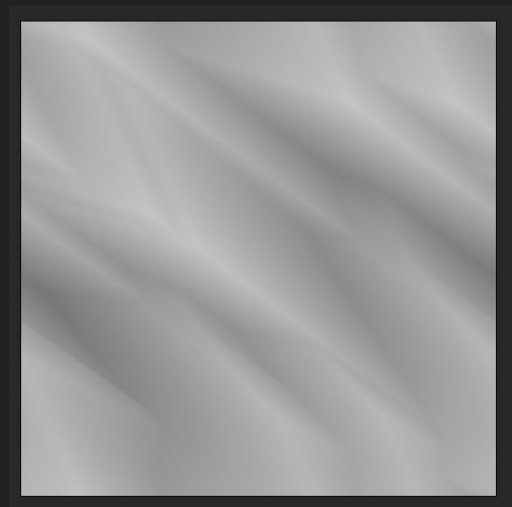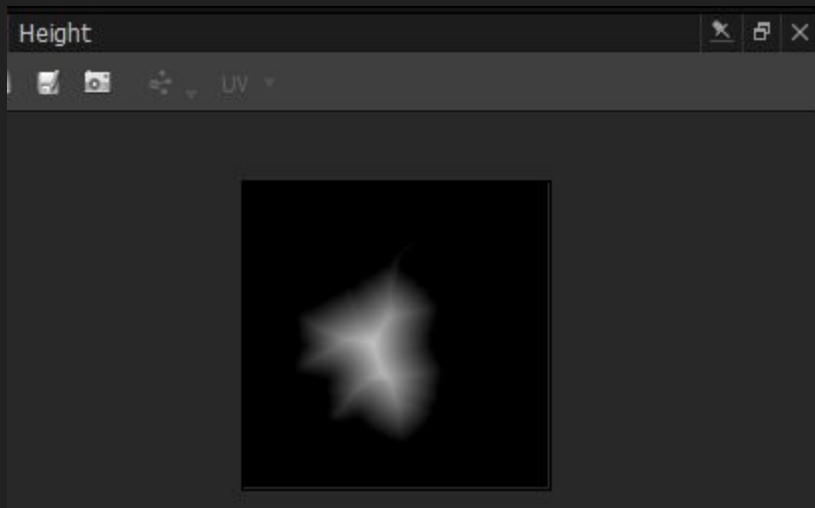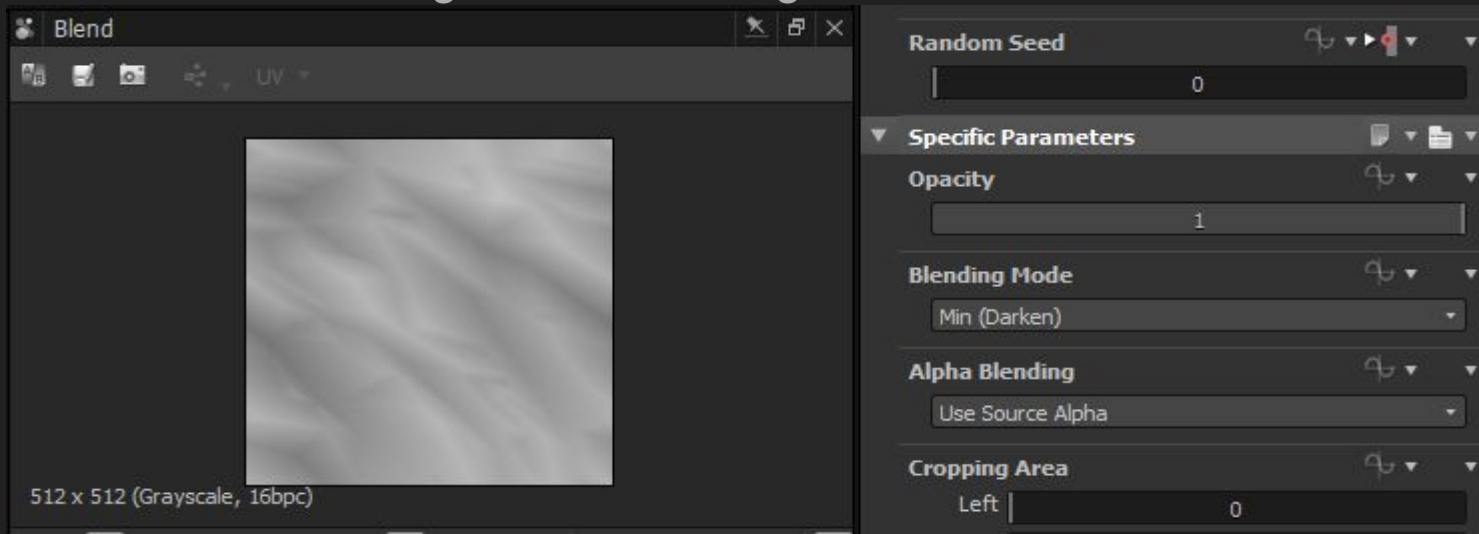# Rock Material - tips

