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## About This Software

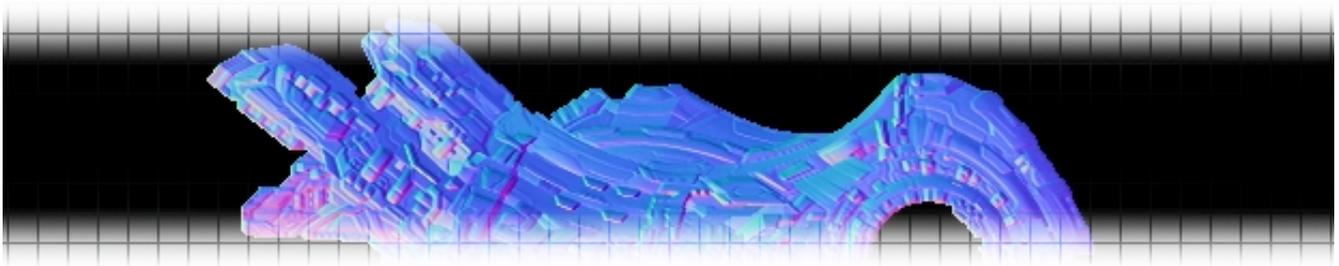


Modlab is not an image editor. ModLab is a free tool that can generate normal maps in a realtime deferred rendering environment. It was initially created as an asset previewing and mastering tool for the game Wayward Terran Frontier which means it stands out among other content creation utility programs by featuring a full hardware rendering pipeline for previewing results in realtime.

Modlab can generate high quality normal maps without 3d geometry.

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**ModLab** is completely free but you can support development at <https://www.patreon.com/user?u=7785848>.



### **The Modlab project has 3 core goals.**

- To provide entry level graphic designers an alternative way to create difficult assets such as normal maps and specular/roughness maps.
- To provide professional graphic designers an ideal environment for fine tuning their art and exporting ready-to-ship assets.
- To serve as a test bed for new experimental content generation techniques and algorithms. i.e. cool stuff we want to play around with.



Depending on reception and feedback Modlab may grow to become much much more. We would like to continue developing Modlab in coordination with the community. Our goal is to have the product remain free and supported by donations, and we will be hosting community polls to decide the direction of future development. Features such as procedural backdrop generation, support for other rendering and post-processing pipes such as Unity or Unreal, and 3d model previews of assets are all on the table.

### **Key features:**

- Generate a normal map from a diffuse map using advanced image processing and analytic techniques
- Generate detailed normal maps from height maps
- Combine normal maps with custom blending parameters
- Create a horizontal profile for a normal map using the curve editor
- Clean up and sharpen existing normal maps with Bilateral filtering
- Generate roughness/specularity maps
- Fine tune the intensity of emission maps
- Realtime preview with settings for dominant, ambient, and point light sources



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Title: ModLab  
Genre: Utilities  
Developer:  
Reason Generator Inc.  
Publisher:  
Reason Generator Inc.  
Release Date: 15 Feb, 2018

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**Minimum:**

**OS:** Windows Vista or later

**Processor:** Intel Core i5-750

**Memory:** 1 GB RAM

**Graphics:** NVIDIA GeForce GTX 470 / AMD Radeon HD 7850

**DirectX:** Version 10

**Storage:** 1 GB available space

English









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### First Patreon poll:

All **Patrons** (in this round this includes **suporter tier**) are able to vote in current poll which will run till Monday 12th March after which I will start working on implementation of winning option.

**1) Image export for Background generator** - In this iteration I would be aiming to create export into one layer 2D image. Resolution would be settable between 512x512 to 4096x4096. In future this would open path for further improvement of space background generator and very possibly export of spherical 360 3d map.

**2) Ability to chose shader model** - Schlick's approximation is currently used for rendering, on top of that it is slightly modified version. I would like to offer option to pick between several shader models. First additional model would be very basic phong model (which is much more primitive than currently used Schlick). Main motivation behind this would be creating framework itself for realtime shader model swap. In future this would lead to ability to preview textures in specific rendering environment being identical or close to Unity/Unreal Engine.

**3) Optimization** - realtime processing is done on GPU but it can be demanding, especially on older GPUs.. or on any GPU if used for processing large textures. There are several optimizations that can be done. Largest one would be to process texture only on value change and that would be first step. In future this will open way for some additional functionality that would use gained performance.

