

Chris Culling

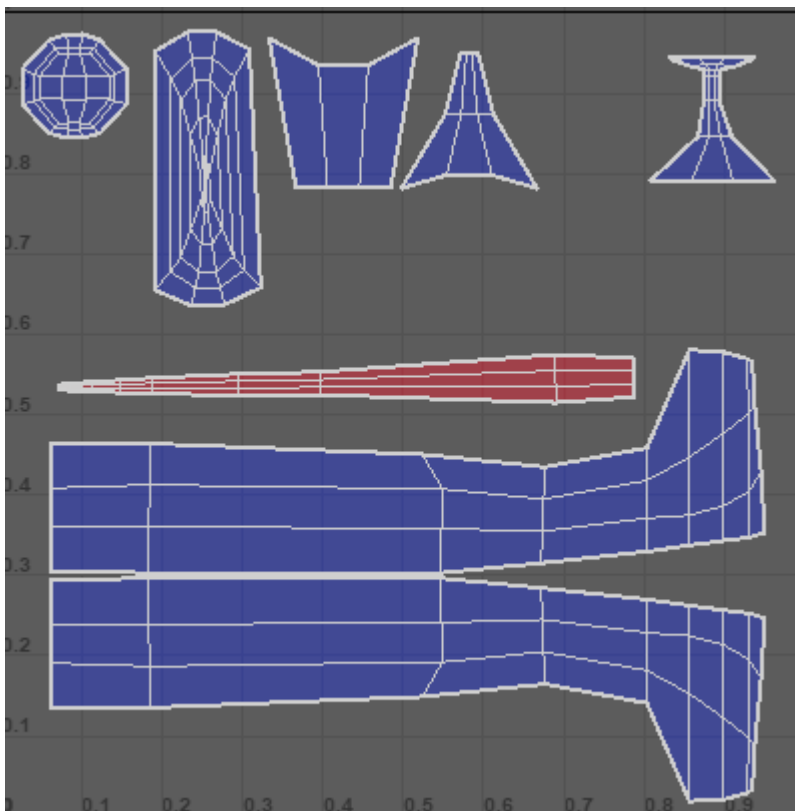
Lab report for **Mod-L2**

28 Nov 2024

I was following along the [demo](#) and started UV mapping.

1. Create UV Planar
2. 3D Cut and Sow
 - Separated nose and cockpit from the rest of the body
3. Unfold UV Shells and Reduce Distortions
 - Unfolded the cockpit
 - Created new planar UV for the nose from the Z-axis before using **Optimize**
4. Apply materials/textures after making use of UV map masks

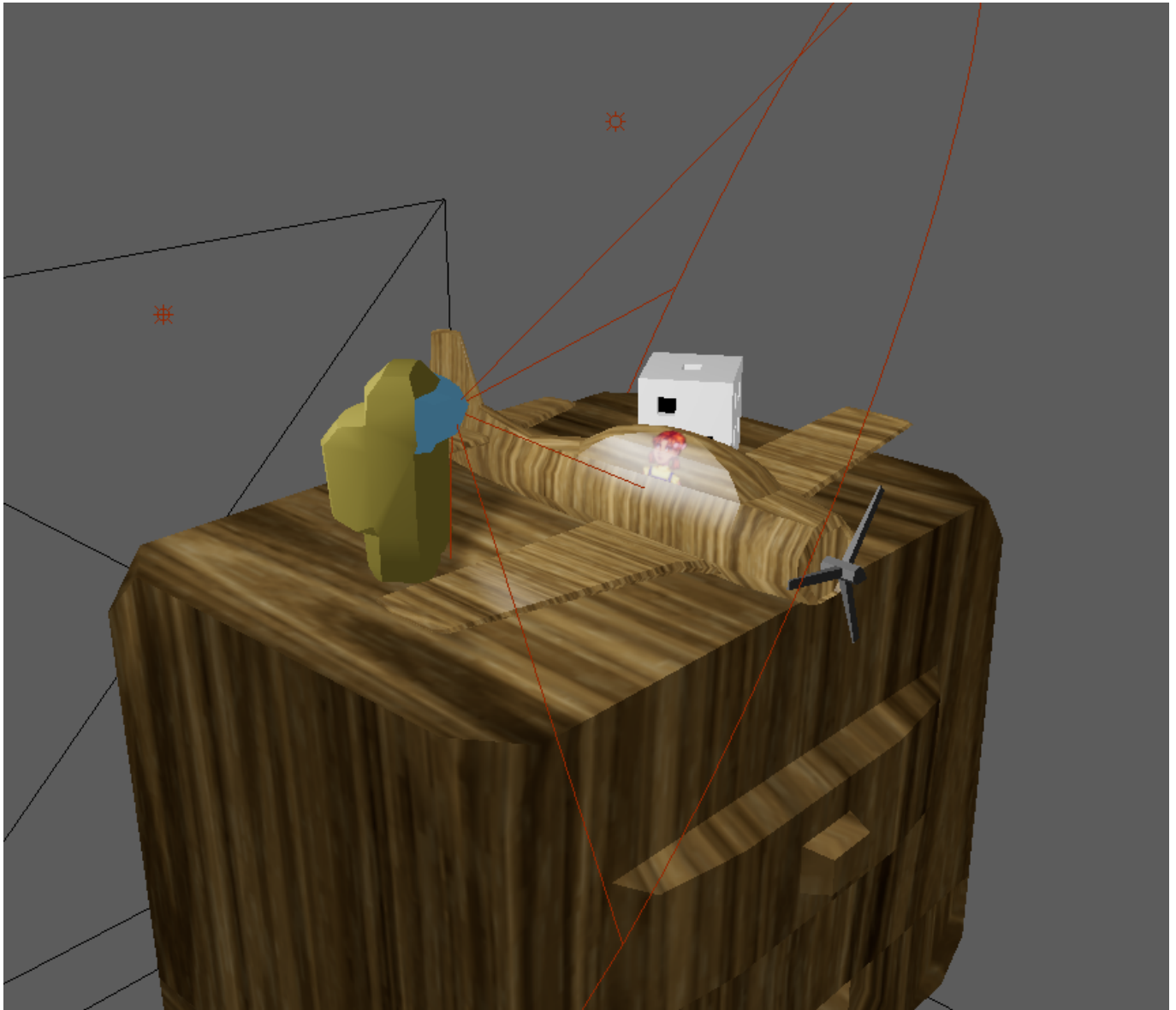
Because I started with a cylinder for the plane model, I didn't end up with a line separating the plane down the middle, so I had to split both top and bottom as well as each side into different UV shells.



Note that the wings and propeller are separate objects.

I added a die and an Amongus character. The plane uses a modified version of the wood texture, adding a character sprite in the cockpit (Single material with texture painting). The other items use either a single material or multiple materials per object.

Light Setting #1



Light Setting #2

This one adds a directional light, representing the sunshine through a nearby window.

