

# CREATING A NORMAL MAP - PHOTOSHOP

Adding a Normal Map to your Fabric scans (and trims) will give your material extra details, shadows and definition, compared to just a regular photo scan.

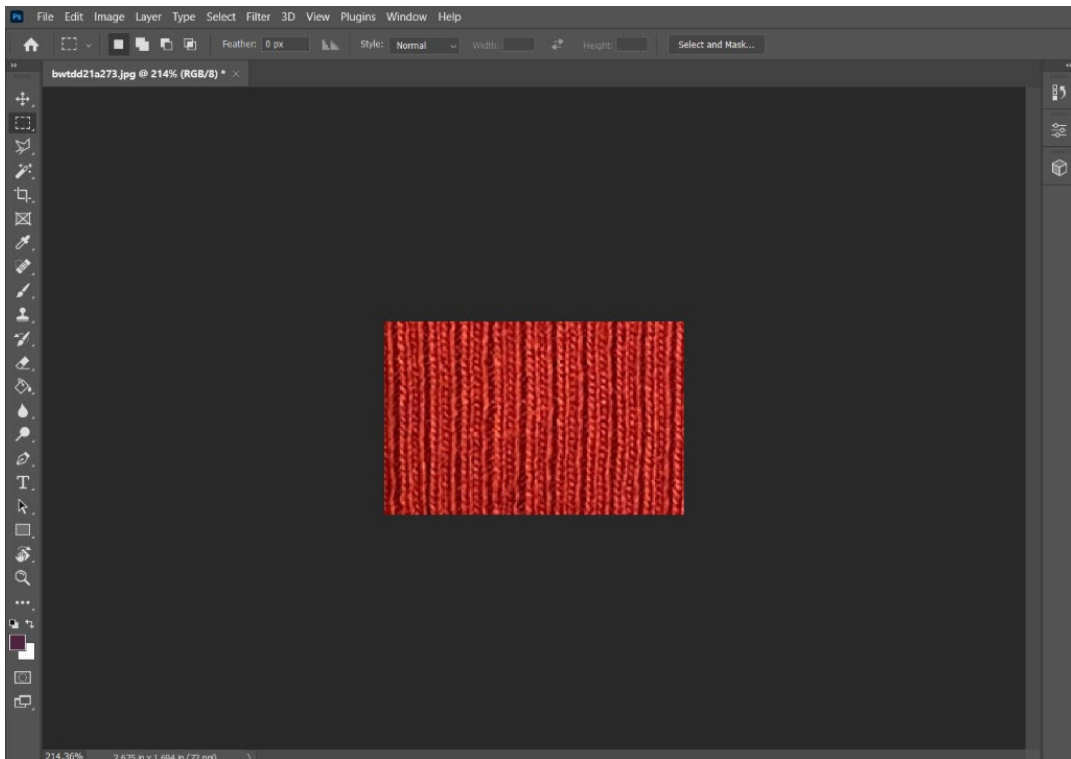


Diffuse Texture



Diffuse Texture  
With Normal Map applied

► You can easily create a Normal Map within Photoshop CC.

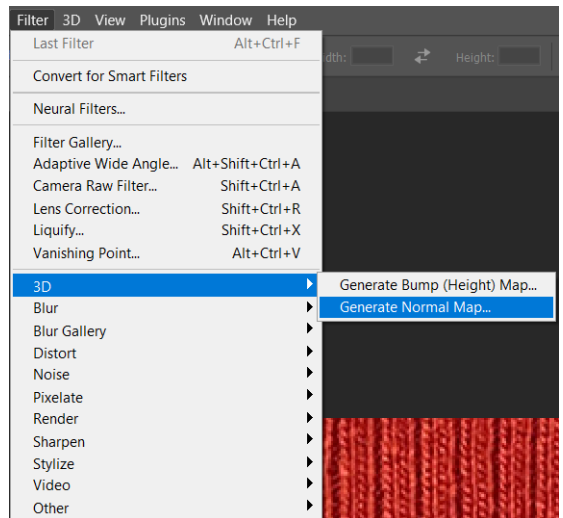


► Start by: Opening your image scan.

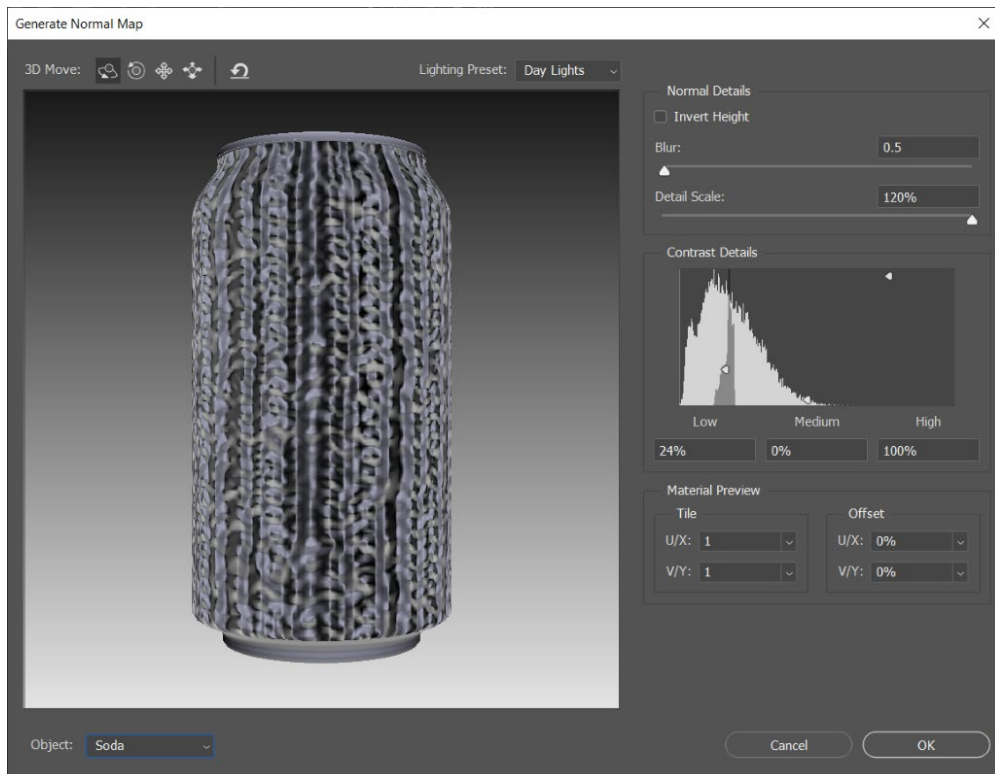
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► Select: Filter from the top tool bar. Then within the Dropdown Menu,

