

**CGP3007M**

**Advanced Games Studies**

**Wings 3D**

**Task 1**

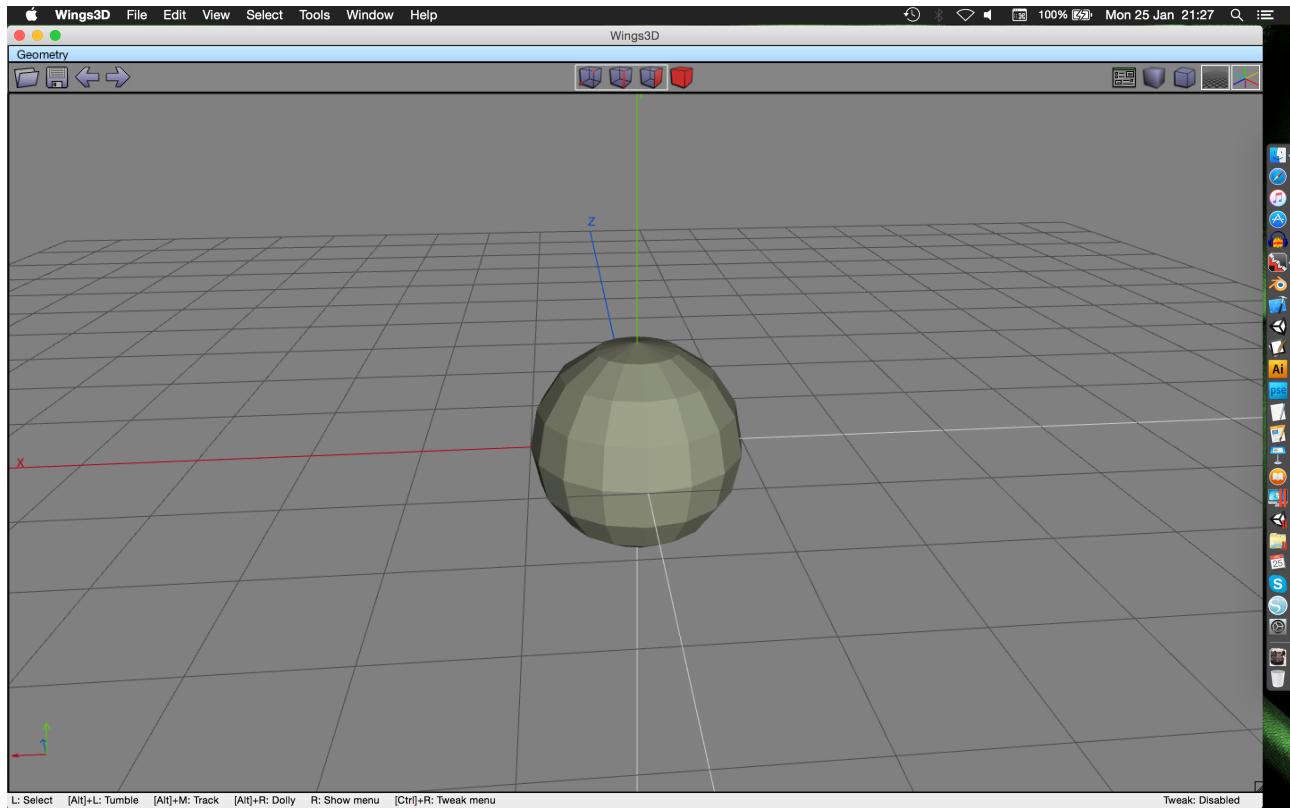
**UFO Model**

**Task 2**

**Optional Extra**

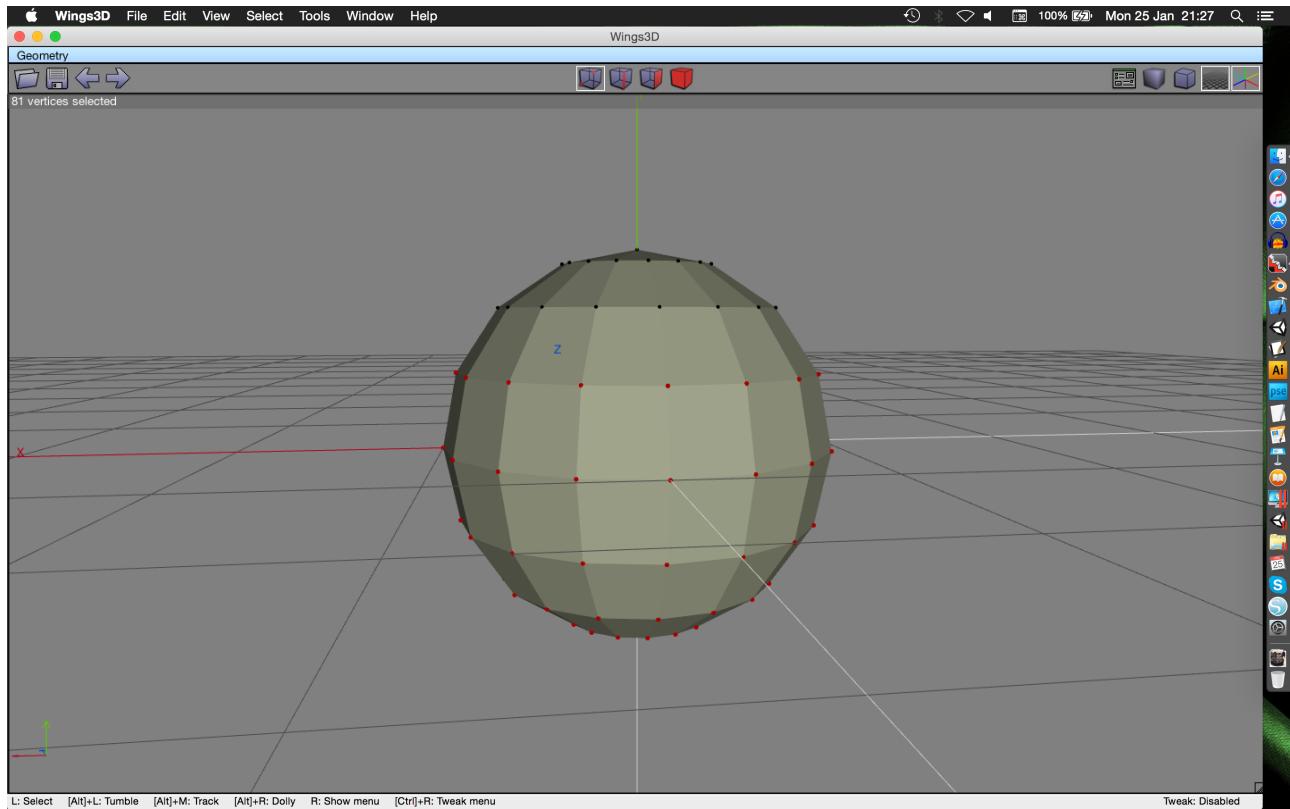
# 1. Sphere

Right-click to view the object creation menu. Select a standard sphere.



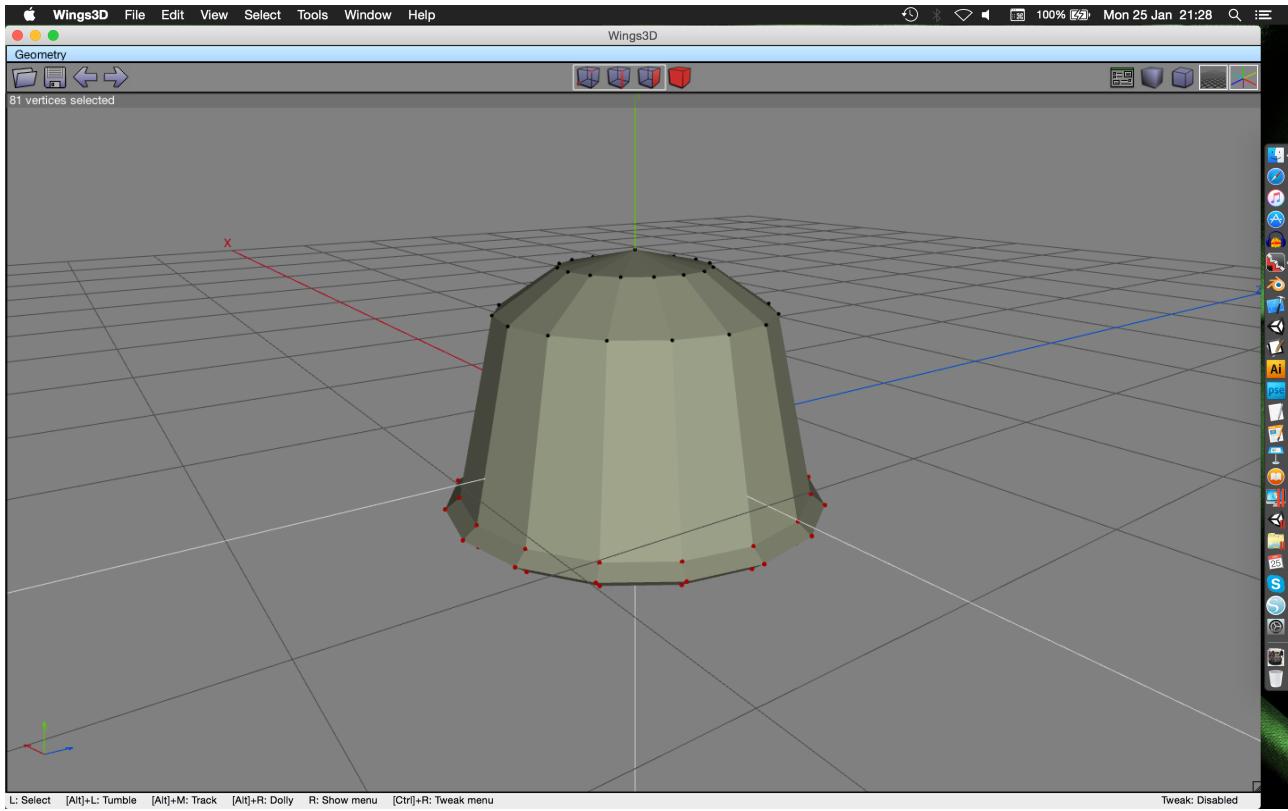
## 2. Vertex Selection

Drag to select multiple rows of the sphere.



