COMP2007 - Game Development

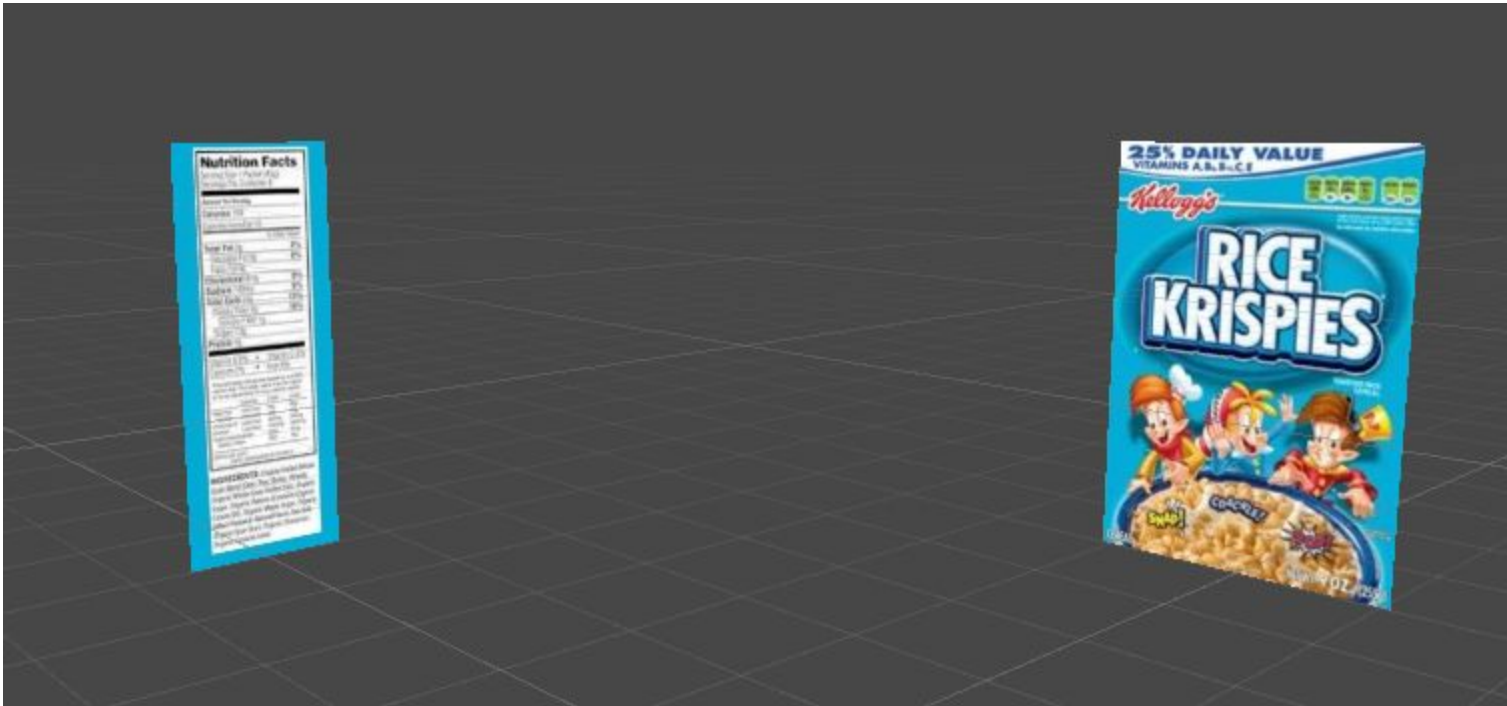## Session 3 - Art - Exercises

Texture the cereal box

Open the "Cereal Box exercise" scene in this weeks project

Model and texture the cereal box
- Use probuilder or other modelling tool
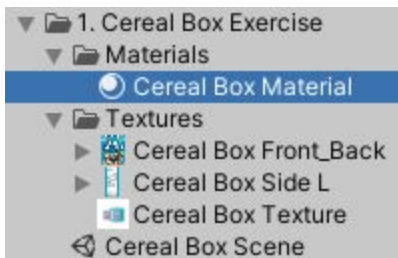- Use Probuilder's UV editor to fit the texture

