapping properties you are able to rotate your texture to any degree.



Angle set to 0

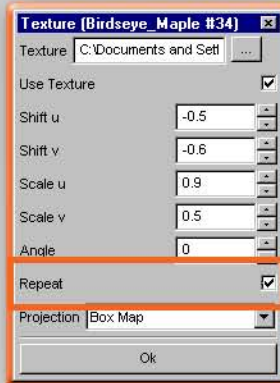


Angle set to 45

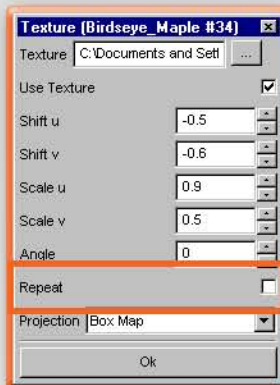


Applying Decals:

Disable the “repeat” option in the mapping properties to create a decal on the surface of your model.



Texture applied with repeat enabled



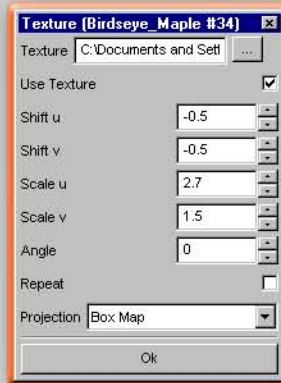
Texture applied with repeat disabled



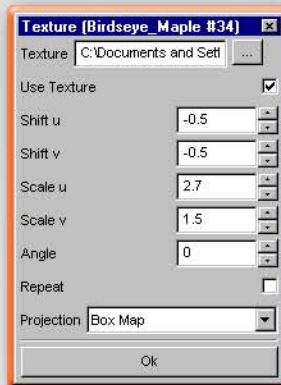
Multi-part Decals:

Once you have created a decal for one part of your model you can apply that material to other parts and your decal will map onto them as well.

*TIP: Use [Shift+Left mouse button] to copy your decal material then [Shift+Ctrl+Right mouse button] to paste the decal material while at the same time linking the parts. This allows you to make an adjustment to the mapping on one part and have it automatically update on the other "linked" parts.



Decal Material only applied to one part



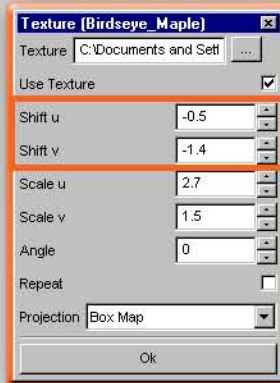
Decal Material copy and pasted to the other parts. Remember to link the parts if you want further changes to the material to update automatically.



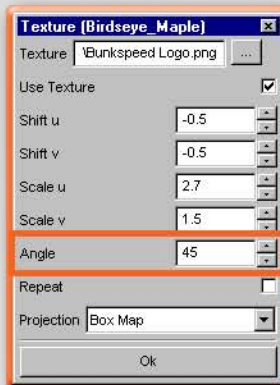
Adjust Your Decal:

Using the shift and angle options you can easily position your decal on the surface of your model and rotate the decal.

*TIP: Use [Shift+Left mouse button] to copy your decal material then [Shift+Ctrl+Right mouse button] to paste the decal material while at the same time linking the parts. This allows you to make an adjustment to the mapping on one part and have it automatically update on the other "linked" parts.



Use Shift to position the decal on the surface



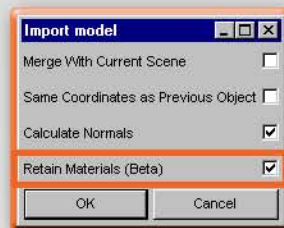
Use Angle to rotate your decal



Retain Materials:

HyperShot 1.8 has introduced the ability to retain materials upon import of a model. This means you can create a model, import it into HyperShot, apply materials, then if you need to change something on the model you can make changes to the model in the modeling software, then import it into HyperShot again and enable “retain materials” and your new model will replace your current model and the materials will be applied automatically.

This feature can also be used in conjunction with the “merge with current scene” feature. You can bring in a duplicate of your model in a different configuration and the materials will be applied automatically.



Click the “Retain Materials” when importing an updated version of your model to have the materials automatically applied to the new model