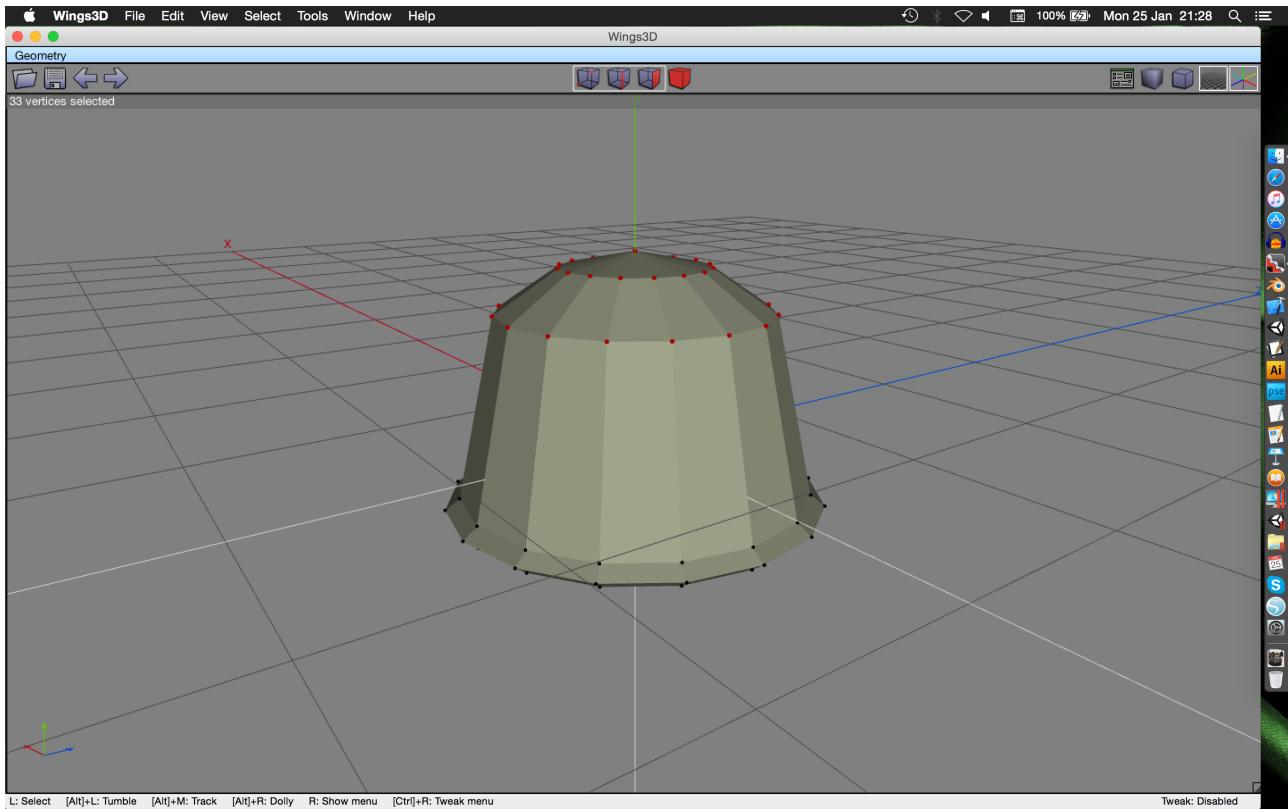
### 3. Scale Y

Go into Vertex mode, select Scale, then Y axis. Compress Y.



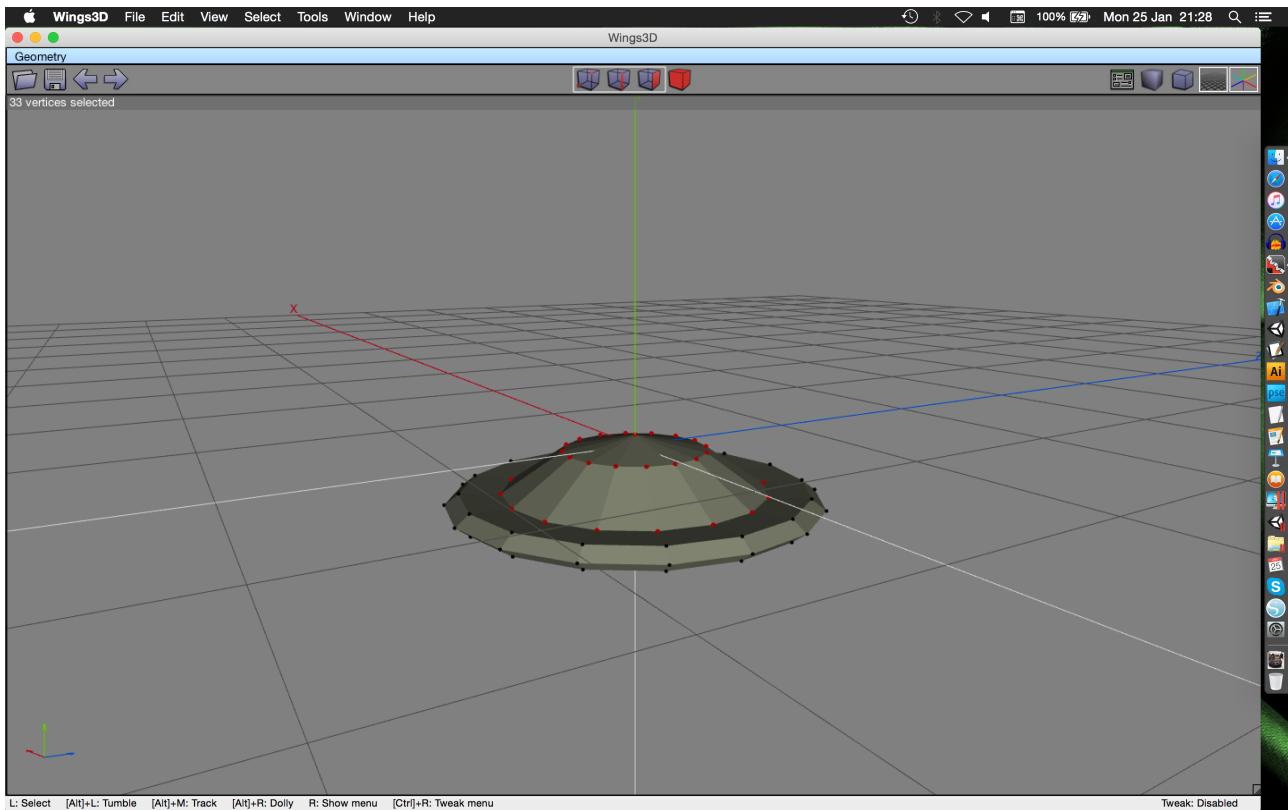
### 4. Vertex Selection

Press space to deselect, then drag to select the upper rows of vertices.



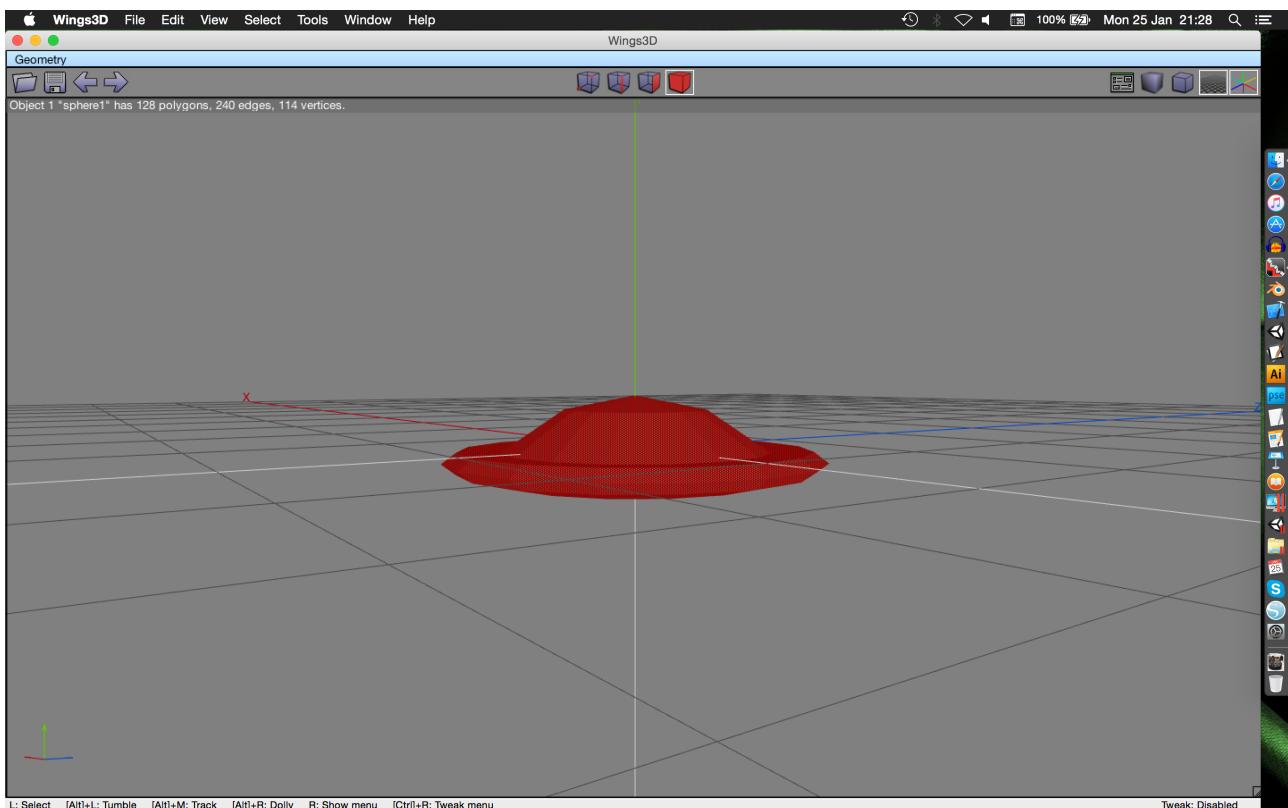
## 5. Move Y

Select Move, then Y axis. Move down until there is a recess.



