

NOflakes (FStorm)

Parameters

diffuse
level 0.5 rough 0.8 color M

translucence
level 1.0 color

ior 5.0 matte double sided

reflection
level 1.0 alpha color M

glos. fresn 0.0 roughness glossy 0.4

refraction
level 1.0 alpha color

dispersion 0.0 roughness glossy 1.0

opacity 1.0 render element color

rounded edges
radius 0.0 same object

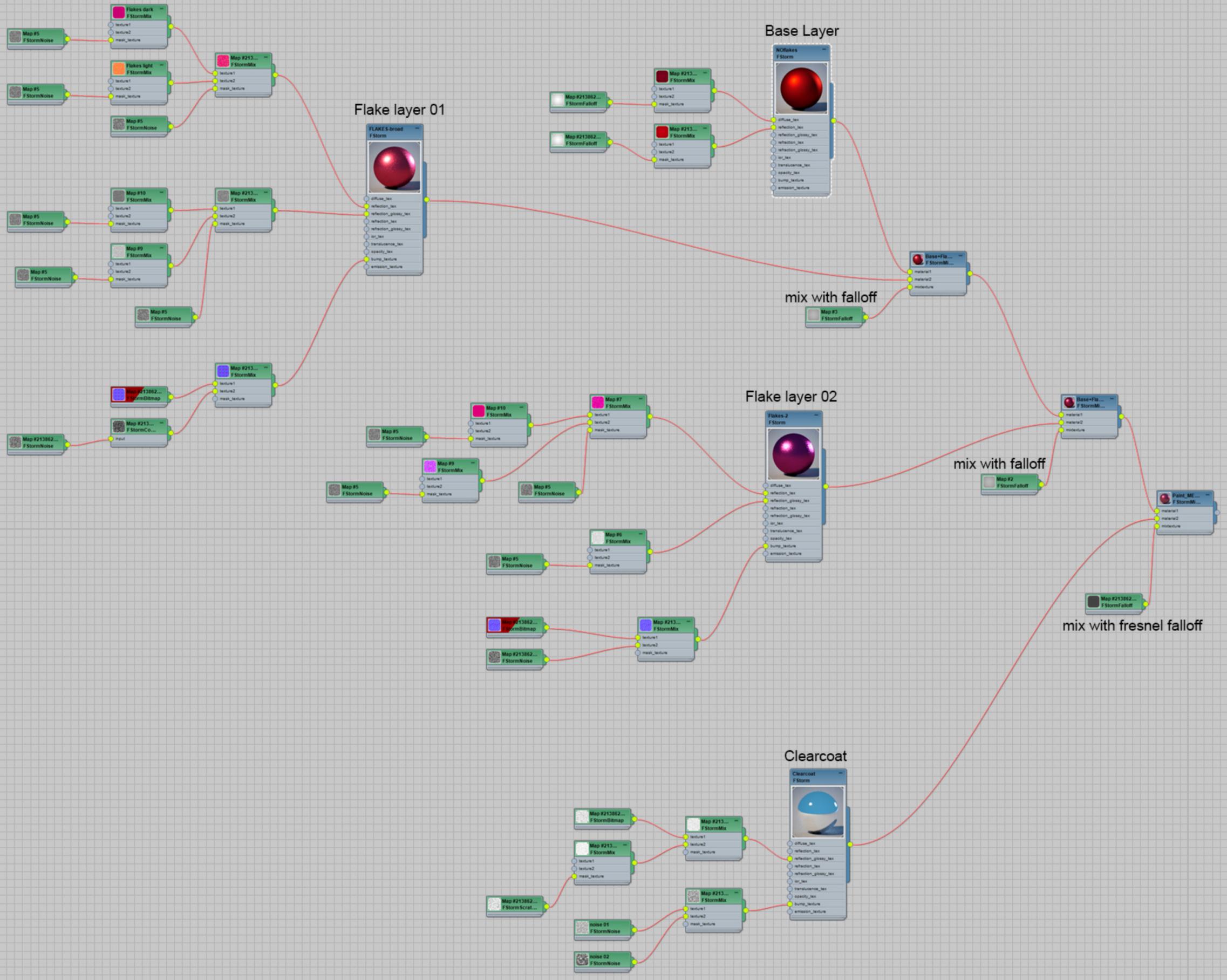
volume
distance 10.0 absorption scattering