Use the provided setup textures in the scene to guide your modelling and texturing

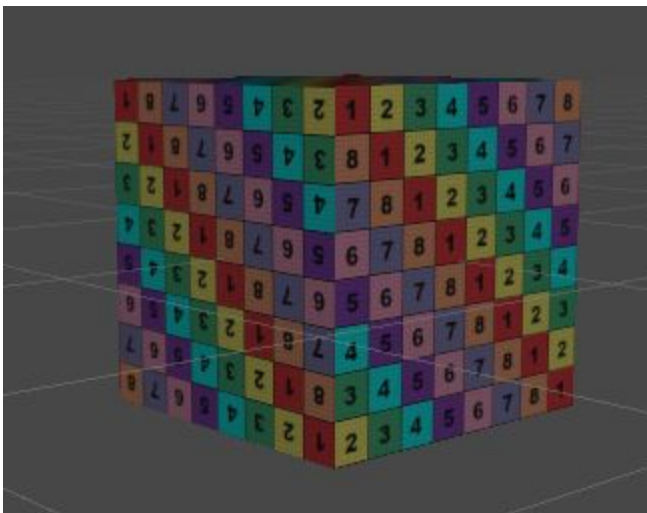

A material has been provided, called "Cereal Box Material"
Textures for the scene and material are also provided in the project view
- Use "Cereal Box Texture" on your material

Tips

- Use the UV mapper texture to check the size of each face
- Just replace the Cereal Box Texture on the material while you are measuring
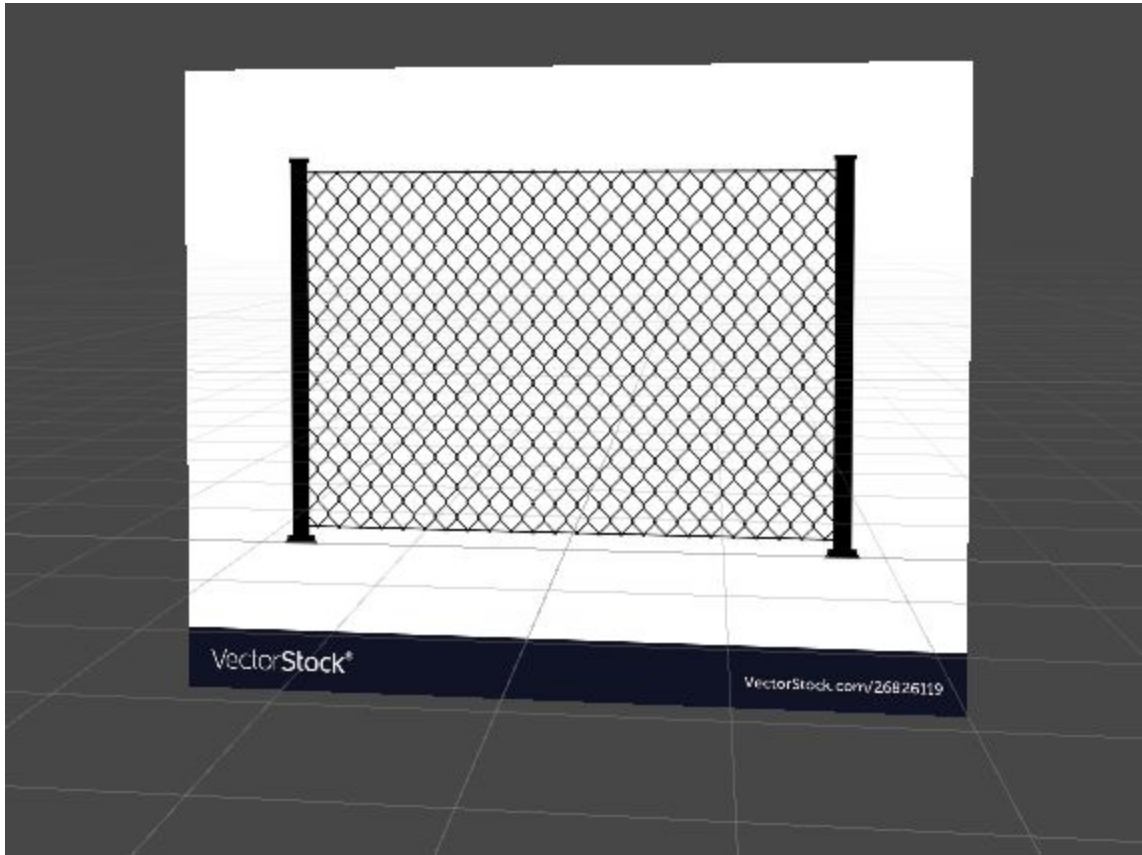
Create a fence using the provided textures

Open the "Fence Exercise" scene

Model and texture the fence
- Use probuilder or other modelling tool
- Use Probuilder's UV editor to fit the texture

Use the provided setup texture in the scene to guide your modelling and texturing
NOTE: only the front of the model has been provided, since fences are very thin!

A fence material has been provided, called "Fence Material"
- Set the rendering mode to "Cutout" to see through the fence artwork!
- Uses the "Fence Texture" artwork

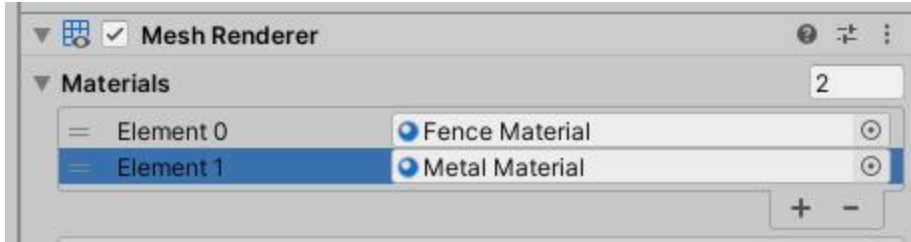A metal material is also provided called "Metal Material"
- Leave the settings as they are
- Uses the "Metal Texture" artwork

Tips

Choose if you want to use one mesh or two
- Two meshes can use each material separately
- One mesh can use both materials on a mesh renderer

NOTE: you can add more than one material to a Mesh Renderer component!

You can use from 4 to 8 sides for the poles, they don't need to be super high poly, but the texture may need a little roundness to work
Consider using smoothing groups for the poles to keep their round shape
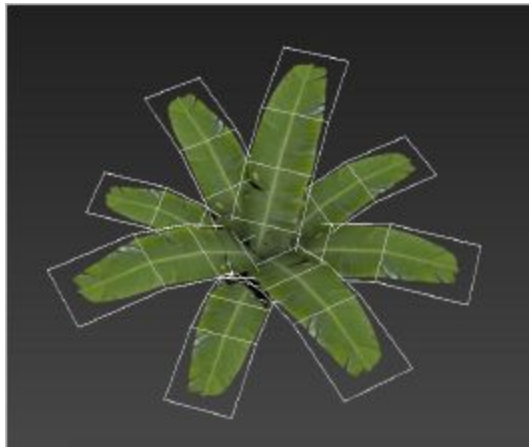
Create a plant

Open the "Plant Exercise" scene

Model and texture the plant ferns
- Use probuilder or other modelling tool
- Use Probuilder's UV editor to fit the texture

Use the provided image as a guide for the shape and position of the leaves
NOTE: don't model the leaf shape! Let the material do the cutout for us

A leaf material has been provided, called "Leaf Material"
- Set the rendering mode to "Cutout" to see through the leaf artwork!
- Uses the "Leaf Texture" artwork

Tips

You may want to model each leaf from a "flat cube"
- A face can only be viewed from one side, so leaves will only have one side!
- A face for with a leaf on each side of the flat cube will have both sides
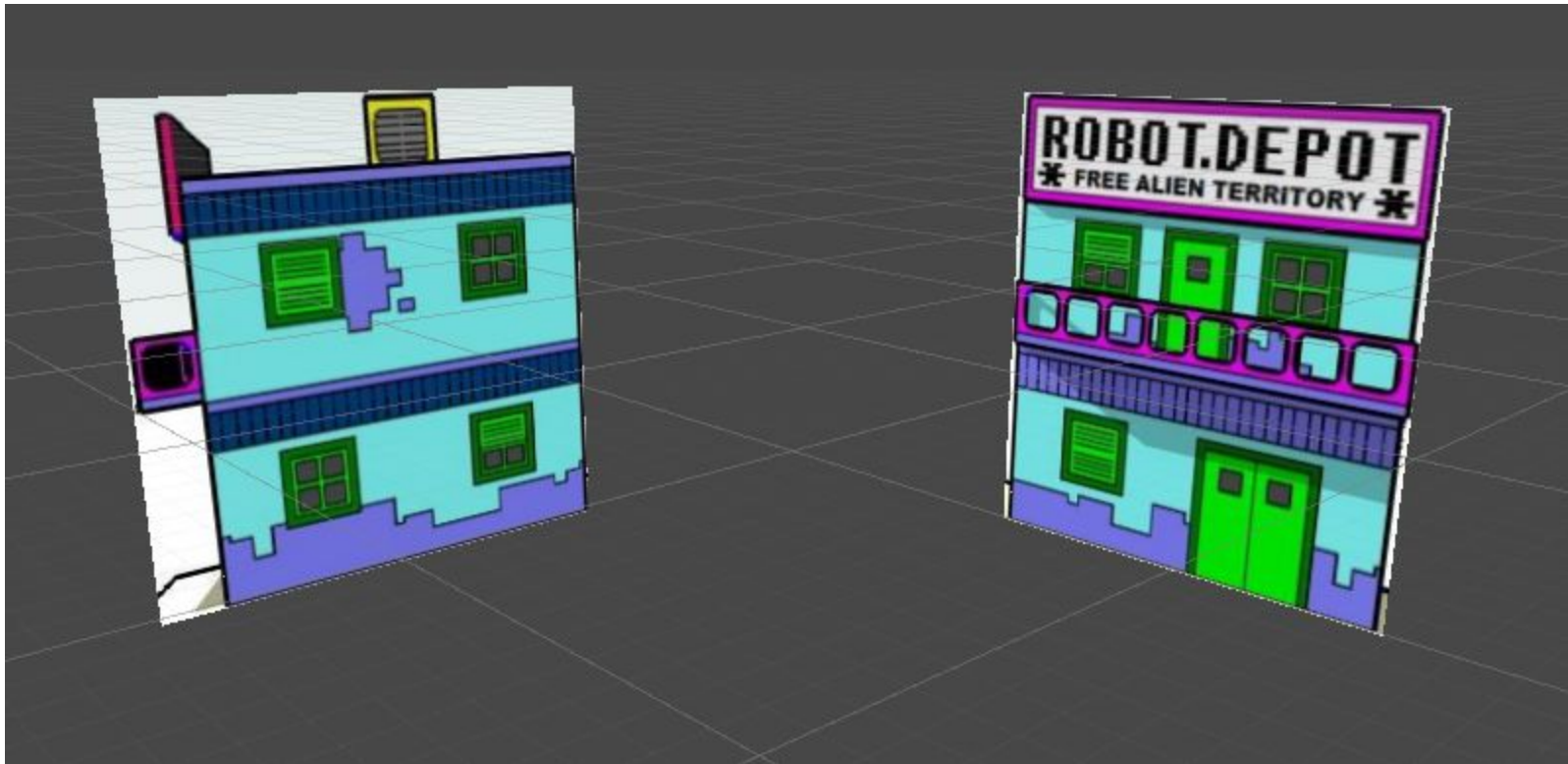
Create the house

Open the "House exercise" scene in this weeks project

Model and texture the House and parts
- Use probuilder or other modelling tool
- Use Probuilder's UV editor to fit the texture

Use the provided front and right planes to align your model
NOTE: there are also back and left planes in the scene if you wish to use them!