By: Christopher Alencar

Base

For the base of this rocky material I first construct a shape which has several edges in its contour so that my tile sampler is able to join that information of edges and create the sensation for the base of a rock sharp.
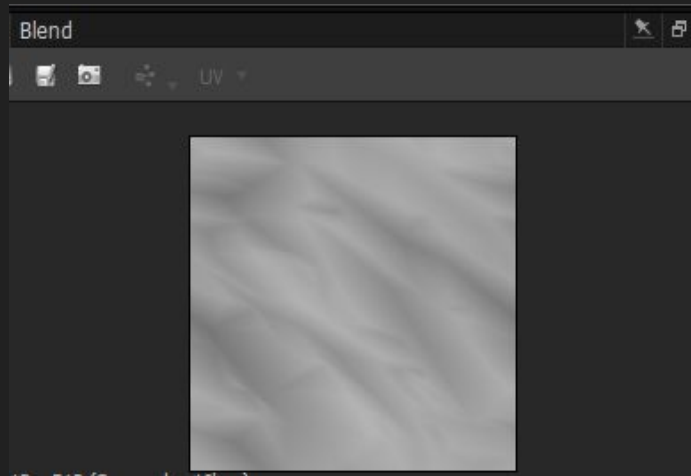
Breaking the edges

The reason for breaking these edges is to create a more natural feel of rock formations that are present in nature, so all I need to do is create another tile sampler based on the shape base I built earlier and change the X and Y axes and create these new edges with blending mode in Min Darken.
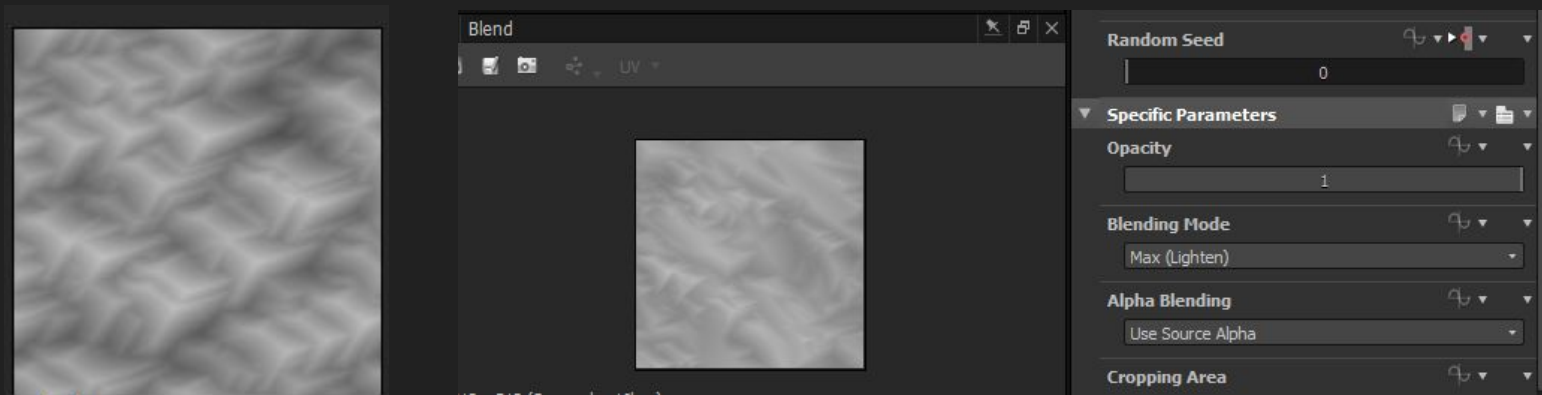
Edges

