**CHANGING TEXTURE OF A 3D MODEL**

1. Download a texture image as per user requirement and save it as texture.jpg.

2. Open blender and click on the File menu

3. Go to import and press Wavefront(.obj)

4. A File Explorer Dialog Box appears. Navigate to you 3d model(.obj) file and select it and click open.

5. Now use the multi-screen mode of blender by screen dragging tool on the top right corner.

6. Open the right screen in UV editor mode from the mode drop-down menu.

7. On the left screen open edit mode by pressing tab and select your object by pressing Shift+RMB or A.

8. Press G and unwrap your object in mesh form.

9. On the right screen go to the texture option below and add your downloaded texture image using a file dialog box.

10. Texture changing is done.! Close thee right screen and export your 3d model with the new texture using the export option under the file menu.