**4) Increased quality of Medium and Large elements** - I am not very happy with with medium and large elements quality when generating normal map from Height map or Diffuse map. Luckily I know exactly what is the cause and what to do with it. For cost of some performance (and of course some work) I can greatly improve quality of these elements.

Patreon link: <https://www.patreon.com/user?u=7785848>. **Hotfix 1.2.2b:**

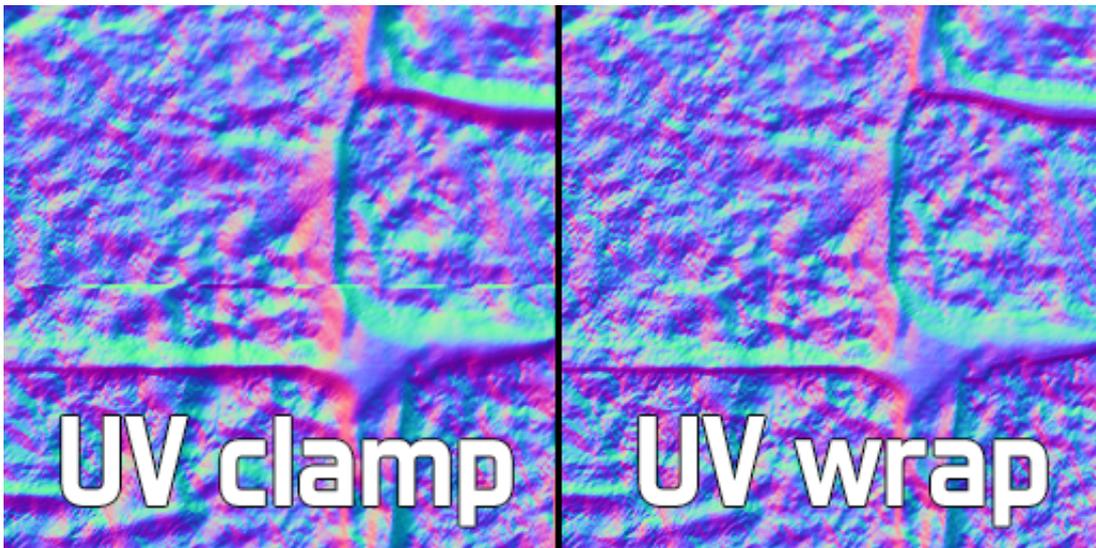
Just removing alpha information from Roughness map export.. **v1.0.1:**

First minor patch, generally quality of life changes.

### v1.0.1. Patch 1.2.2:

So, software was originally designed mainly for sprites but over time it grew into very powerful texture processing tool, used by almost 8 000 developers and modders. One of issue that came up from original design is interpolation around edges... NOT anymore.

This verison of ModLab will let you chose UV wrapping sampler state.



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If you like the software and find it useful, then please consider supporting further development on Patreon:  
<https://www.patreon.com/user?u=7785848>

If you came across any critical issue please let me know, I will look into it as soon as possible.. **Patch 1.2.1:**  
v1.2.1

- DDS loading support
- TGA loading support (without alpha) using .NET Targa Image Reader
- Fixed crash on loading Height map before Dif
- Automatic flat grey diffuse in case user wants to process just a normal map

I had very little time to do some extensive testing altho this required some massive changes. If you run into any issue please let me know.

. **Third Poll:**

Don't worry, previous choices didn't go anywhere. We are just taking slightly different approach for this poll. Reason for this is simple, while overall user count is reasonably high (over 8 000), number of Patrons is fairly low. So, this time we will decide general direction.

**1) Full 3D support** - I will push ModLab in direction of properly supporting 3D. Recently I tested it with full unwrapped textures and I was really pleasantly surprised by results. There would be ability to load your 3D models to preview results in realtime, possibility of support for object space normals (I know it seems like outdated technology but information from object space normals can be incredibly useful) and so on.

**2) Nebula generator and exporter** - In this case I will focus on finishing background generator, add control over results and ability to export it as image, also as cube map and spherical map for 3D games. Later on things like adding randomly generated planet (using same technology as Wayward Terran Frontier, that means physically accurate atmosphere) and more.

If you want to vote in this poll please consider becoming Patron and support development: <https://www.patreon.com/posts/third-poll-22648462> Big thanks to all five existing Patrons.

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