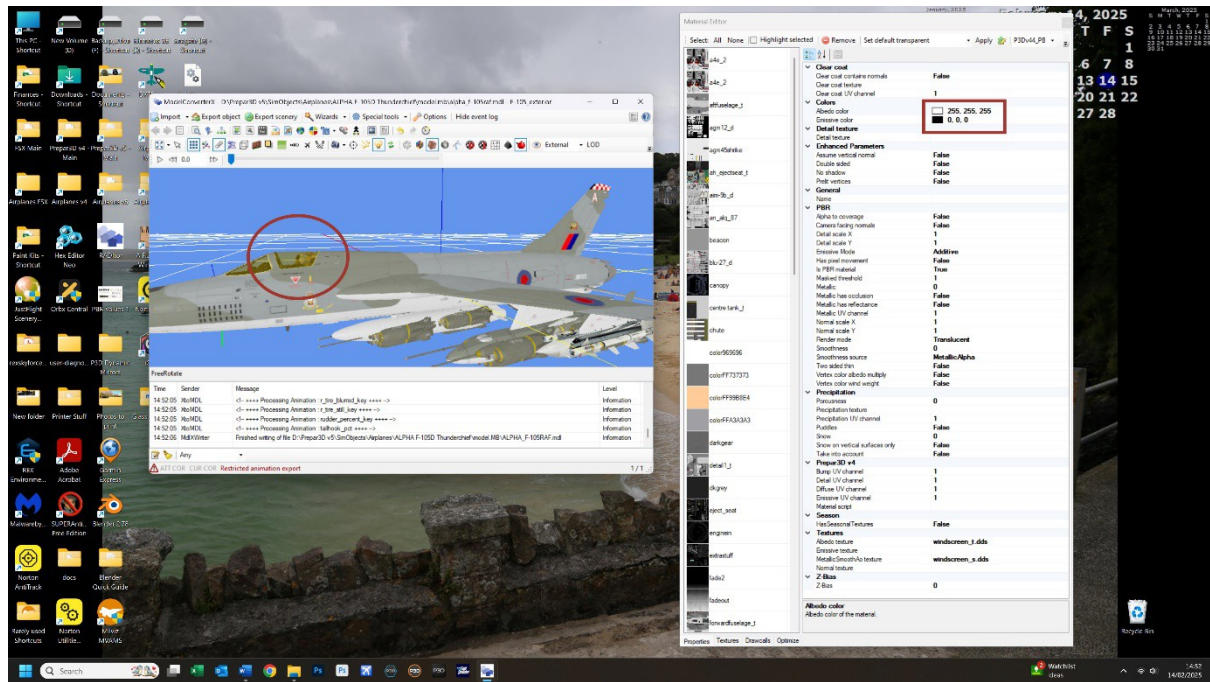


How to Convert Glass Textures to PBR

Basically it's very simple – in MCX highlight the glass texture and convert it to PBR as usual, remembering of course that glass must be transparent. There's no need to activate occlusion or reflectance though you can do. The big difference is in how you treat the albedo settings and the nature of the texture itself.