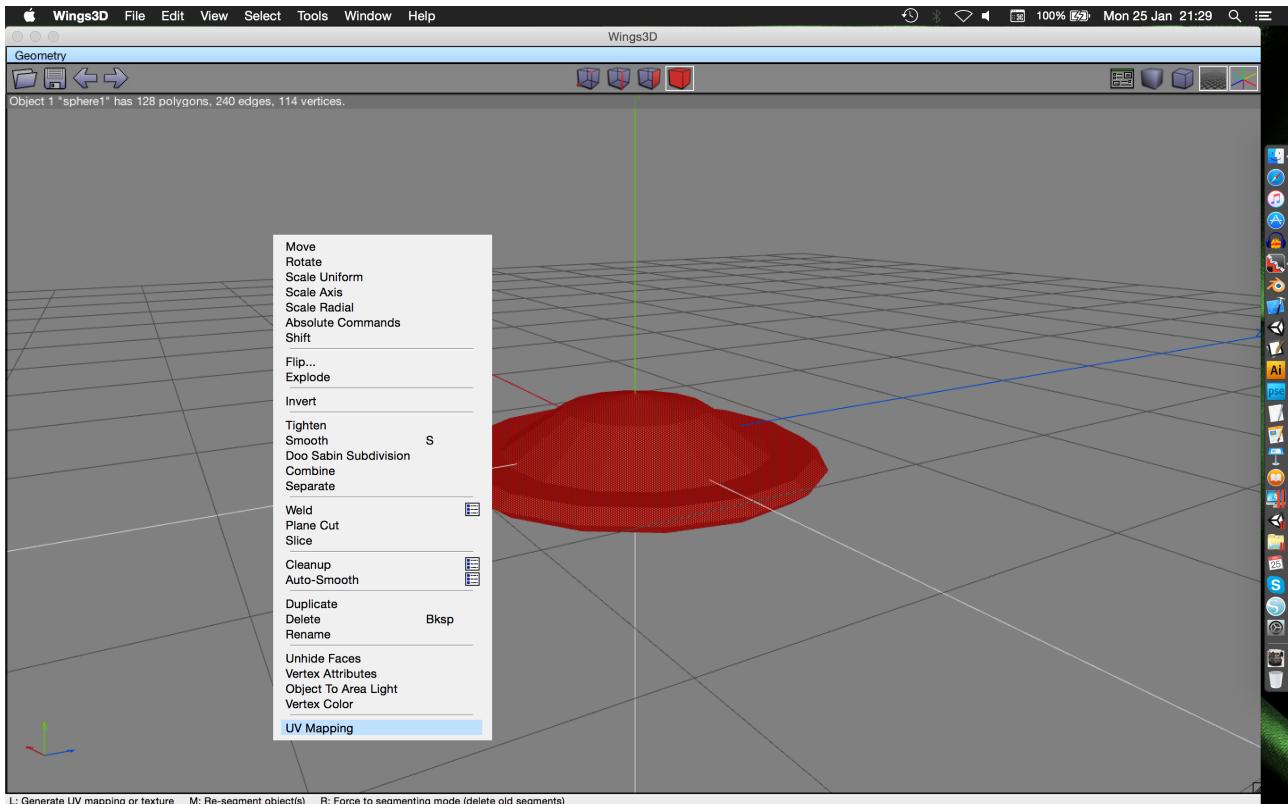
## 6. Move Object Y

Change to Object mode so that the whole object is selected. Move Y to centre the object in the world.



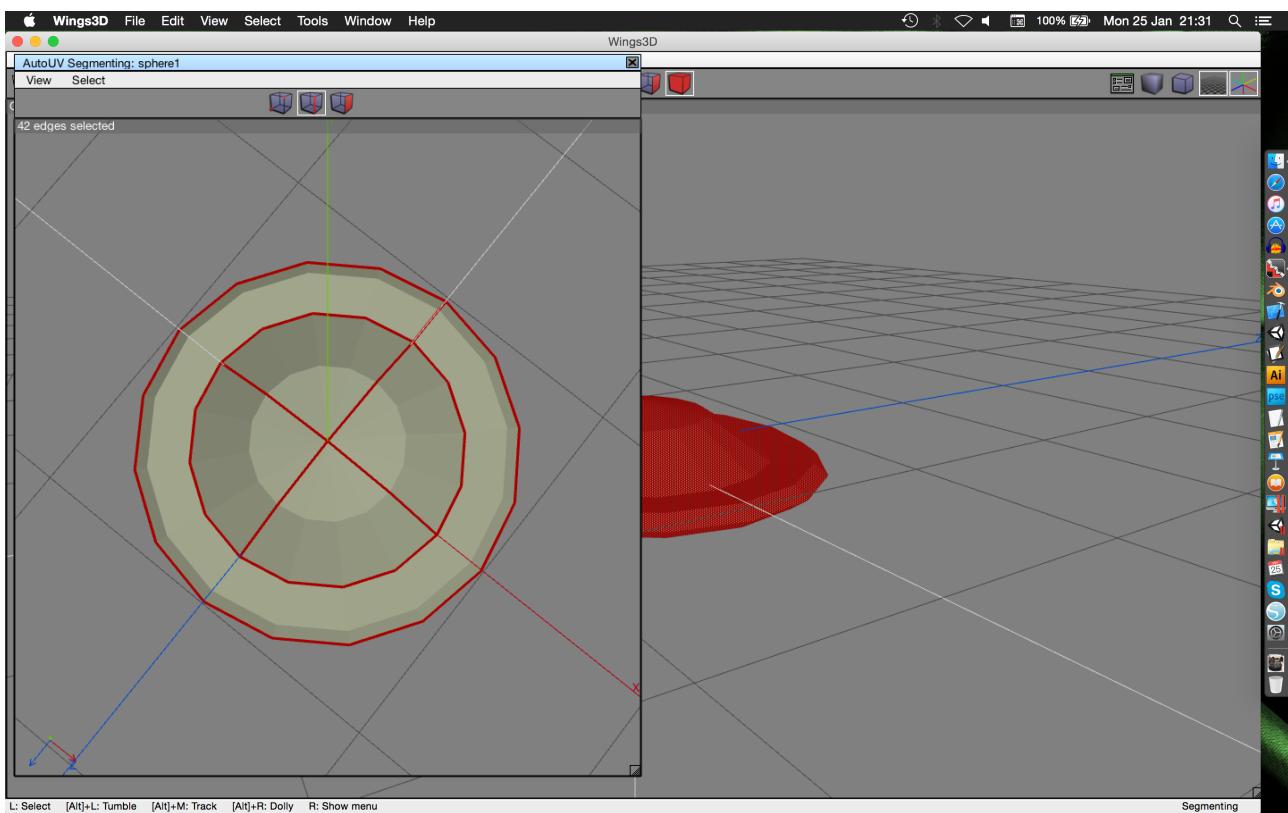
## 7. UV Mapping

Right-click and select UV Mapping.



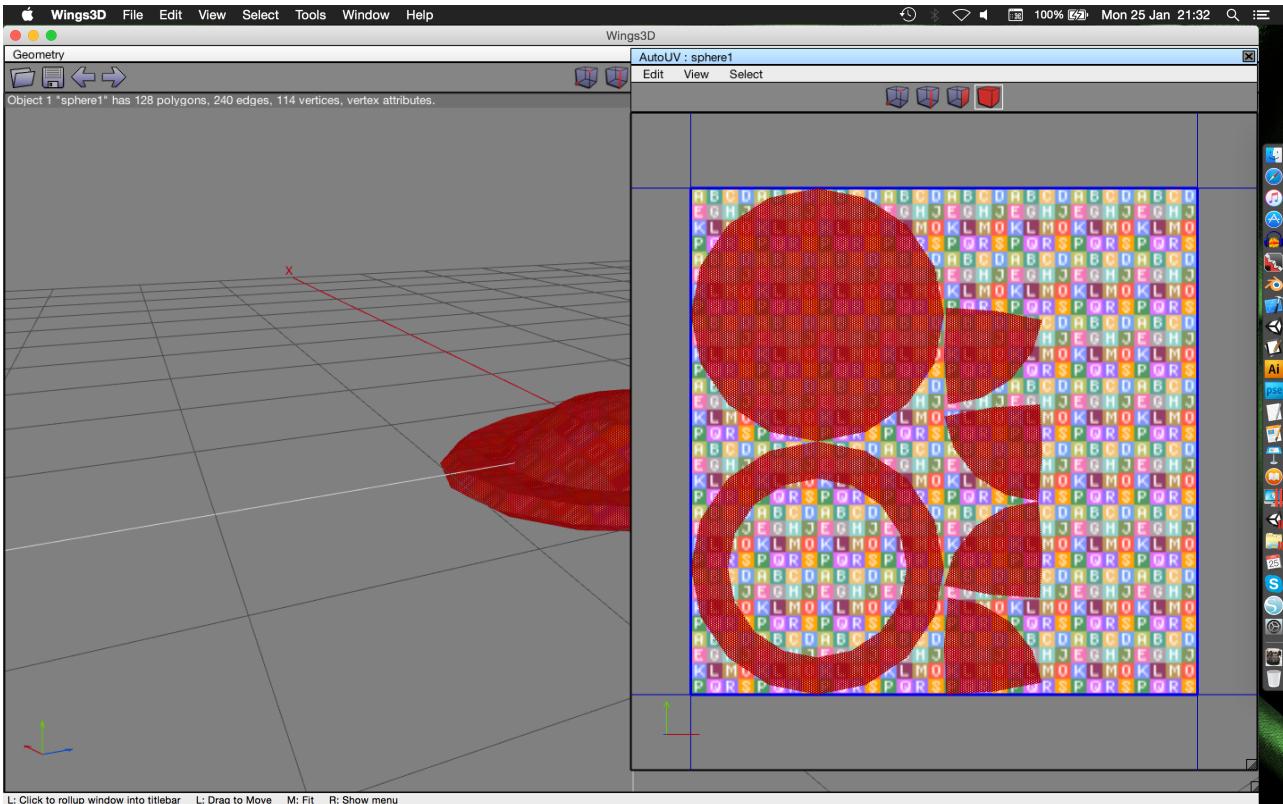
## 8. Edge Selection

Select the following edges, then right-click and select Mark Edges for Cut.



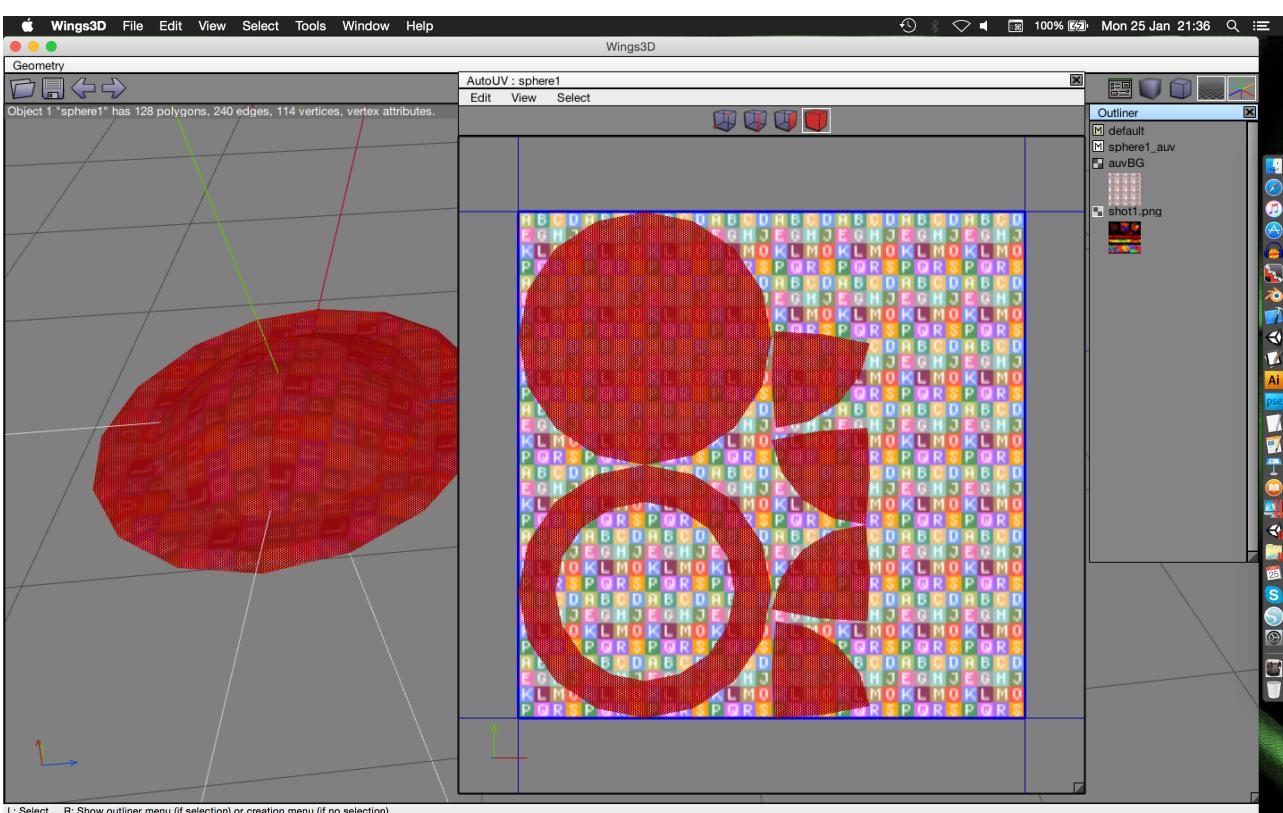
## 9. UV Unwrapping

Right-click, select Continue, then Projection Normal. The segments are laid on a default texture.



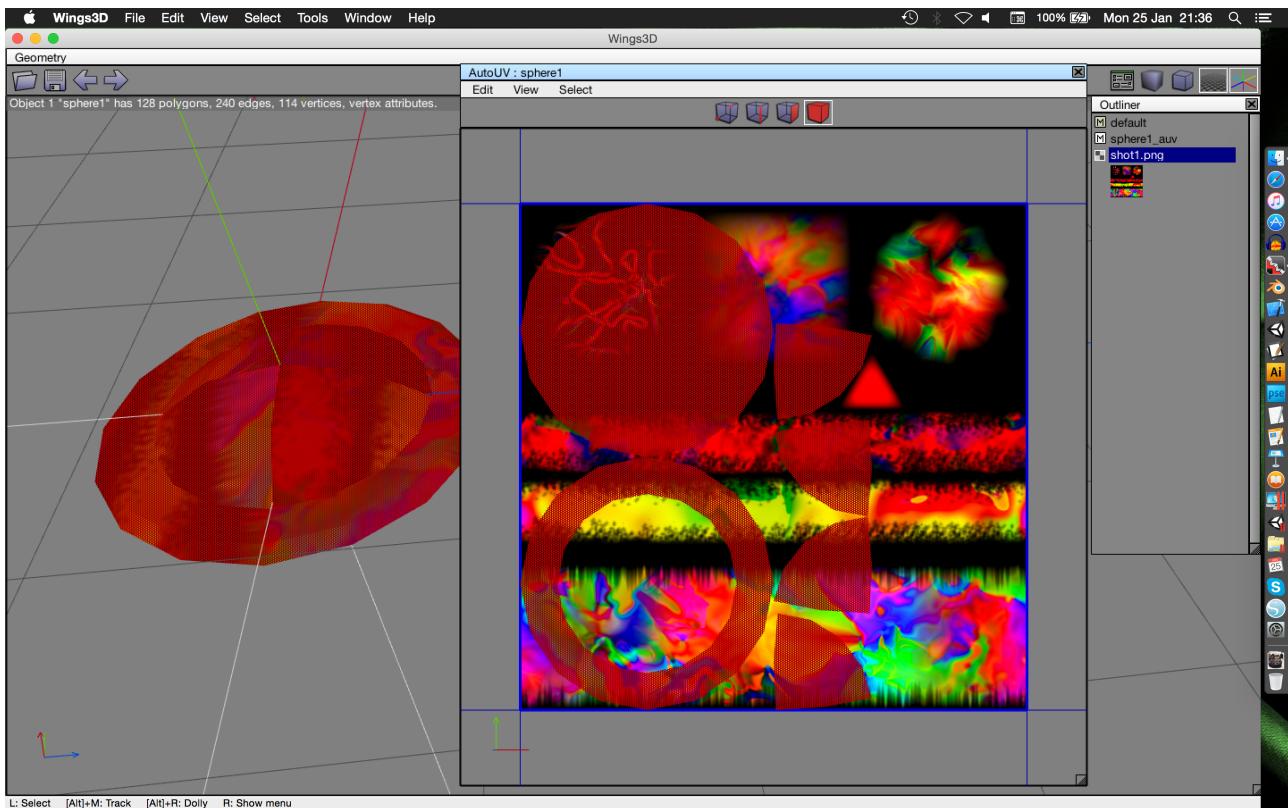
## 10. Import Image

Select File > Import Image. Import the supplied texture. Select Window > Outliner to display the texture menu.



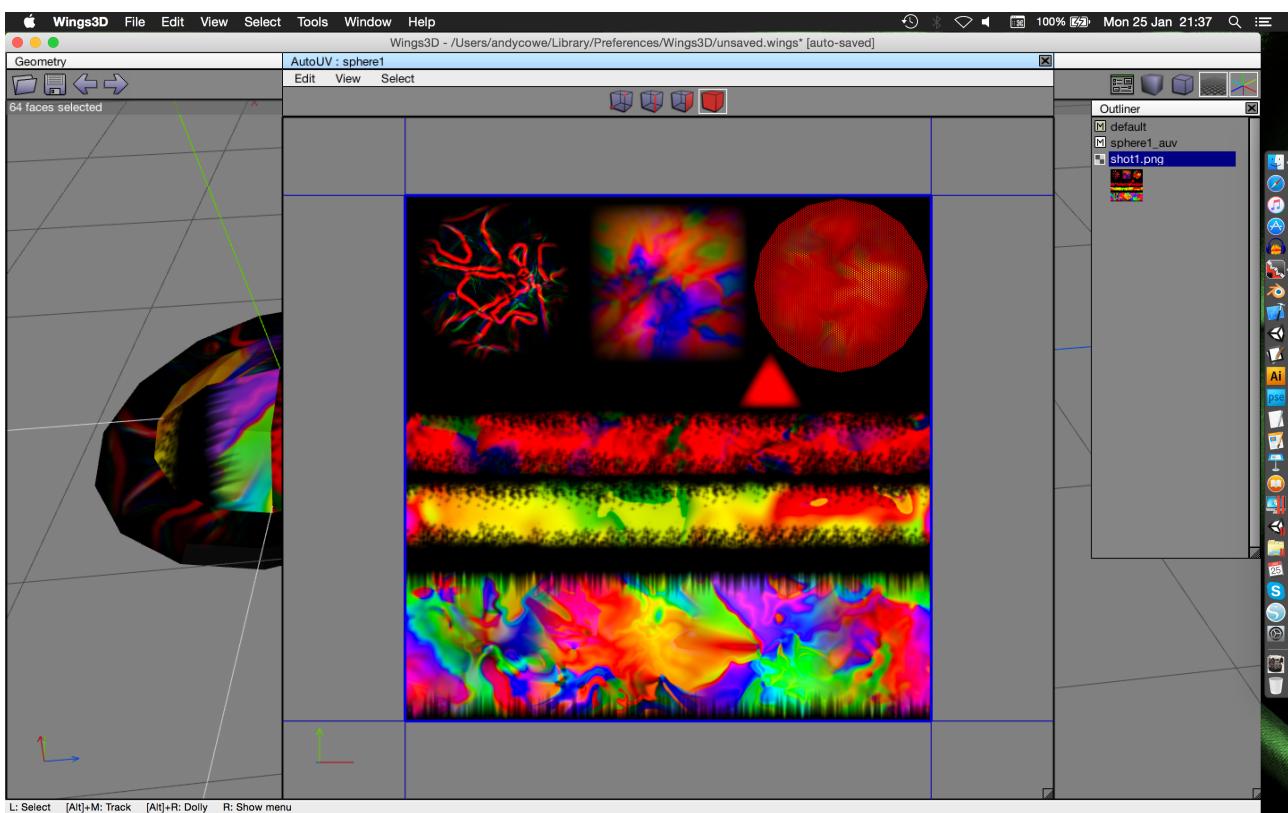
## 11. Select Image

Drag the imported texture from the Outliner window to the UV window.



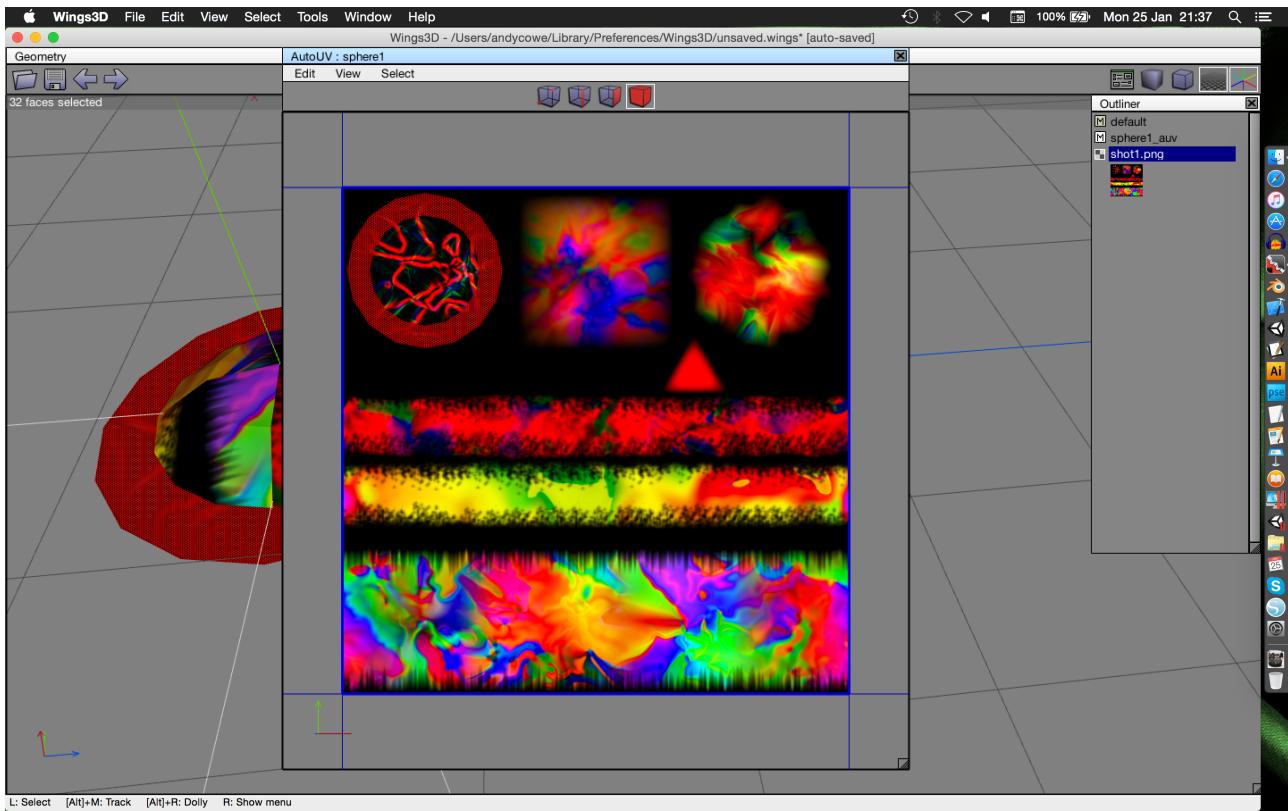
## 12. Position UFO Bottom

Press space to deselect all. Select the upper segment. Drag over the upper-right image and scale to fit.



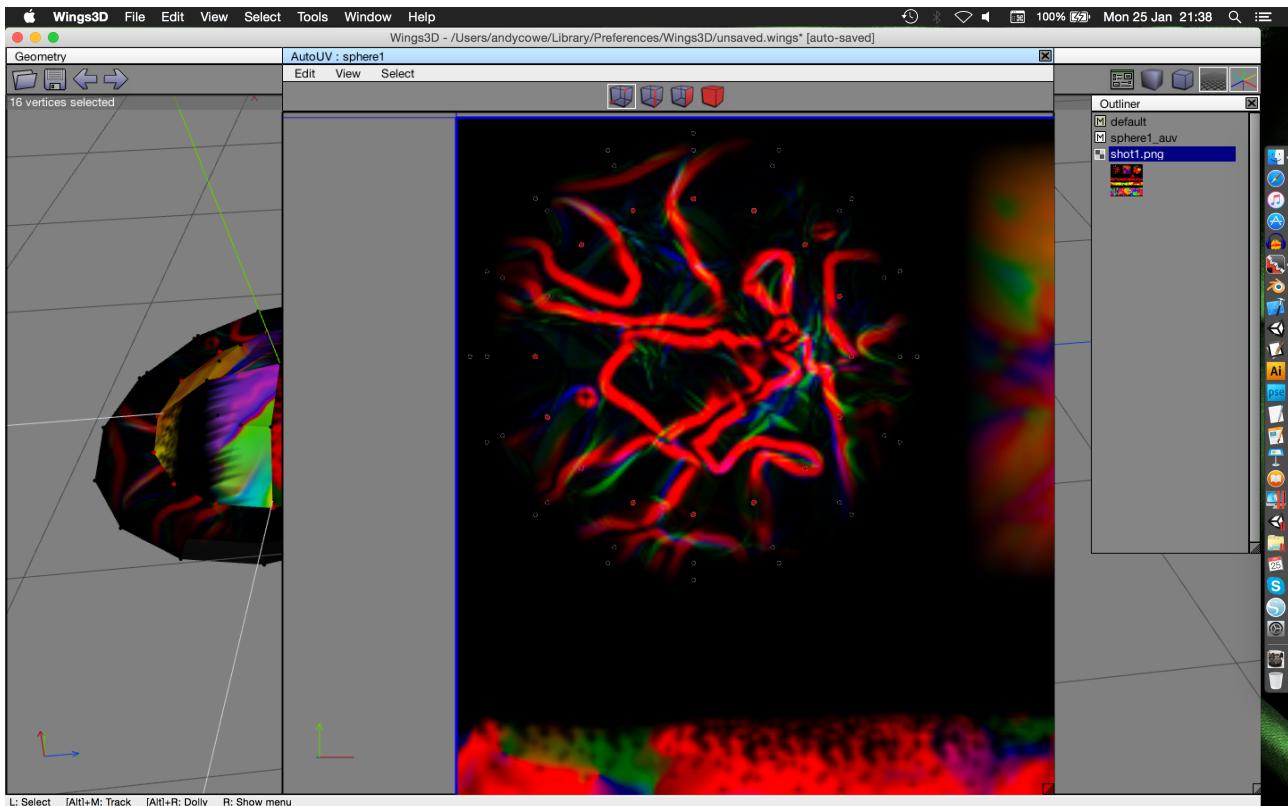
## 13. Position UFO Ring

Press space to deselect. Select the ring. Drag and scale to suit the upper-right image.



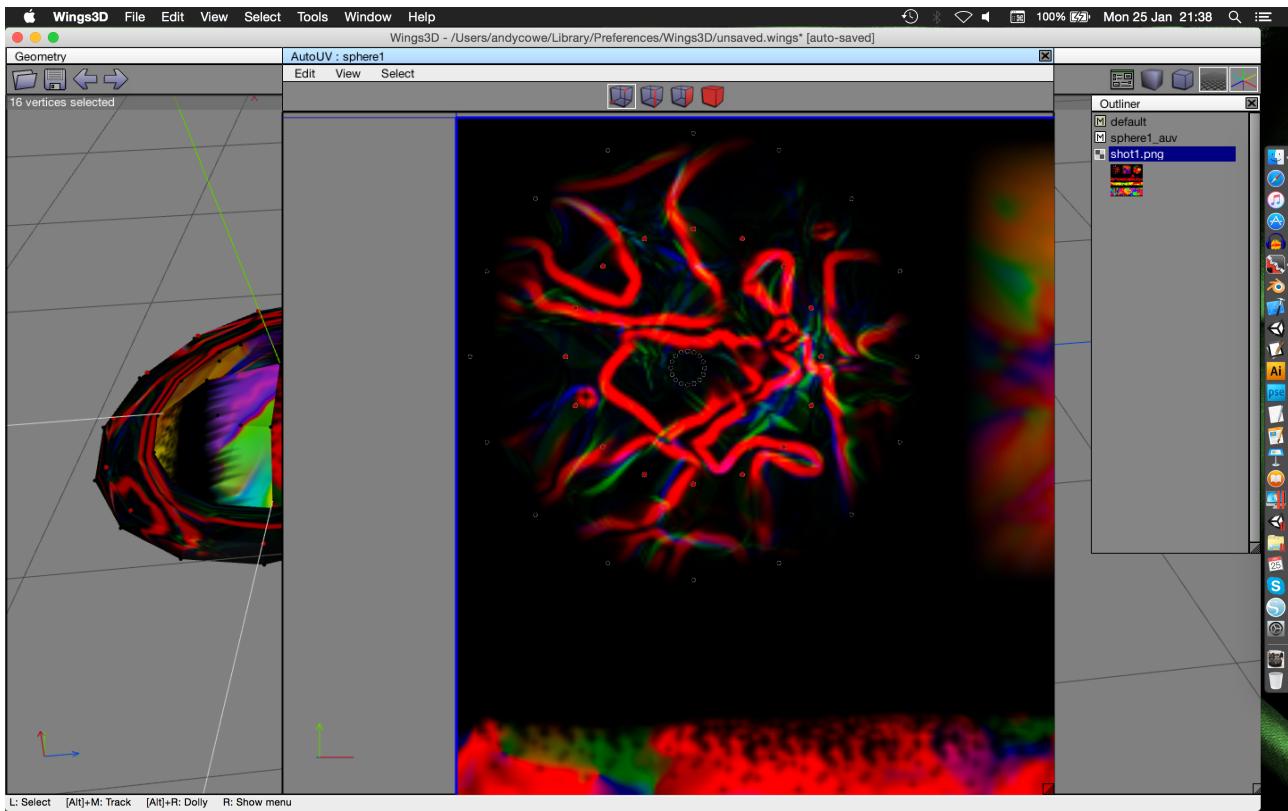
## 14. Ring Inner Circle

Select the vertices on the inner ring, then scale and position within the black centre.



