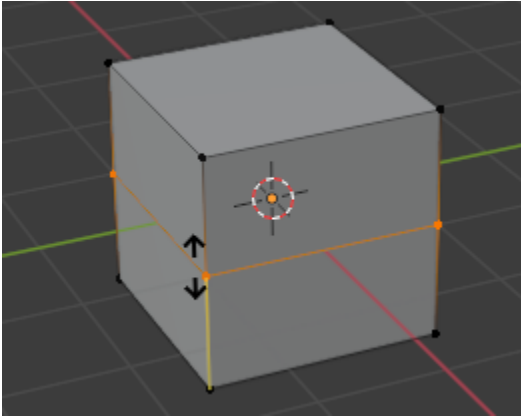


B1

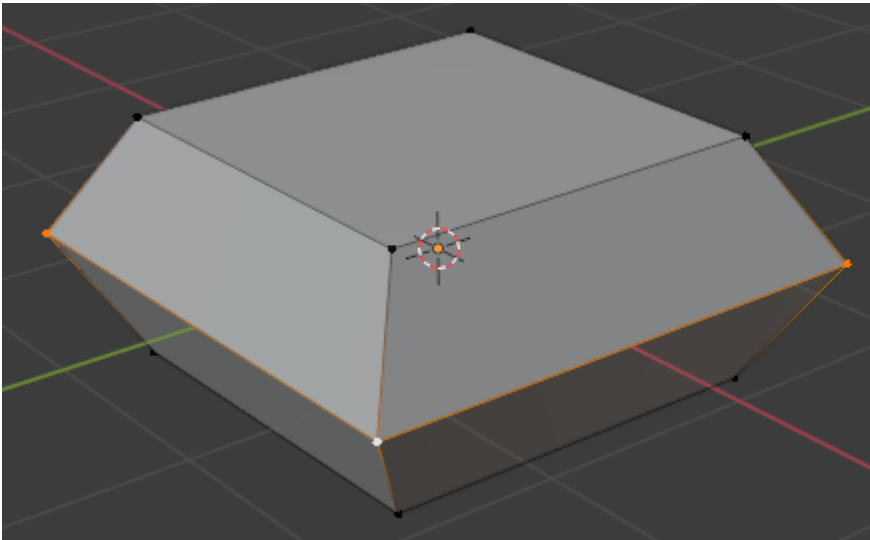
Start a new → General file

Tab into edit mode with the default cube and add a loop cut around the perimeter

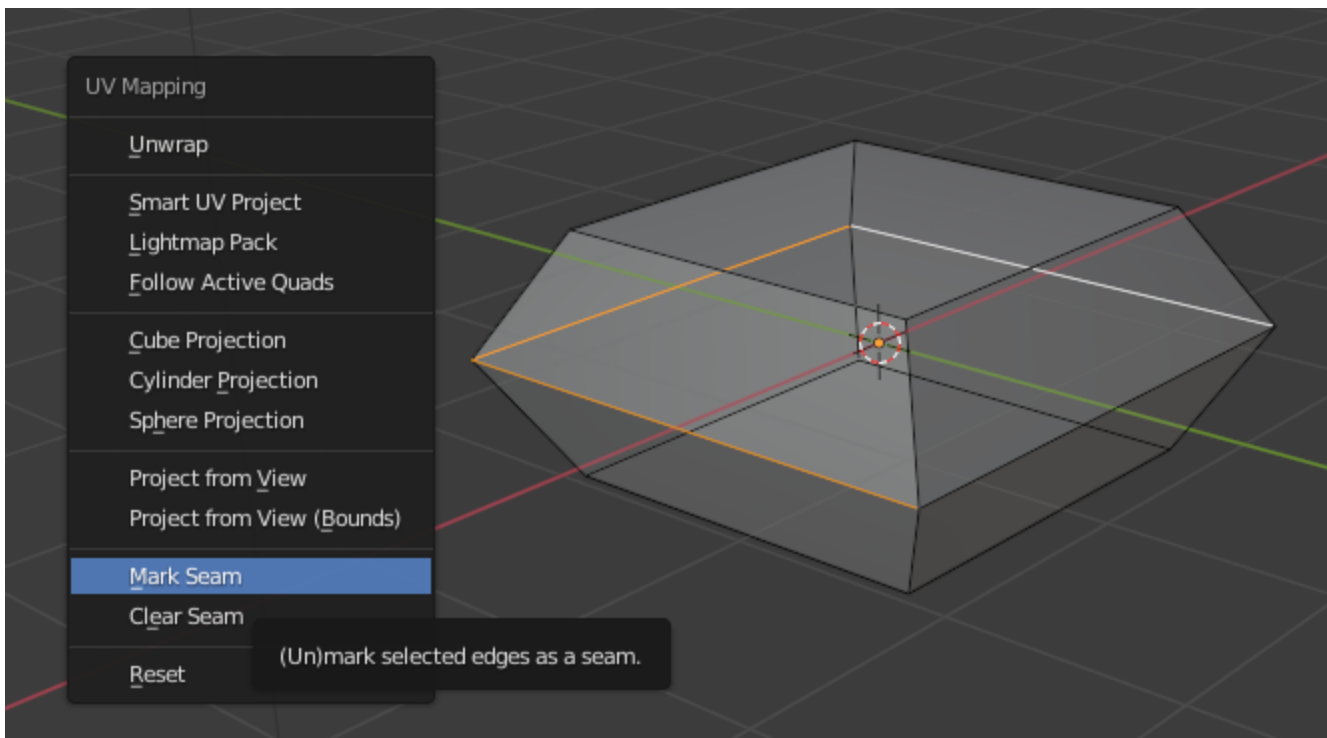


Scale the new edge outward

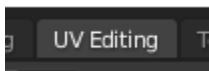
Adjust the shape so that it looks like this



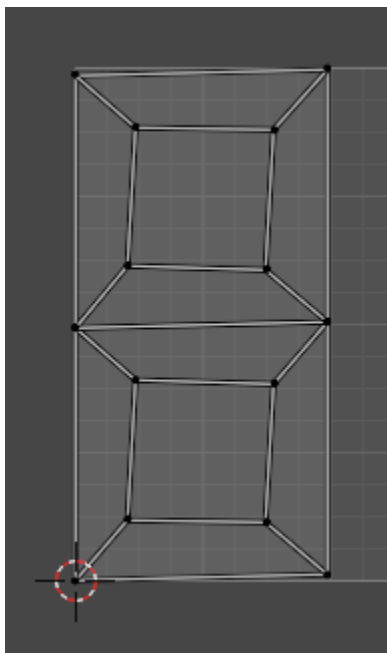
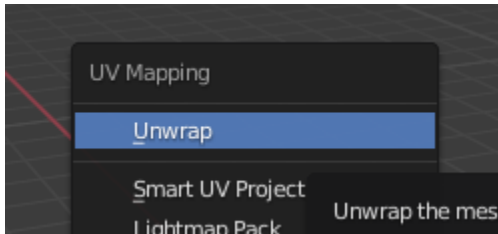
Select three of the edges and mark them as a seam



Select all by pressing “a”
Enter the UV Editing workspace

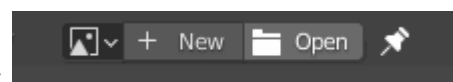


With everything selected, press “u” on the keyboard and select “Unwrap”

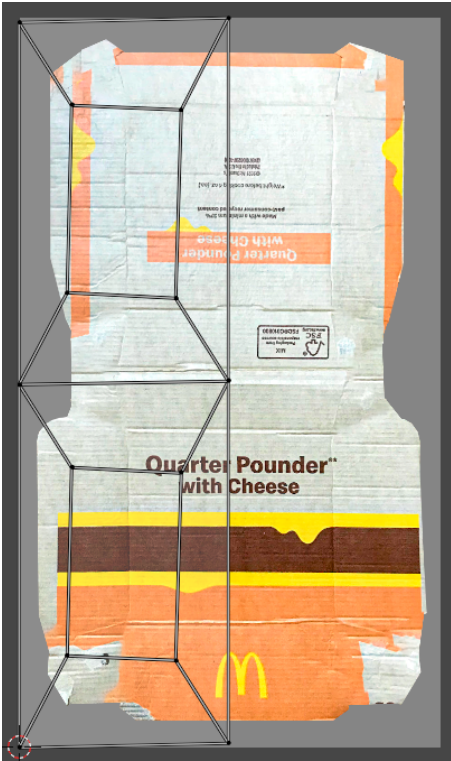


Your new UV's are visible on the left

Load the quarter pounder image by clicking Open in the header



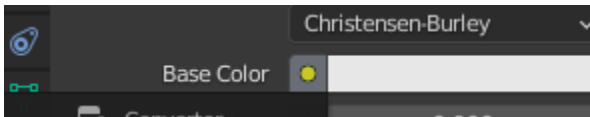
The image will load, and the UV's will look stretched. That is okay and ignore it for now.



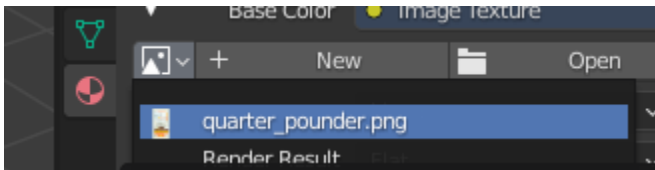
Lets connect this newly loaded image to the mesh material



Click the materials tab in the properties on the right
Change the base color to image texture like we've done before

