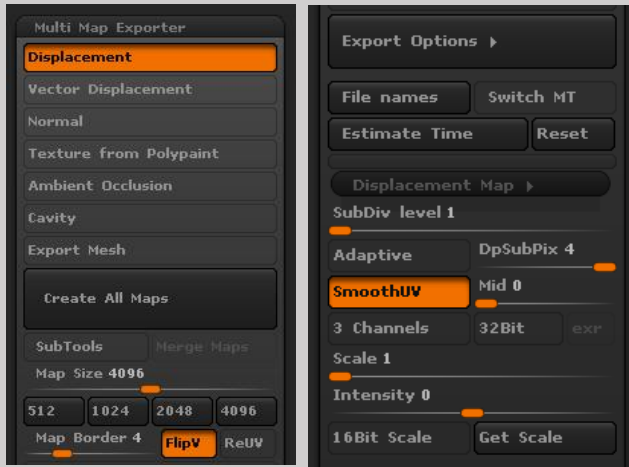


XGEN DISPLACEMENT MAYA 2015

1. Create the displacement map

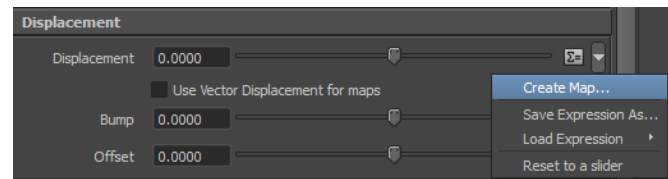
Create your displacement map as an image format other than exr. For my example I created a Tiff image in Zbrush with the following settings:



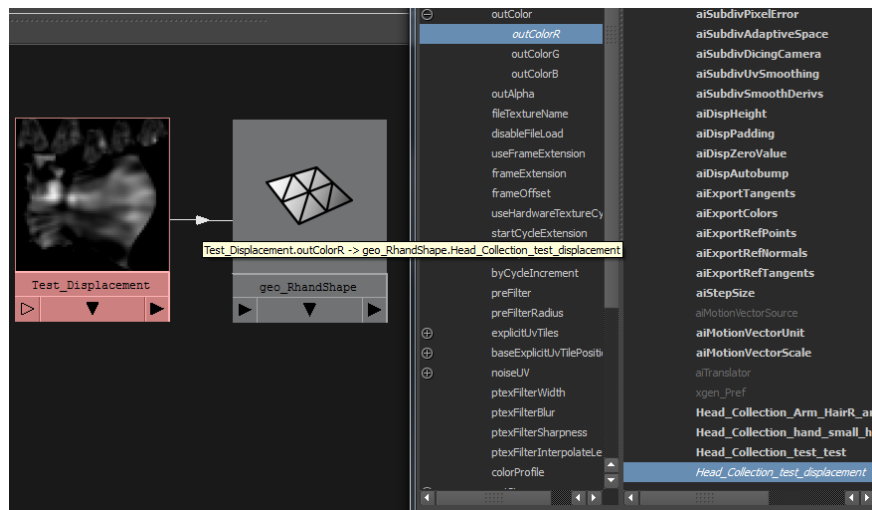
(Note that the image must **not** be 32 bit, only 8 bit Images will work correctly.)

2. Use Maya to generate a Ptex map from your displacement

- After applying an Xgen Description to your geometry, select *Create Map* on the Displacement section of the Xgen Window and give it a name.

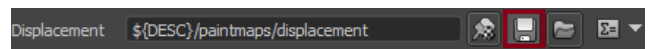


- Then select the *shape node* of the geometry that your Xgen is being generated on and open it in the hypershade.
- Now plug the *outColorR* of your displacement image into the *Collection's Displacement Attribute* on the geometry's shape node.



(This attribute was added to the shape node when you pressed *Create Map* in the xgen window and is named after the map)

- Then in the Xgen Window Displacement options press the *Save Map* button. This will create and use a Ptex map of your displacement map.



3. Adjust Xgen Displacement for Geometry Scale

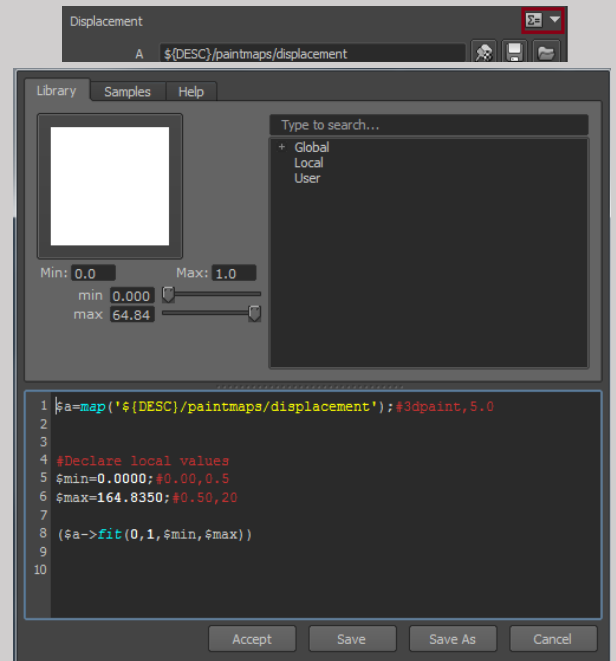
- Now your Xgen displacement should be working. However, depending on the scale of your Geometry you may need to scale the intensity of the displacement on your Xgen.

- Add the following expression to the displacement attribute in the Xgen Window:

```
#Declare local values  
$min=0.0000;#0.00,0.5  
$max=5.0;#0.50,20
```

```
($a->fit(0,1,$min,$max))
```

This expression adds two sliders where you can adjust the min and max values of the displacement on your Xgen. With a little bit of tweaking your Xgen displacement will match up to your geometry displacement.



By: Ethan Crossno

Result:

