CGP3007M
Modelling Pipeline

Task 1

Create a cube in Wings 3D.

Texture it as you see fit.

Import into Unity.

Use the provided "Crysta" texture along with the Unity 5 Standard Shader (the default on new object).

Optimise the model import settings by experimentation.

Optimise the texture import settings by experimentation.

Experiment with adding the Crysta render maps to the Standard shader on the cube and adjusting the settings. The aim is to make the cube surfaces not look flat.

Task 2

Create a 1536x1536 artboard in Adobe Illustrator. This is going to form a texture atlas.

Add the 6 dice faces to the artboard. Arrange them with 3 across the top, and 3 across the middle. Fill the rest of the artboard with a similar colour (always try to place images with similar colour edges next to each other to avoid bleeding when using smaller mip maps). You can use the Align tools to make they are in the perfect position (extend to see the extra options where you can align to the artboard).

Add an extra layer. Place the normal maps above their matching number face using this layer.

Add an extra layer. Place matching size squares over each image. Adjacent ones need to be different colours. Make them semi-transparent so that you can see the dice faces through them. The face edges will fade into each other. These images will help with alignment when UV mapping the model.

Use "Save for Web & Devices" to export the dice face layer only. Set the image size to be 1024x1024.

Use "Save for Web & Devices" to export the normal map layer only. Set the image size to be 1024x1024.

Use "Save for Web & Devices" to export the dice face and UV alignment layers. Set the image size to be 1024x1024.

Model a cube and texture it in Wings 3D using the UV alignment image. Make sure the numbers on opposite sides total 7.

Import and apply the dice face layer to see the die properly textured.

Task 3

Open Wings 3D.

Create an Octotoad. Move it away from the world origin.

Create a Sphere.

Create a Bridge between them so that they become one object.

Texture the object while minimising the number of UV seams and avoiding distorted textures.

Leave the default texture in place to highlight any distortion.