REAL-DISPLACEMENT-TEXTURES was the first shop for scanbased, tileable pbr-materials worldwide. Since 2015 we are constantly growing and trying to push the boundaries of what is possible. Our defined goal: Developing the best texture-sets available without making compromises.

Our materials are not just 2-dimensional images! They are made of extreme-hi-poly 3D-objects (with up to 1.000.000.000 polygones), which are converted into texture-maps. This makes it possible to easily handle those monsters in a usual 3D-software or use them for sculpting, painting, 3D-printing and more.

Each of our products includes 8 different layers for any kind of physical rendering in up to 16k resolution and they work with ALL renderengines available - realtime or passive. But the key to our success is our highly precise depth-map, which makes it possible to reconstruct the “real geometry” of a surface by using a displacement-shader.

It is possible to generate enormously detailed shapes based on very simple geometries, which can dramatically speed-up your workflow and enrich you scene with an incredible amount of details and photorealism as soon as you press the render-button. (You can compare it with an x-ref or proxy-workflow.) Even primitive plain with our materials can bring it to amazing results.

Every single material is produced extremely accurate and with a lot of love for the details. As the first developer in this area, we have years of experience, top notch equipment and we are not afraid to invest up to hundred hours for a single surface to make it to a so called “hero-asset.” It is our passion, to make RD-Textures to something special!

Furthermore, if you use our displacement-textures, there are now new ways to mix materials or make material-transitions through the natural intersections that will appear, if you place two surfaces on top of each other. These intersections can be changed within seconds and let you focus on design and creativity. By the way, you can also use our depth-map to create a mask for material-mixing.

To round-up our variety of scans, we recently added some nice scanned objects with low-poly geometry and with the same material-system that we use for our surfaces. This means you can use them for massive simulations, scatterings and more. Only when you render, you’ll get the same shape like the original extreme-high-poly source objects that they have been before.

RD-Textures was used for countless productions all over the world from large AAA to small indie-studios as well as single artists – until now, we didn’t get a single negative feedback !!

In the past years, many tried to copy our workflow, but worldwide only a handful reached our level.

Meanwhile, we offer over 200 assets from all over the world as collections as well as single products and we have already scanned over 2000m² with over 300.000 photos in more than 12.000 working-hours ...and we have no intention to stop doing that !!

More info at our webshop: https://www.rd-textures.com

Personal artstation-account from the inventor, Christoph Schindelar: https://www.artstation.com/chris-3d