Another very efficient way to break these edges is to pick up your final height map and with the greyscale safe transformation change the X and Y axis and the rotation of the deformity and break once again using the blend mode in min daken, you can add before that a histogran range to better control the size and damage of the edge break.
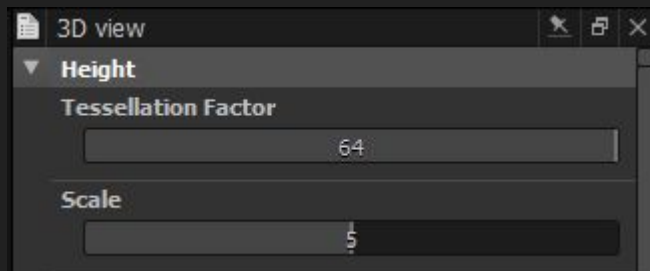
Medium shapes

Many rocks have small, medium, and large rock-segment surfaces. To create this pattern, you simply add a tile sampler connected to its base shape and create several median segments based on its scale and amount of the X and Y axis. then just add it with a blend using the max lighten and break the edges again using the techniques above to create a more natural surface.
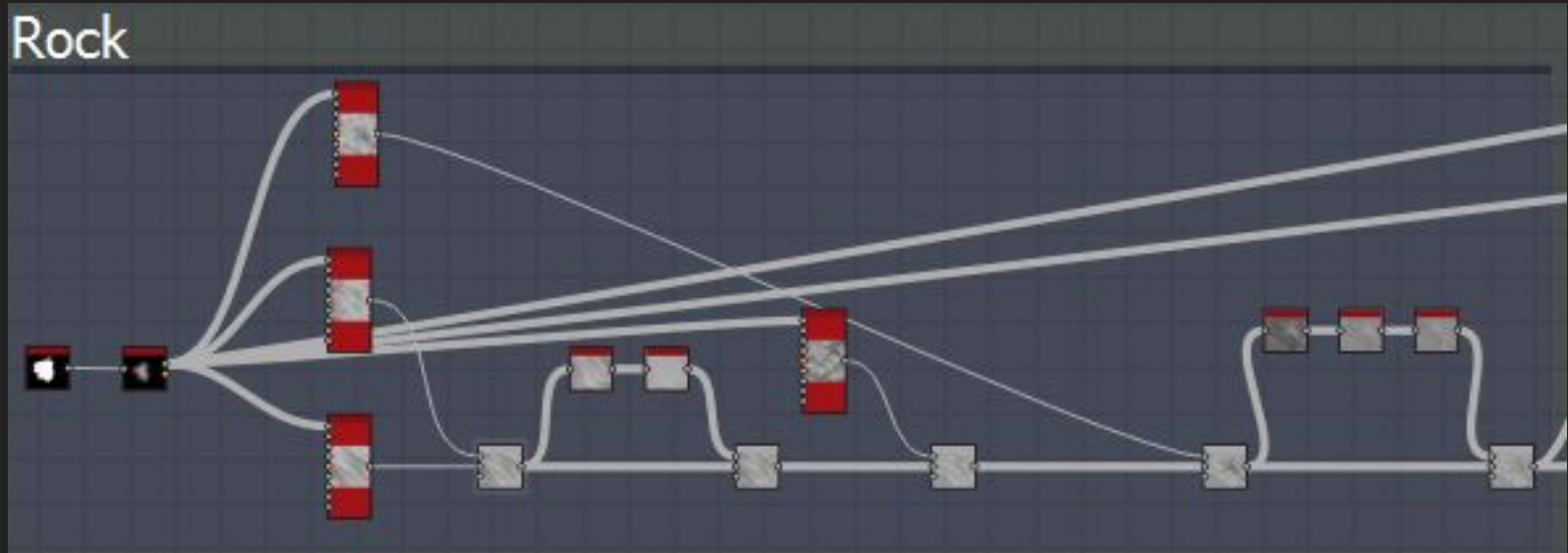
Tip

An important tip I use in all my rocky materials is to scale them from 1 to 5 or 6, so I can better visualize the final height of my material and analyze if the effect I'm adding is actually working The way I want it.

Graph of the rock shape

Conclusion

This was just a small breakdown to help those who have doubts on how to create an initial height map for rocky materials!

If you liked and want to follow my work, please follow me in my artstation and in my gumroad where I eventually launch new material like this and more!

Artstation:https://www.artstation.com/lchristopherhenrick

Gumroad:https://gumroad.com/christopherhenrick