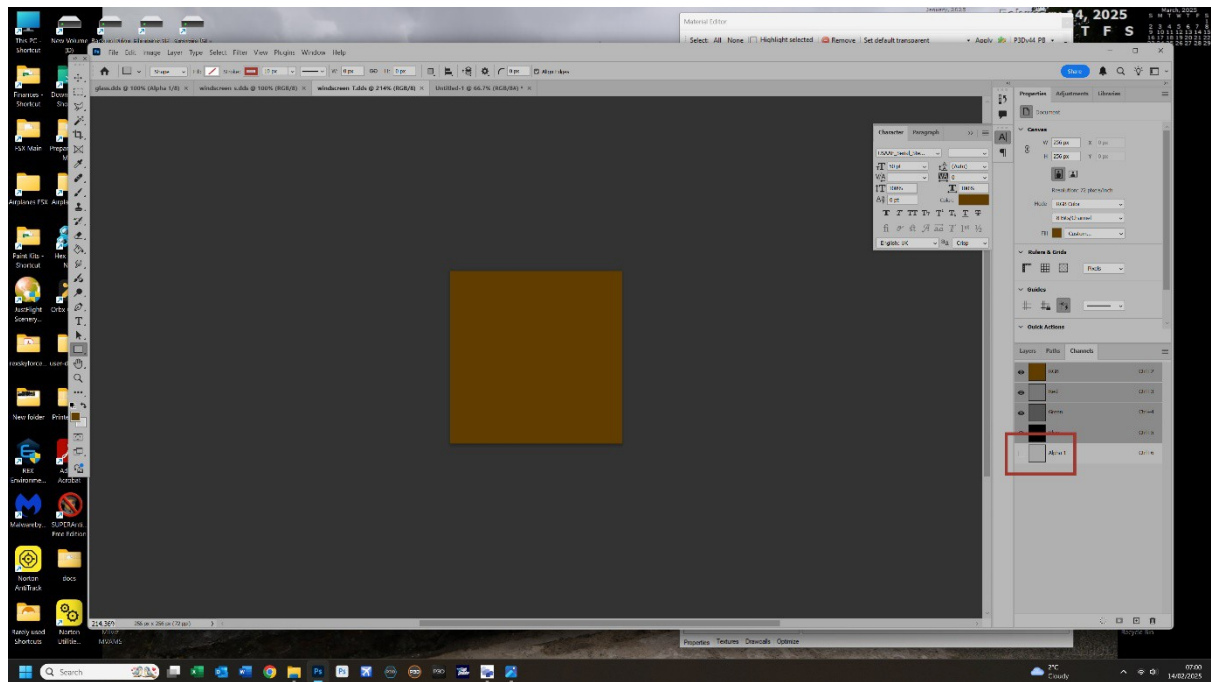
The albedo colour is set to white (255,255,255) as usual, though a darker colour can be obtained using 192,192,192 or darker.



Note the texture (windscreen t.dds) has a metallic file (wincscreen s.dds).