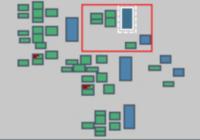
emission
on direct illumin back side light lister

power 0.0 color

maps

diffuse	100.0	Map #213862134 (FStormMix)
reflection	100.0	Map #2138626136 (FStormMix)
refl gloss	100.0	None
refraction	100.0	None
refr gloss	100.0	None
ior	100.0	None
translucence	100.0	None
opacity	100.0	None
bump	10.0	None
emission	100.0	None





Parameters

diffuse
level 0.5 rough 0.8 color [dark red]

translucence
level 1.0 color [black]

ior 5.0 matte [checked] double sided [unchecked]

reflection
level 1.0 alpha [unchecked] color [dark red] M [checked]
glos. fresn 0.0 roughness [unchecked] glossy 0.4

refraction
level 1.0 alpha [checked] color [black]

dispersion 0.0 roughness [unchecked] glossy 1.0

opacity 1.0 render element color [yellow]

rounded edges
radius 0.0 same object [unchecked]

volume
distance 10.0 absorption [white] scattering [black]

emission
on [unchecked] direct illumin [unchecked] back side [unchecked] light lister [unchecked]
power 0.0 color [black]

maps

diffuse 100.0 Map #2138626134 (FStormMix)

reflection 100.0 Map #2138626136 (FStormMix)

refl gloss 100.0 None

refraction 100.0 None

refr gloss 100.0 None

ior 100.0 None

translucence 100.0 None

opacity 100.0 None

bump *1 10.0 None

emission 100.0 None

BASE Layer

NOflakes FStorm

diffuse_tex

reflection_tex

reflection_glossy_tex

refraction_tex

refraction_glossy_tex

ior_tex

translucence_tex

opacity_tex

bump_texture

emission_texture

Diffuse color falloff - mix between very dark red @ edges and slightly brighter on facing angle. Adds a touch of extra depth

Map #2138626134 FStormFalloff

texture1

texture2

mask_texture

Map #2138626134 FStormMix

texture1

texture2

mask_texture

Map #2138626136 FStormFalloff

texture1

texture2

mask_texture

Map #2138626136 FStormMix

texture1

texture2

mask_texture

Reflection color is similar setup as diffuse falloff - just slightly brighter colors.

Flake layer 01

Base+Fla... FStormMi...

material1

material2

mixtexture

Map #3 (FStormFalloff)