Select: 3D and Generate Normal Map

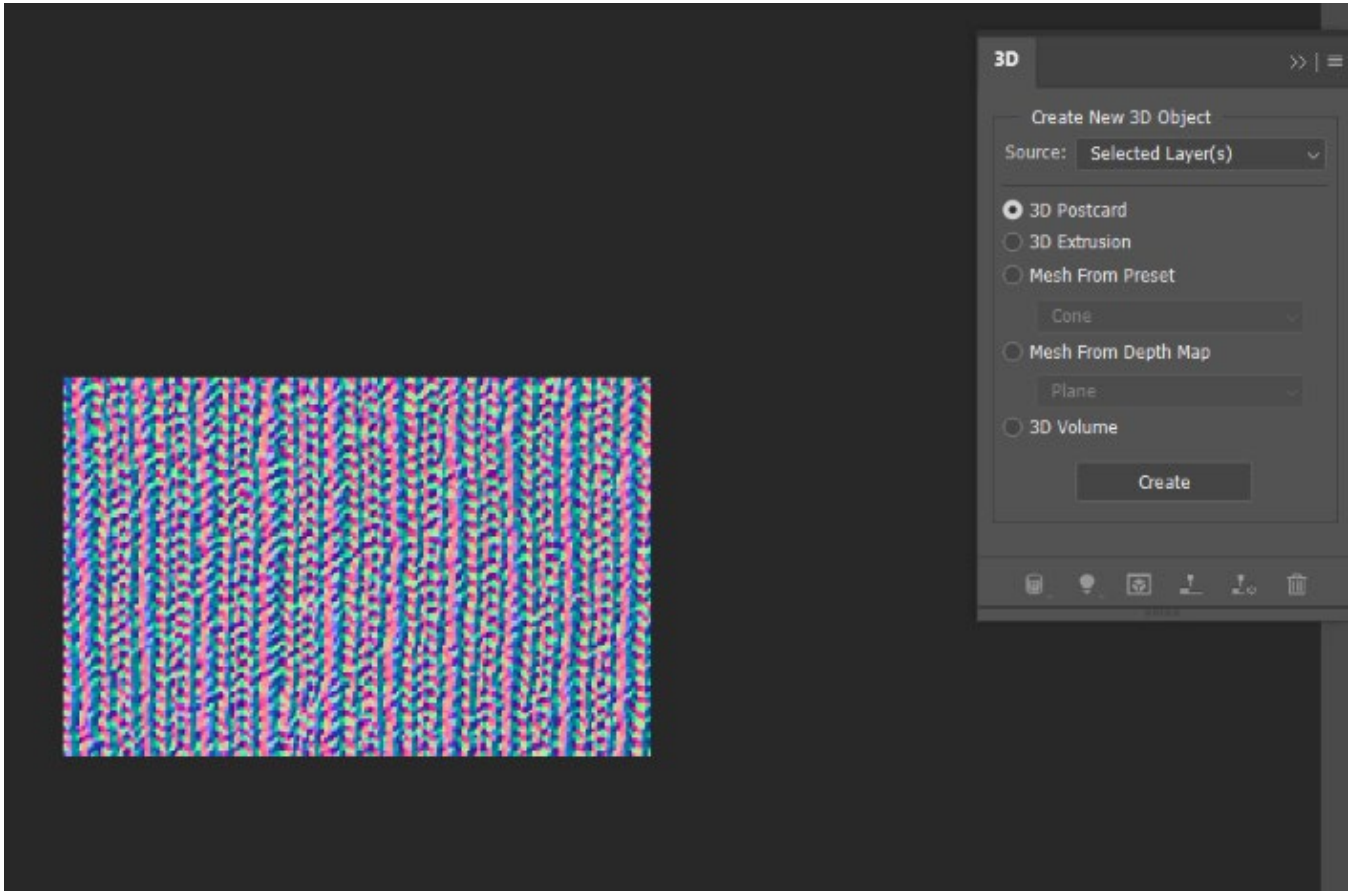


► The Generate Normal Map screen will pop up. Within the Contrast Details, I like to pull more Blacks and Grey values to add more depth to your texture. Adding White will add a bit of highlight.



► Bonus preference, I enjoy changing the preview Object to Soda. This object has flat and curved surfaces which lightly simulates a fabric drape. Click OK to confirm.

- ▶ Your Normal Map is now created! Be sure to save it in a similar name as the original texture, but add "\_NRM" or "Normal" in the file name, so you can differentiate it



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