A material has been provided, called "House Material"
Textures for the scene and material are also provided in the project view
- Use "House Texture" on your material

The house texture has all of the sides on the left and details on the right
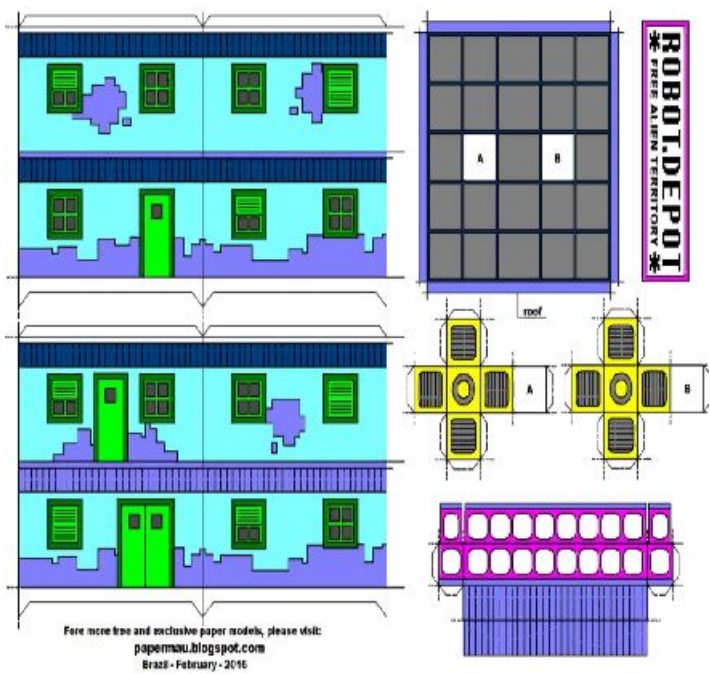
The House Guide image has a complete model of the house - follow the image to create your house!
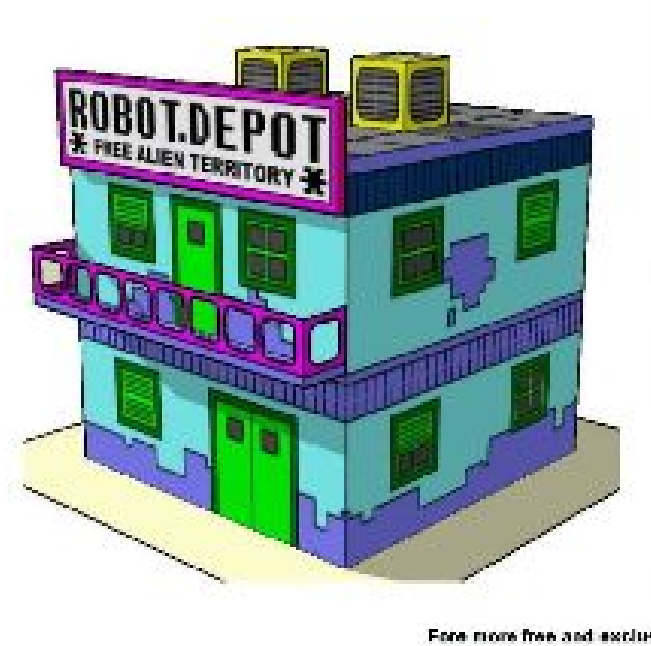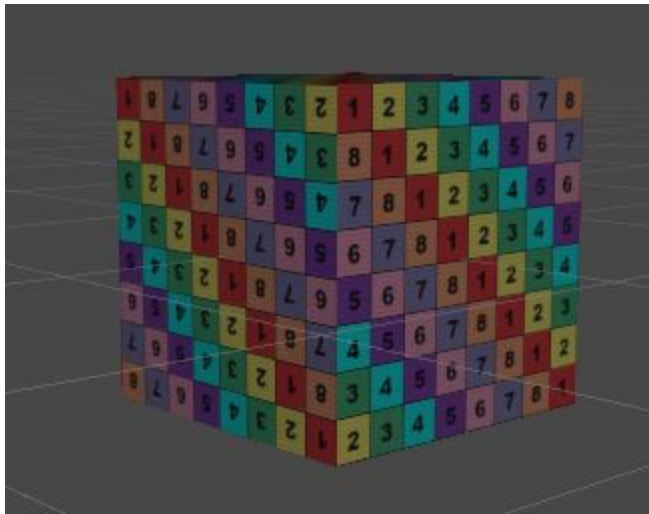
Tips

Take it slow - make sure you have finished one task BEFORE moving on
- Model ALL of the parts before starting to UV
- UV ALL of the faces before texturing

Use the UV Mapper texture to UV - ensure even and accurate faces before texturing