Map #3

Parameters

normal value 0.5

tangent value 0.0

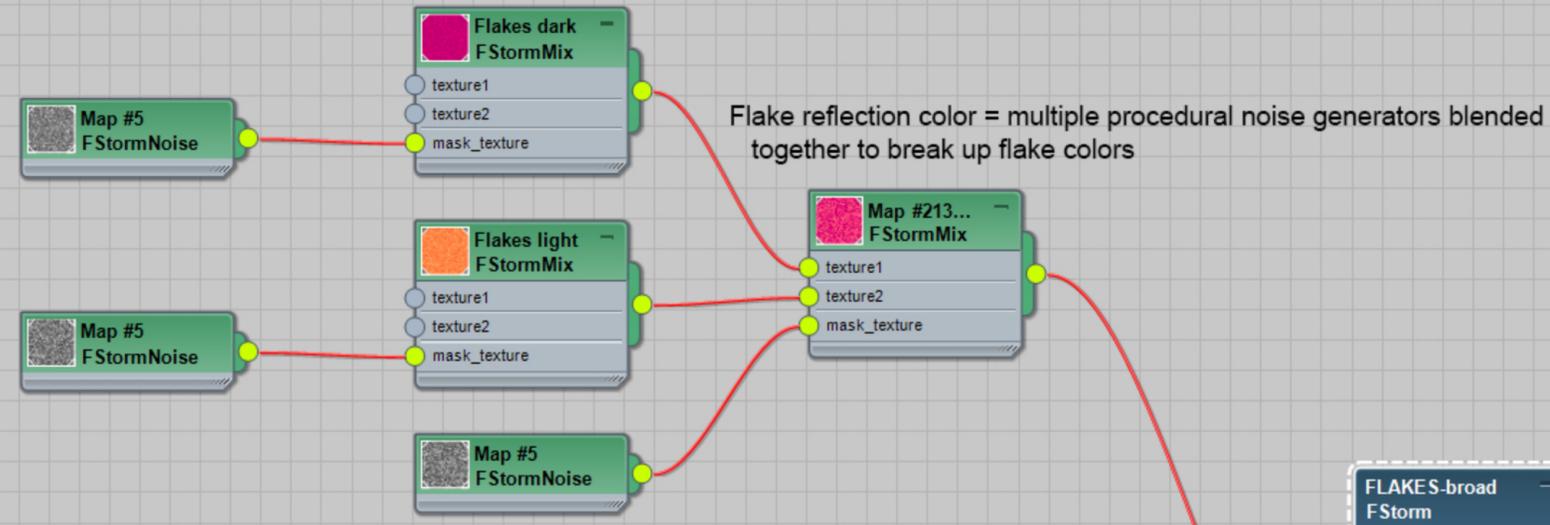
index 0.0

ior 2.0

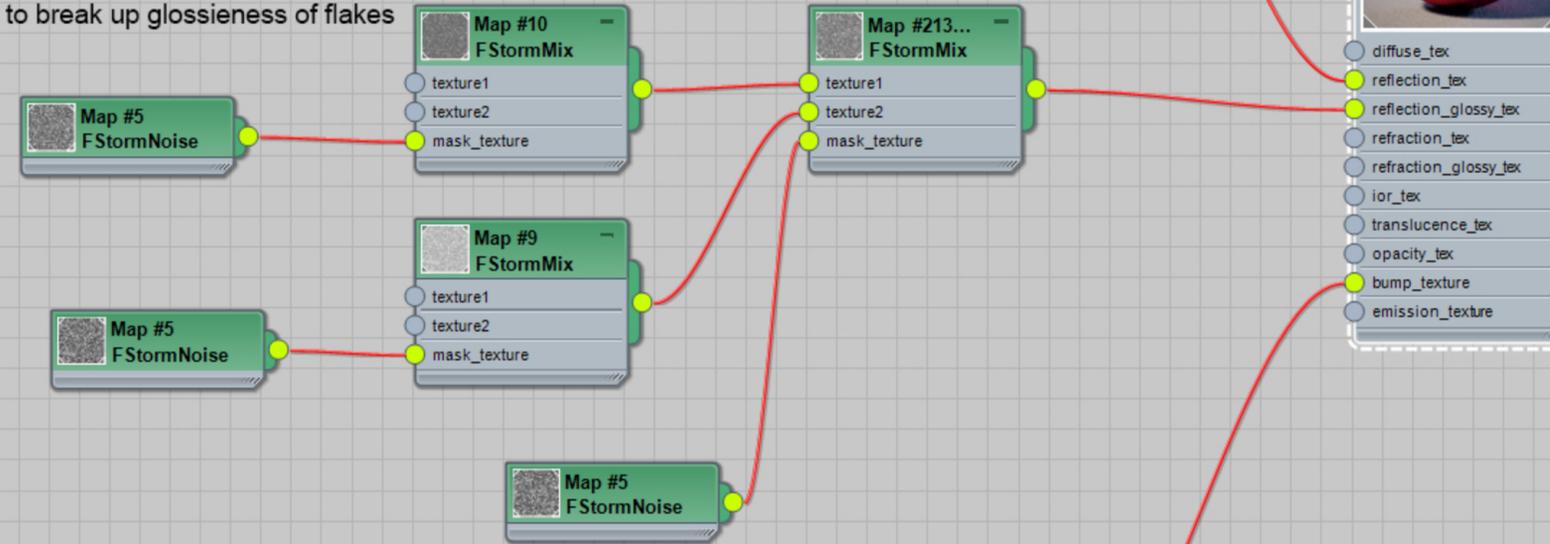
direction x 0.0 y 0.0 z 1.0

Base + Flake materials blended with falloff

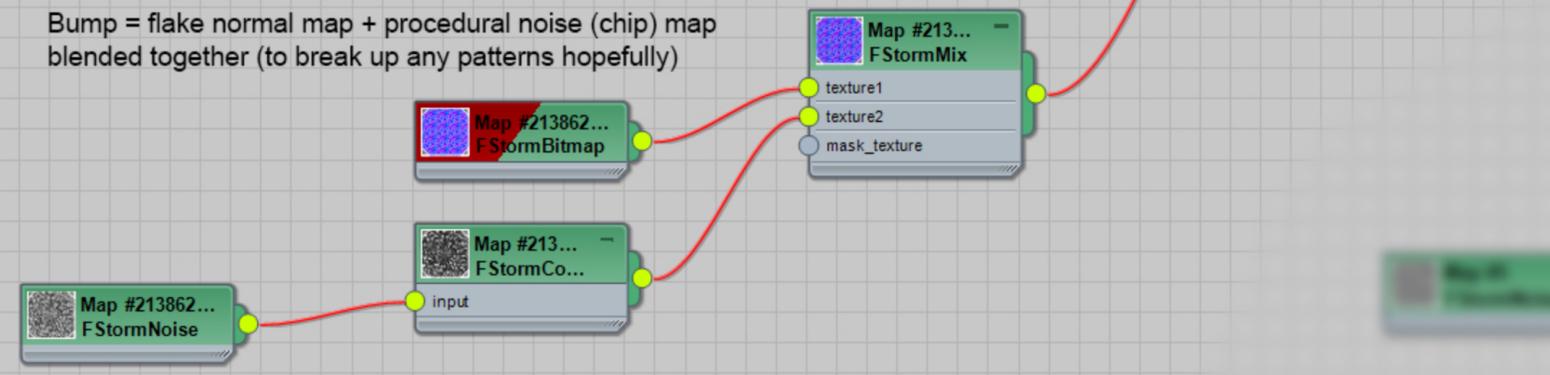
Map #3 FStormFalloff



Copied the procedural noise generators above and desaturated to break up glossiness of flakes



Bump = flake normal map + procedural noise (chip) map blended together (to break up any patterns hopefully)



FLAKES S-broad
F Storm

- diffuse_tex
- reflection_tex
- reflection_glossy_tex
- refraction_tex
- refraction_glossy_tex
- ior_tex
- translucence_tex
- opacity_tex
- bump_texture
- emission_texture



Navigator

FLAKES-broad (FStorm)

FLAKES-broad

Parameters

diffuse
level 0.0 rough 0.8 color [black]

translucence
level 1.0 color [black]

ior 15.0 matte [] double sided []

reflection
level 1.0 alpha [] color [red] M
glos. fresn 0.0 roughness [] glossy 0.85 M

refraction
level 1.0 alpha [] color [black]

dispersion 0.0 roughness [] glossy 1.0

opacity 1.0 render element color [yellow]