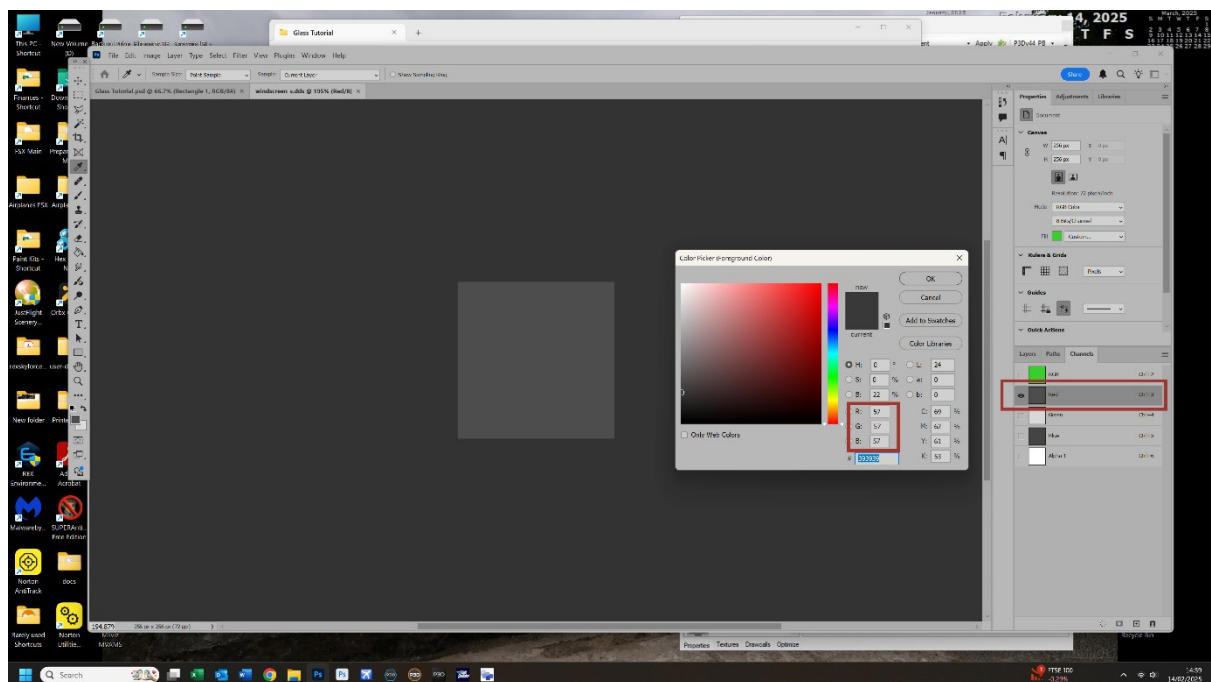
The Texture Properties

The texture file (windscreen_t.dds) needs to be the colour you want the glass, in this case a deep bronze. Most canopies however will be a shade of grey. The alpha channel will dictate the depth of colour in the model, the lighter it is the deeper the colour, and the darker the paler and less easy to see; white is invisible, black is opaque.



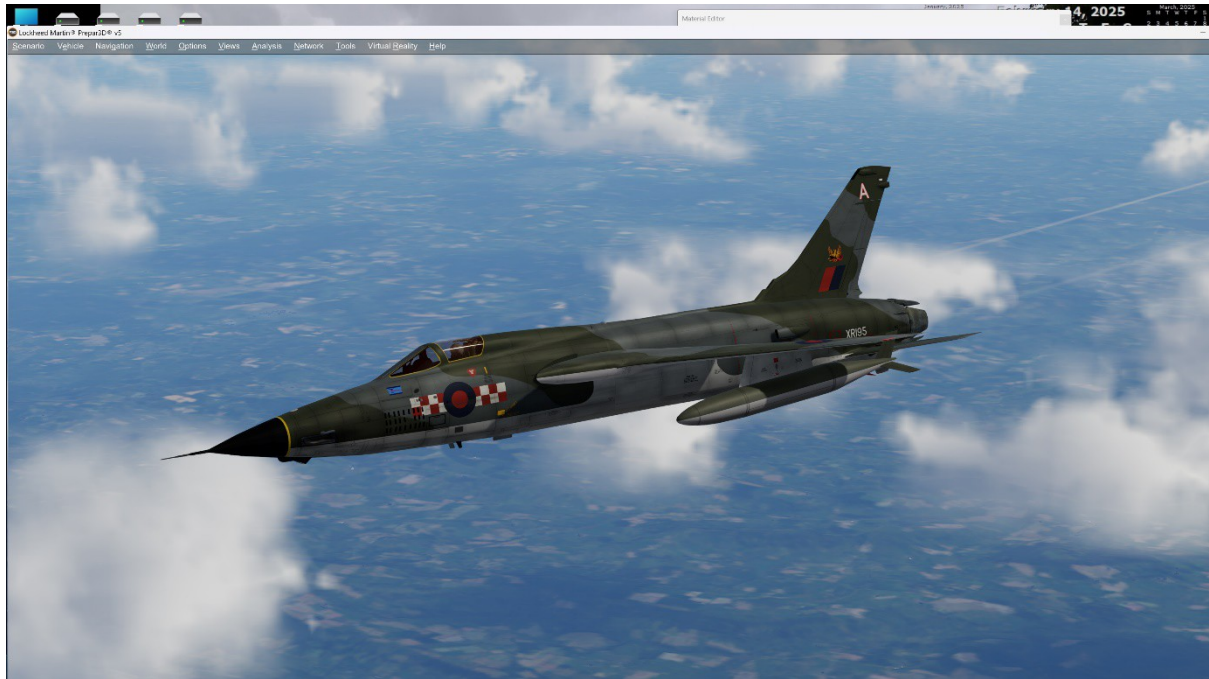
The Metallic File (windscreen_s.dds)

If you are using a graphics app that allows you to set the colour of individual channels (such as Photoshop), you should set the red channel to the PBR value of glass (about 57,57,57) Note that the file is actually green when R, G and B are present.



Alternatively you can make a texture with RGB values of Red 57, Green 207, Blue 49, then add an alpha channel with something like DTXbmp, with a grey value to suit, and save as a.dds file.

Here's the end result – the paint is a fictional RAF No. 56 Sqdn. F-105D.



As an aside the Thud was offered to the RAF in the early 1960's but they opted for the Buccaneer as an interim measure till the arrival of the TSR.2, scheduled for around 1970. And we all know that didn't end well and the faithful old Bucc soldiered on to serve with distinction in Iraq....!

DaveQ, Feb 2025