MATERIAL TEXTURE MAP

Different surfaces deserve different detail.

Let stone, skin, air, and fabric keep their own character instead of giving every surface the same intensity.

01	**Map**	Identify the surfaces that explain the image. Decide which should feel tactile and which should remain quiet.
02	**Priority**	Give the important material enough definition to read. Avoid making every leaf, wall and cloud equally assertive.
03	**Scope**	Use local control when one material needs a different treatment. Check the transition into neighboring surfaces.
04	**Restraint**	If surfaces become dry, crunchy or artificially sharp, reduce the adjustment. Material clarity does not require maximum contrast.
05	**Output**	Inspect the image as it will be seen. Fine texture that matters at full resolution may contribute little at a smaller size.

Worked example

A stone doorway invites attention to worn surfaces. Increasing detail globally can also harden the light and every background object. Refine the stone where it carries the story and keep the other surfaces proportionate.

Keep in mind

The source file limits usable detail. Stronger texture treatment cannot replace detail that was never resolved.

Your decision

Key material

quiet material

local treatment

brittle area

output verdict

Adapted from the PhotoMind source manuscript, section 8.4, pp. 150-154. Examples and worksheet are editorial applications.