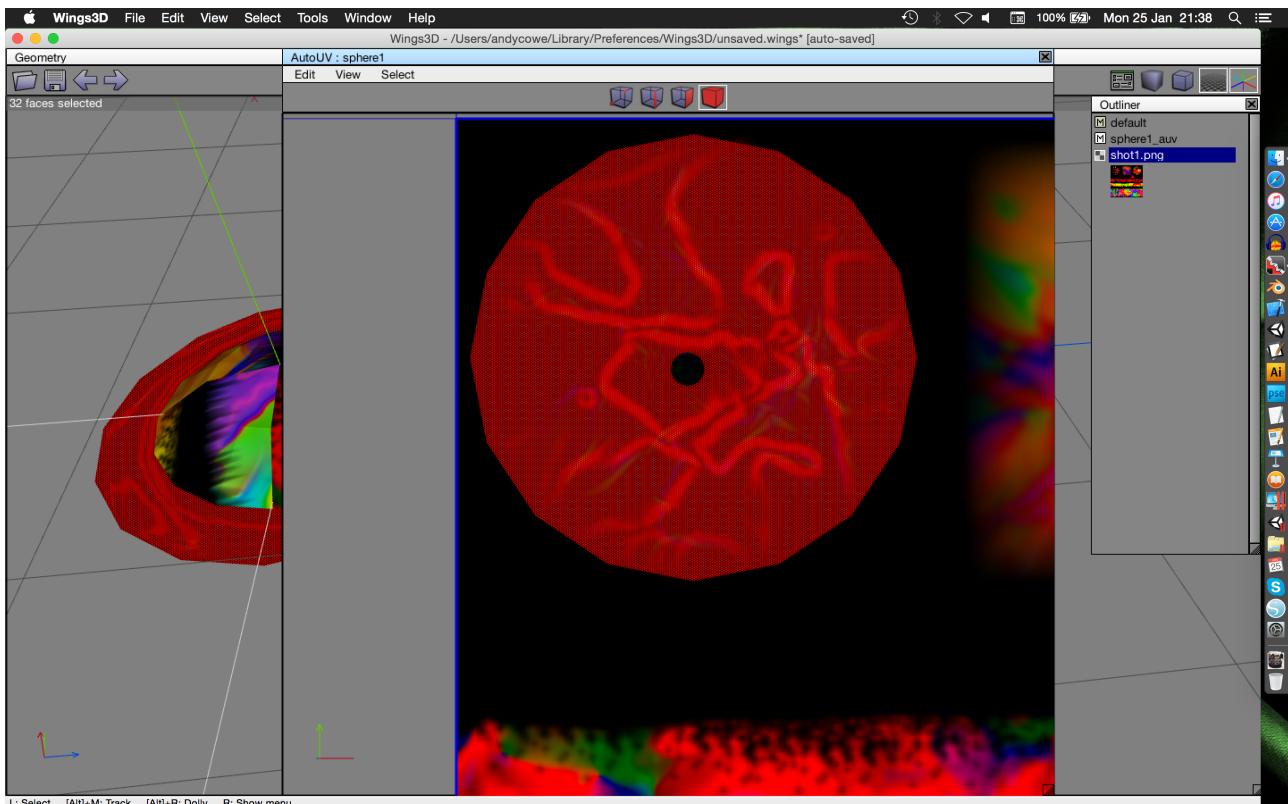
## 15. Ring Middle Circle

Select the vertices on the middle ring and scale for a more even texture.



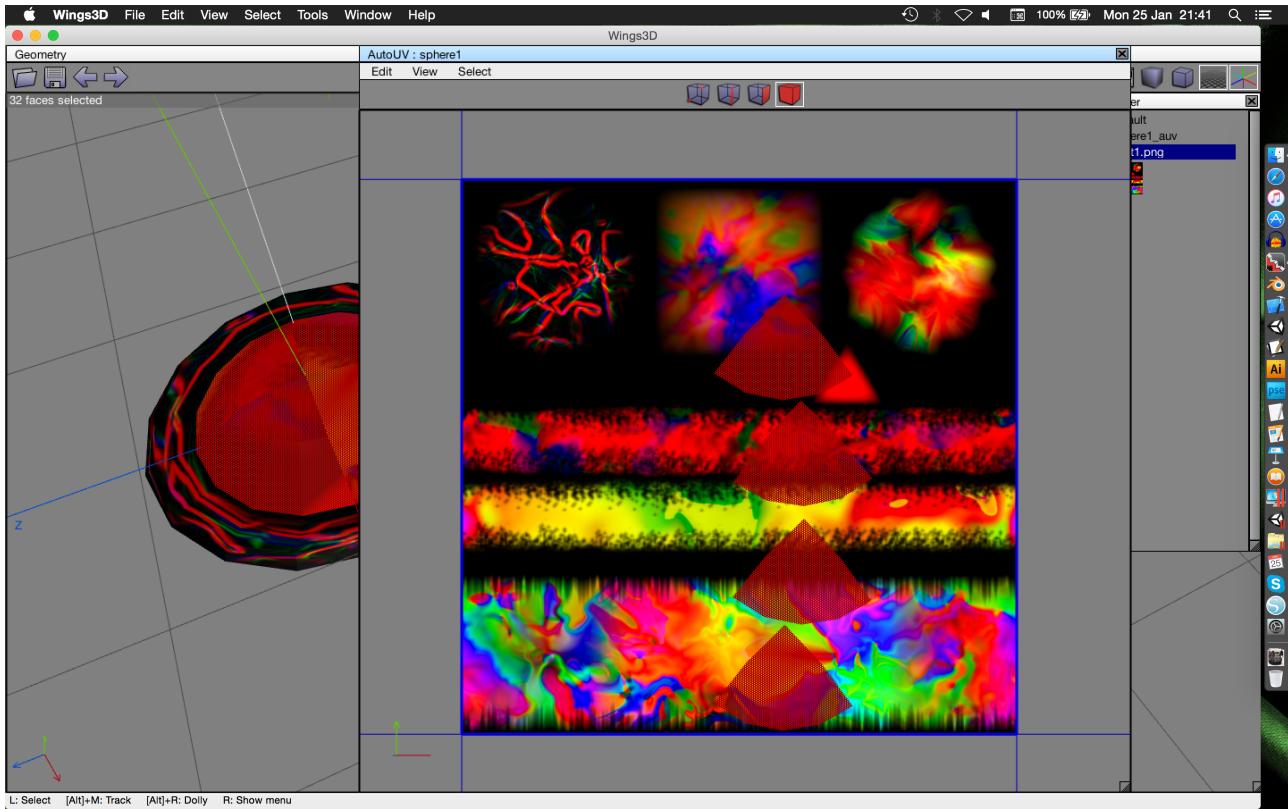
## 16. Ring Texture

The ring should have completely black edges to avoid showing seams between segments.



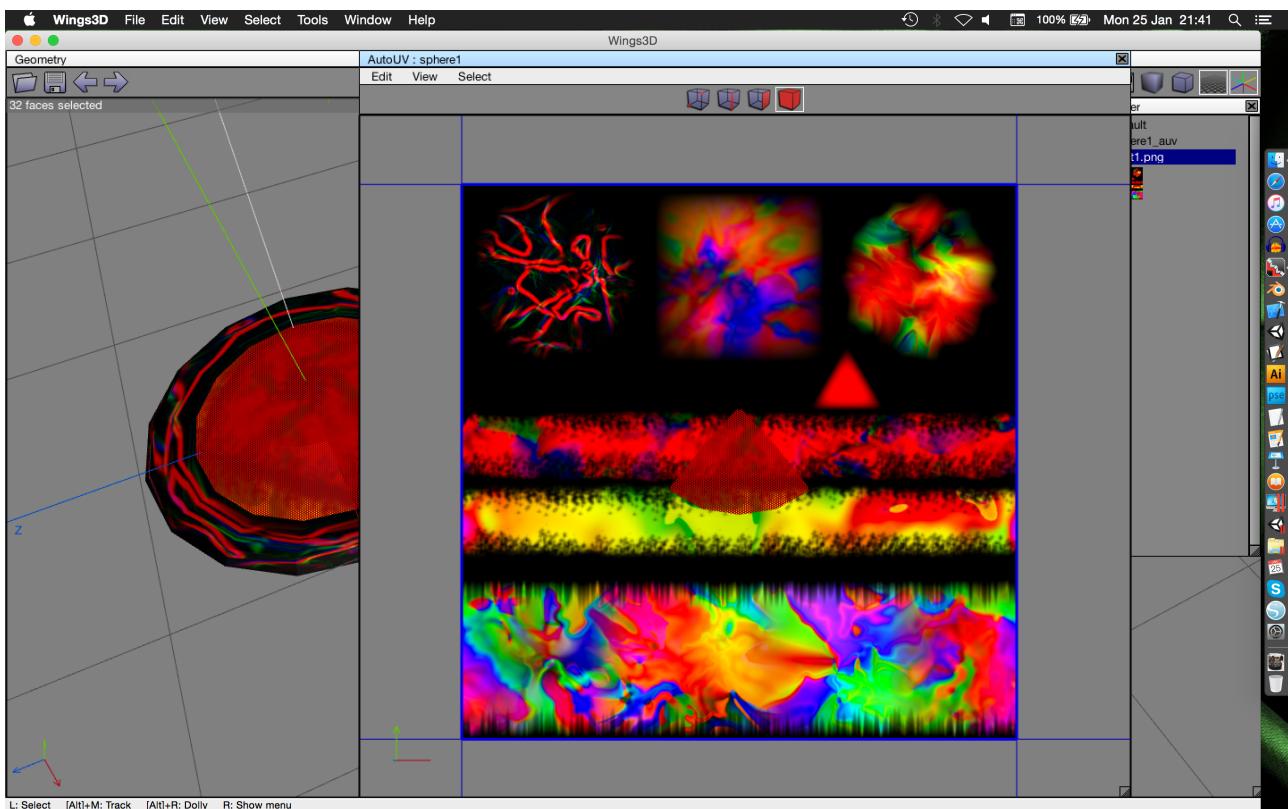
## 17. Rotate Quadrants

Select a quadrant segment. Rotate until vertical. Repeat for all 4 quadrants.