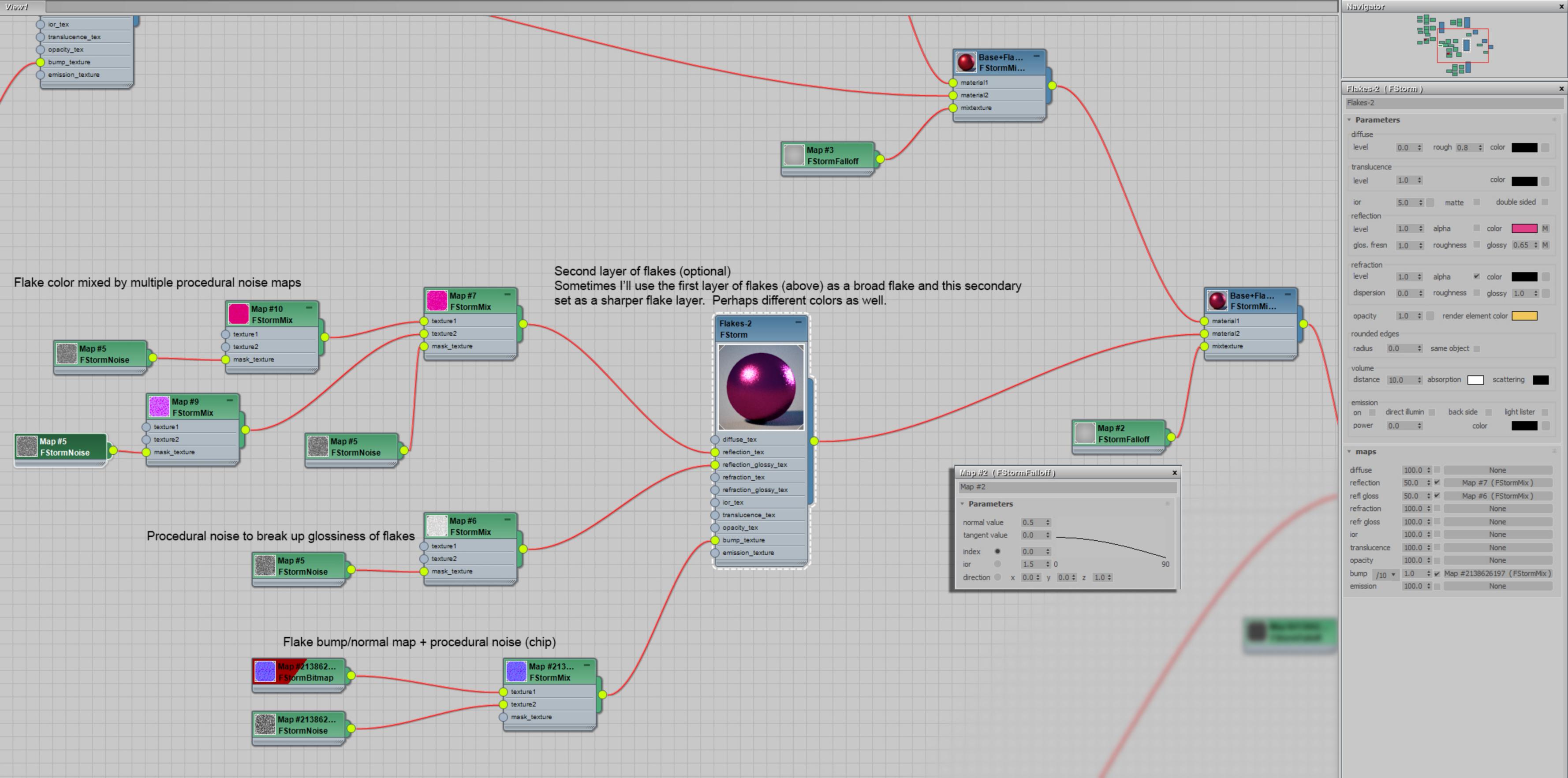
rounded edges
radius 0.0 same object []

volume
distance 10.0 absorption [white] scattering [black]

emission
on [] direct illumin [] back side [] light lister []
power 0.0 color [black]

maps

diffuse	100.0	[]	None
reflection	35.0	[]	Map #2138626187 (FStormMix)
refl gloss	45.0	[]	Map #2138626188 (FStormMix)
refraction	100.0	[]	None
refr gloss	100.0	[]	None
ior	100.0	[]	None
translucence	100.0	[]	None
opacity	100.0	[]	None
bump	/10	0.75	[]
emission	100.0	[]	None



Second layer of flakes (optional)
 Sometimes I'll use the first layer of flakes (above) as a broad flake and this secondary set as a sharper flake layer. Perhaps different colors as well.

Flake color mixed by multiple procedural noise maps

Procedural noise to break up glossiness of flakes

Flake bump/normal map + procedural noise (chip)

Navigator

Flakes-2 (FStorm)

