

Steps for Texturing

Step 1: Blender

- Unwrap with Seams
- Export UVLayout as a png file
- Export the obj file of the unwrapped object

Step 2: LiveNormal or Photoshop

- Get textures from LiveNormal
- Label the HeightMap, NormalMap, and Textures
- On photoshop, photoshop the textures onto the UV png

Step 2.5: Normal Map Online

- Create normal maps from the UV png after its been textured through photoshop

Step 3: Unity

- Place obj in Unity environment
- Place texture on Obj
- Place Height, Normal, and other maps onto the texture