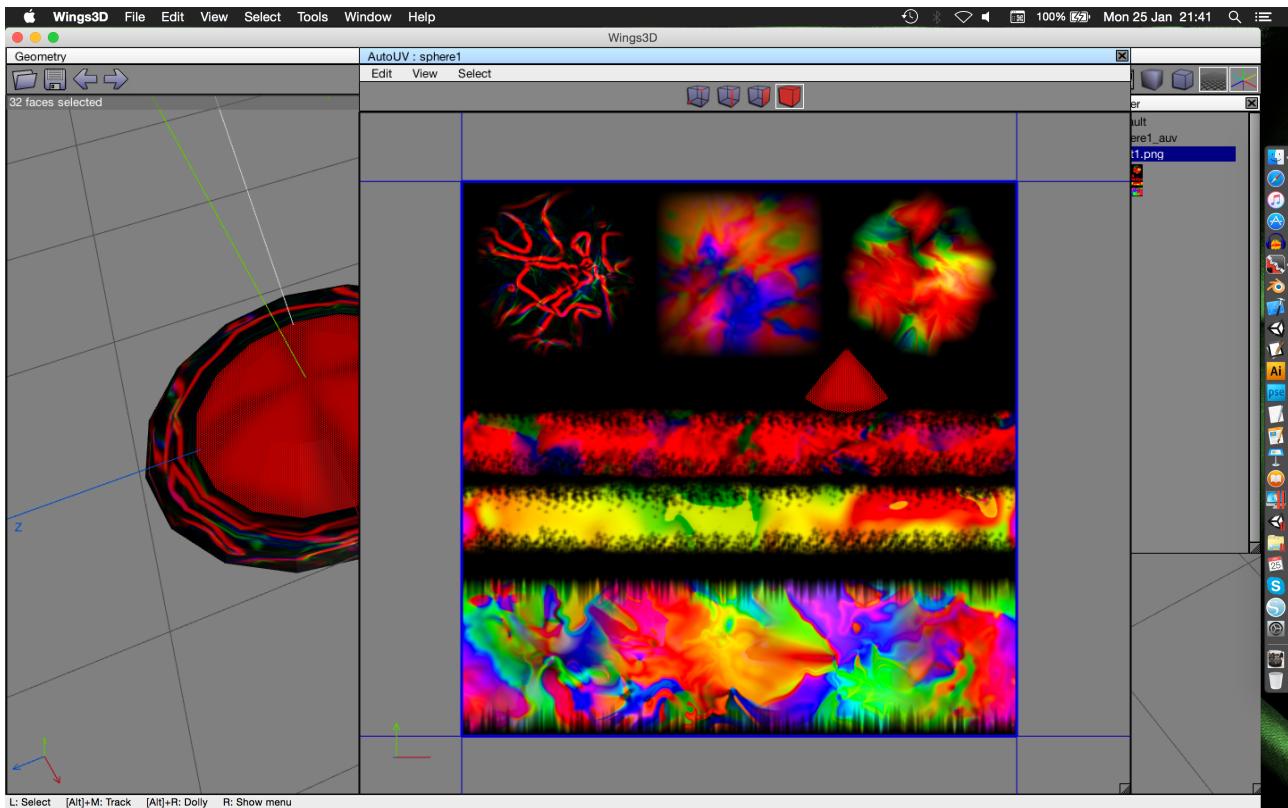
## 18. Centre Quadrants

Select all 4 quadrant. Select Move to, then Center.



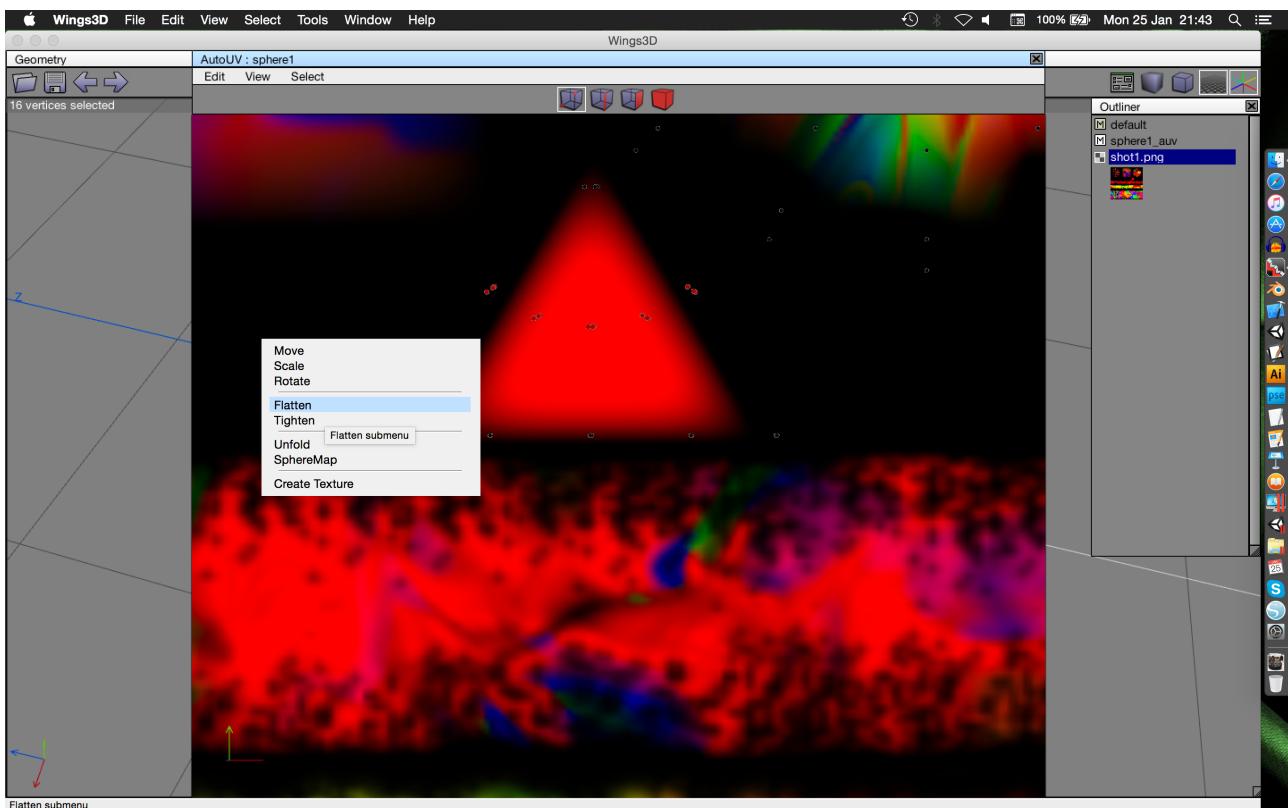
## 19. Position Quadrants

Position the quadrants over the red triangle, then scale to fit.



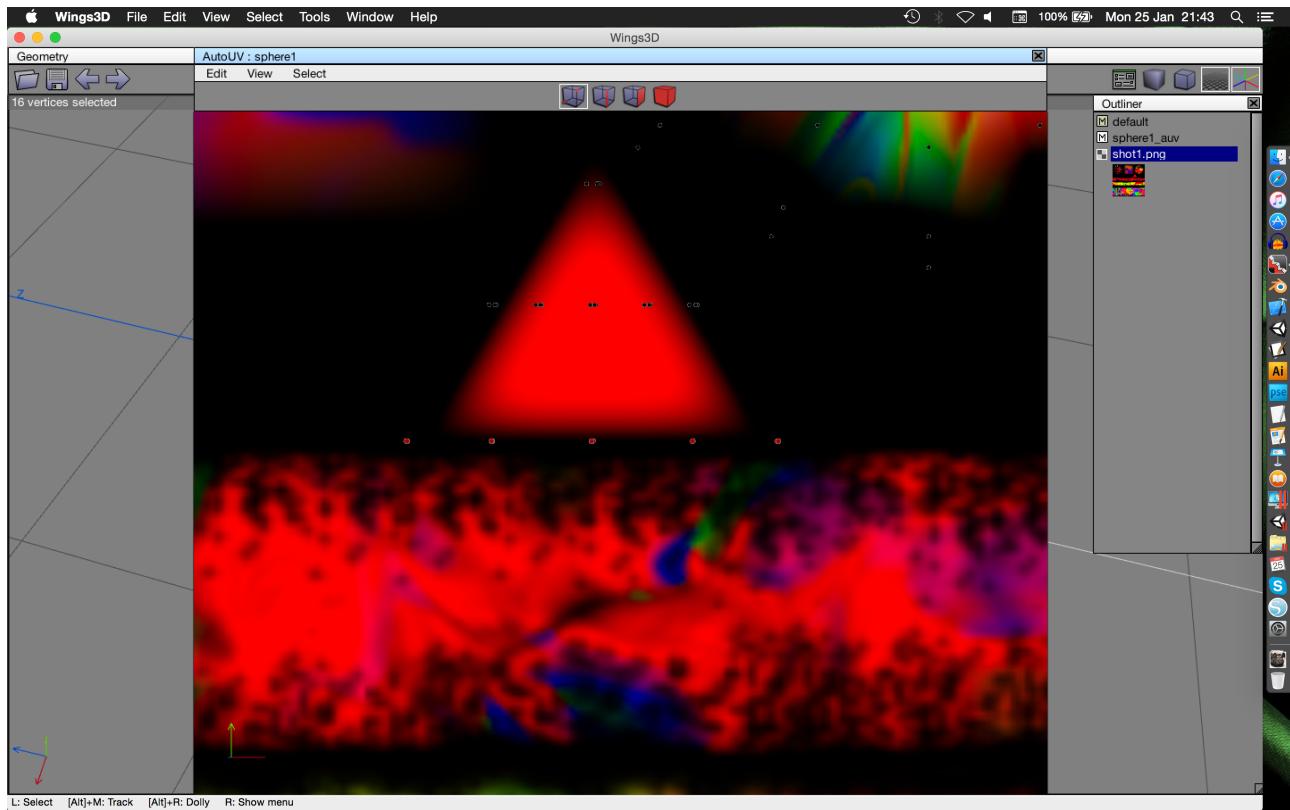
## 20. Flatten Y

Select the bottom row of vertices, right-click and select Flatten, then Y axis. Deselect then repeat for the row above.