Parameters

- diffuse: level 0.0, rough 0.8, color [black]
- translucence: level 1.0, color [black]
- ior: 5.0, matte, double sided
- reflection: level 1.0, alpha, color [pink], M; glos. fresn 1.0, roughness, glossy 0.65, M
- refraction: level 1.0, alpha, color [black], dispersion 0.0, roughness, glossy 1.0
- opacity: 1.0, render element color [yellow]
- rounded edges: radius 0.0, same object
- volume: distance 10.0, absorption [white], scattering [black]
- emission: on, direct illumin, back side, light lister, power 0.0, color [black]

maps

- diffuse: 100.0, None
- reflection: 50.0, Map #7 (FStormMix)
- refl gloss: 50.0, Map #6 (FStormMix)
- refraction: 100.0, None
- refr gloss: 100.0, None
- ior: 100.0, None
- translucence: 100.0, None
- opacity: 100.0, None
- bump /10: 1.0, Map #213862197 (FStormMix)
- emission: 100.0, None

Map #2 (FStormFalloff)

Parameters

- normal value: 0.5
- tangent value: 0.0
- index: 0.0
- ior: 1.5
- direction: x 0.0, y 0.0, z 1.0



Clearcoat

Parameters

diffuse
level 0.0 rough 0.8 color [black]

translucence
level 1.0 color [black]

ior 100.0 matte [checked] double sided [unchecked]

reflection
level 1.0 alpha [unchecked] color [white] [checked]
glos. fresn 1.0 roughness [unchecked] glossy 0.97 [checked]

refraction
level 1.0 alpha [checked] color [black] [checked]
dispersion 0.0 roughness [unchecked] glossy 1.0 [checked]

opacity 1.0 render element color [yellow]

rounded edges
radius 0.0 same object [checked]

volume
distance 10.0 absorption [white] scattering [black]

emission
on [unchecked] direct illumin [unchecked] back side [unchecked] light lister [unchecked]
power 0.0 color [black]

maps

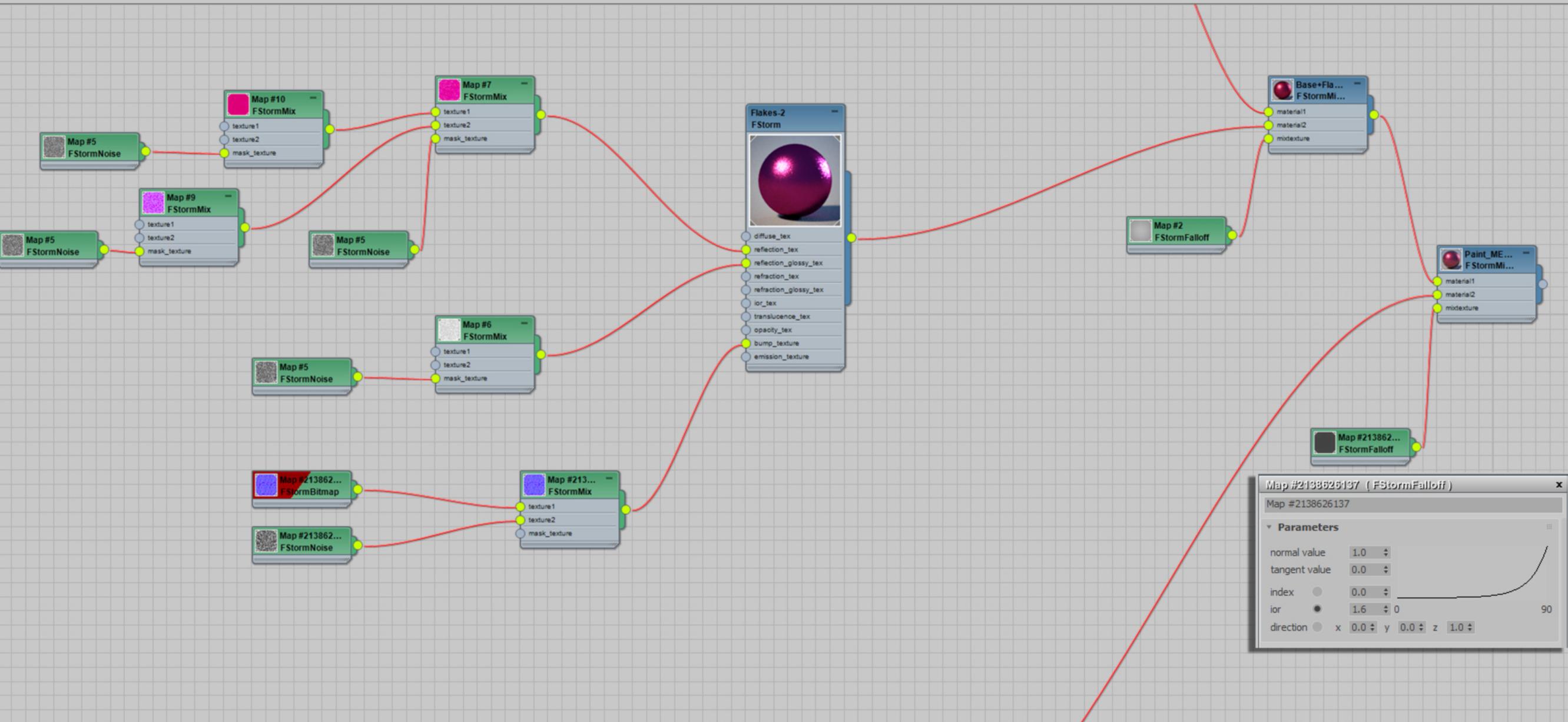
diffuse	100.0	None
reflection	100.0	None
refl gloss	15.0	Map #2138626179 (FStormMix)
refraction	100.0	None
refr gloss	100.0	None
ior	100.0	None
translucence	100.0	None
opacity	100.0	None
bump	/10 0.002	Map #2138626210 (FStormMix)
emission	100.0	None