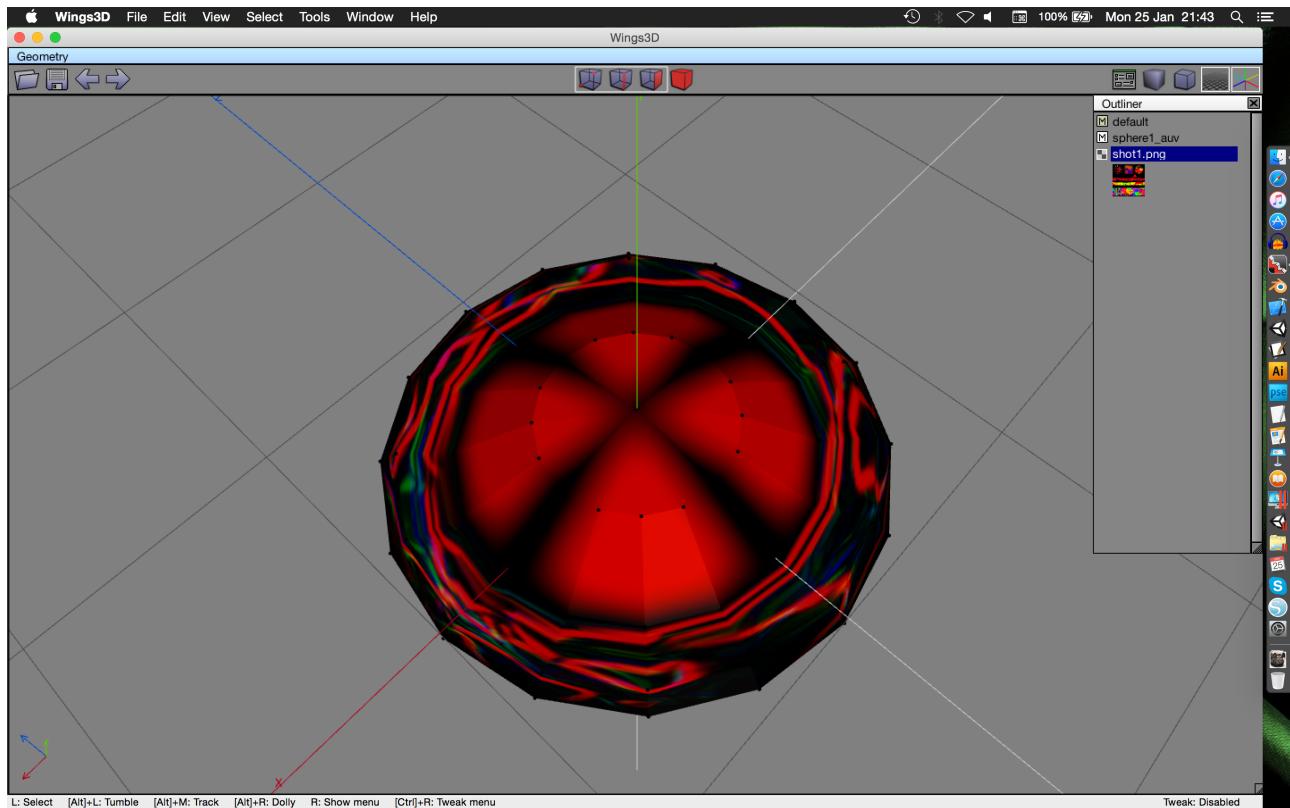
## 21. Align Quadrant Bottoms

Adjust the bottom row if needed so that it is in the black area.



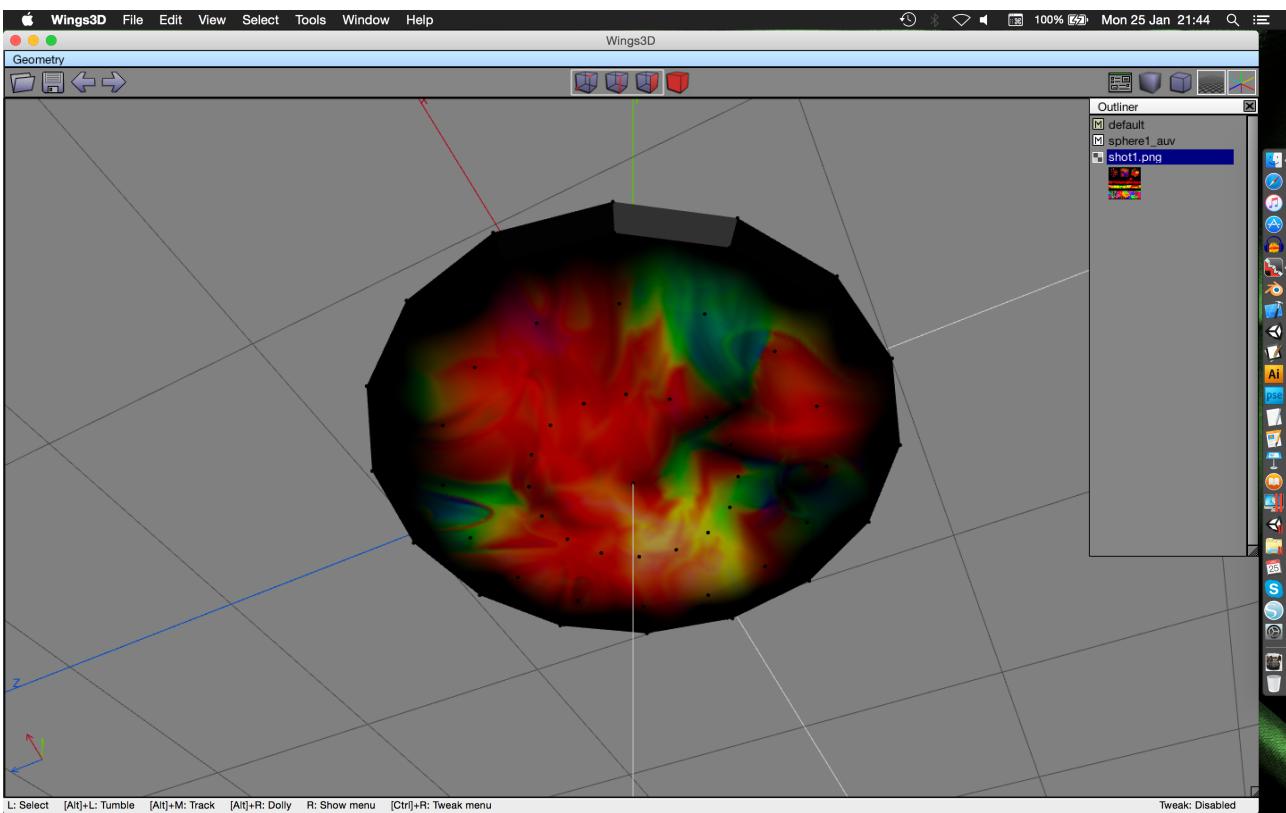
## 22. Finished Top View

View > Reset View, then look at the top of the UFO. It should look something like this:



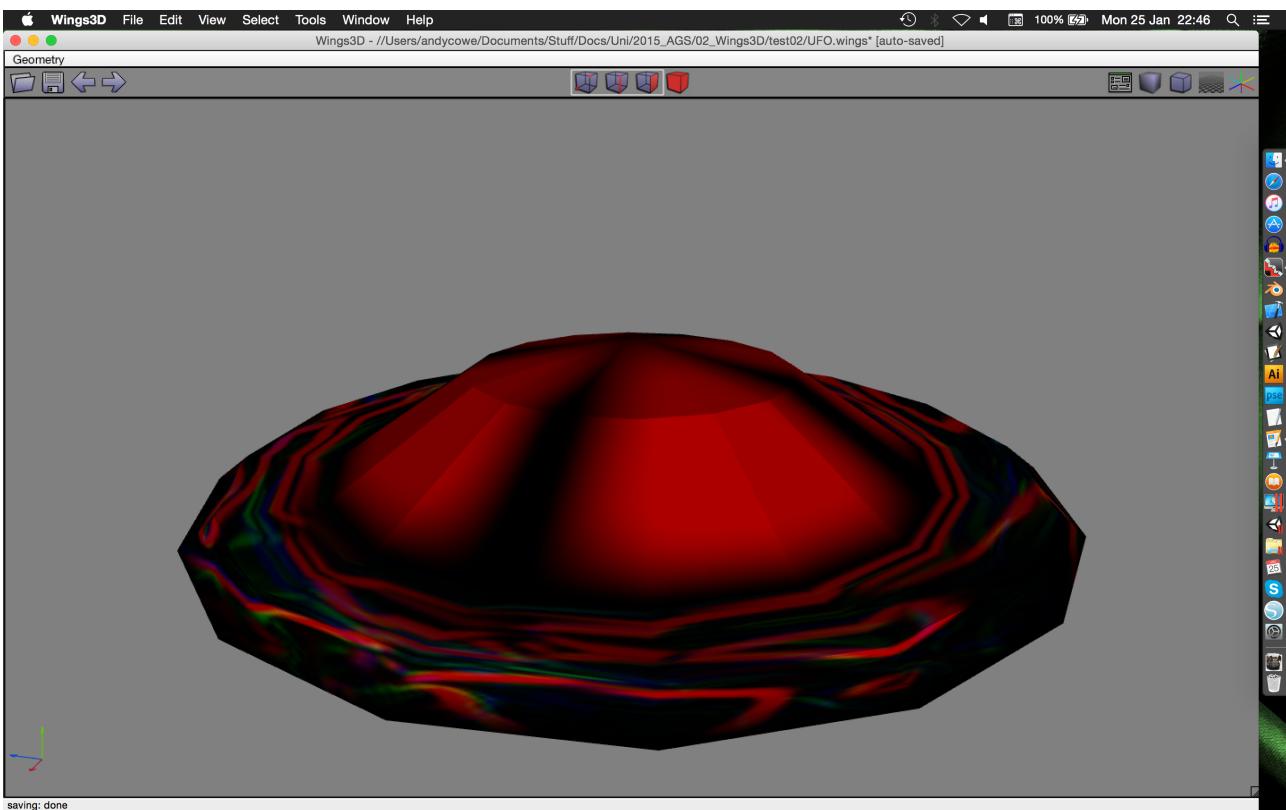
## 23. Finished Bottom View

And the bottom should look something like this:



## 24. Finished Model

Use the View > Show menu to hide the Ground Plane and Axes for a better view.



## **Task 2**

Use your new skills to construct one or more of the letters “AGS”. Do not use the 3D Text option as that is too easy. Take time to explore the tools available in Wings 3D to find the best choice for each stage. Test the effects of the different methods of UV unwrapping when texturing the characters.