Map #2138626137 (FStormFalloff)

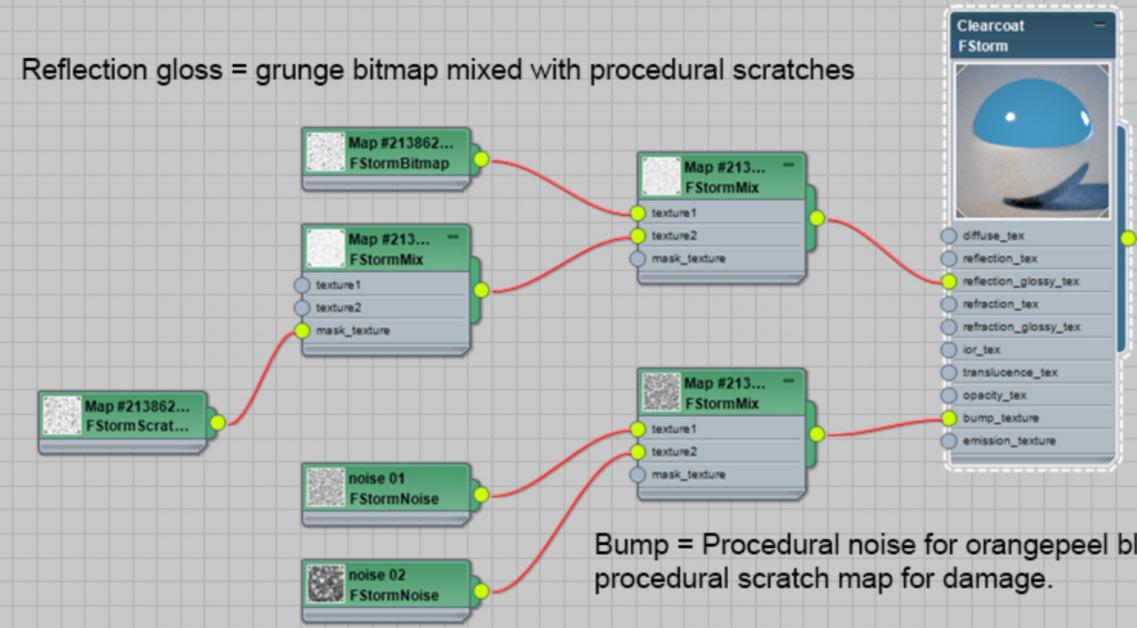
Map #2138626137

Parameters

normal value 1.0
tangent value 0.0
index 0.0
ior 1.6
direction x 0.0 y 0.0 z 1.0



Reflection gloss = grunge bitmap mixed with procedural scratches



"Clearcoat" layer is basically chrome.

Bump = Procedural noise for orangepeel blended with procedural scratch map for damage.