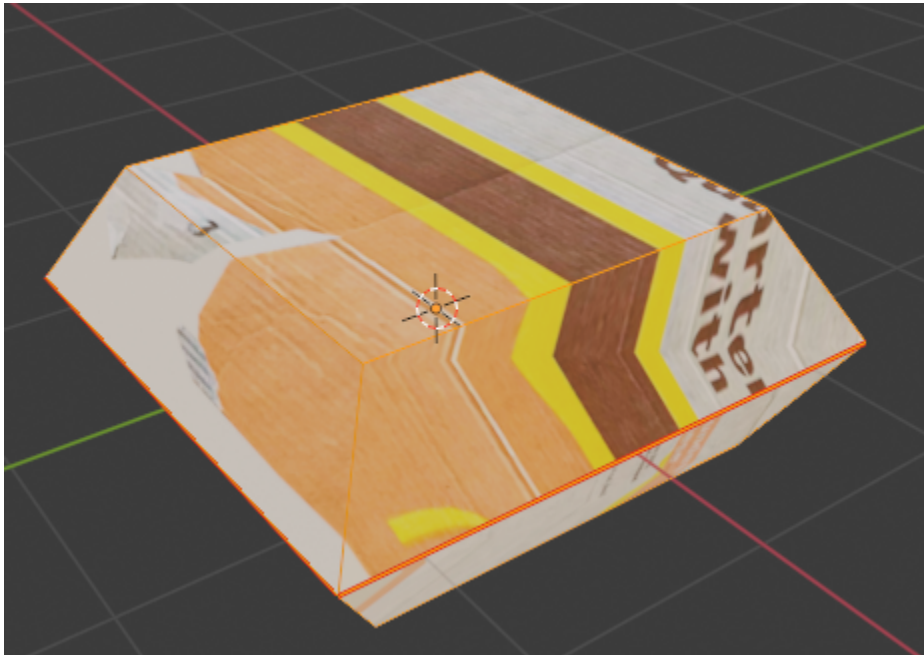
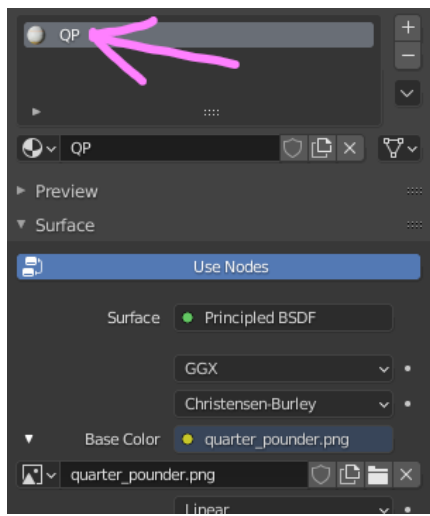


Select the quarter pounder image from the dropdown

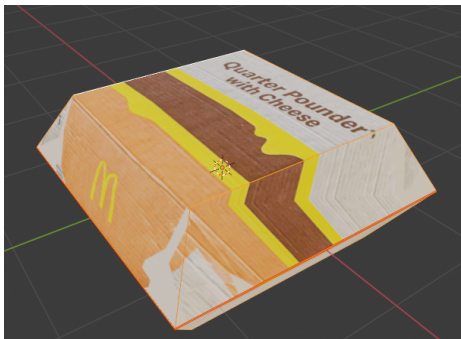
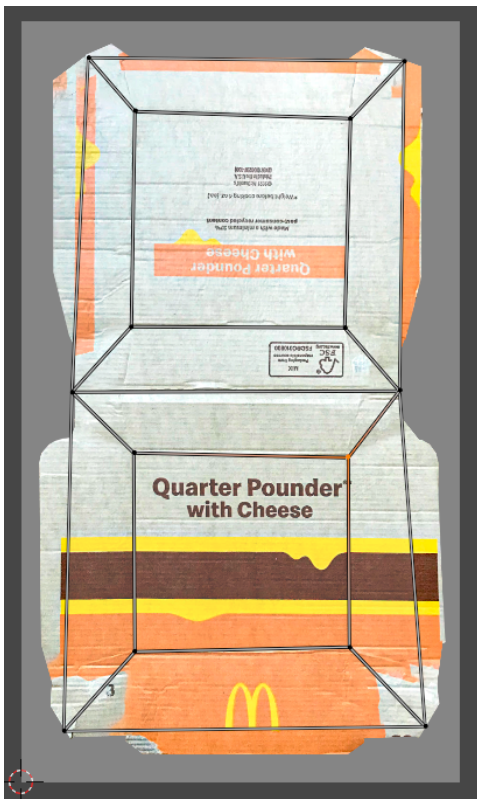


It should now be visible on your 3d object when in the proper rendering mode
Rename the material to QP





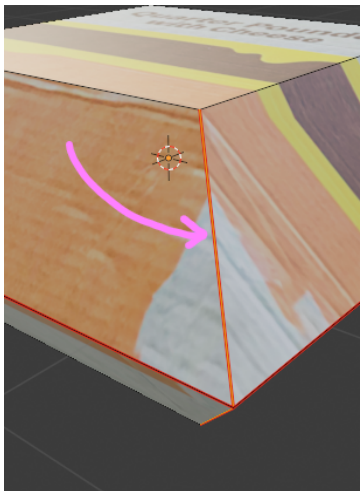
The image UV's need to be adjusted to match the image texture. Lets do that now
Drag each vertex on the UV map to match the image



The image now better matches the geometry, but it still looks off

Lets mark more seams

Select more edges and mark them as seams by pressing “u” and then “mark seam”

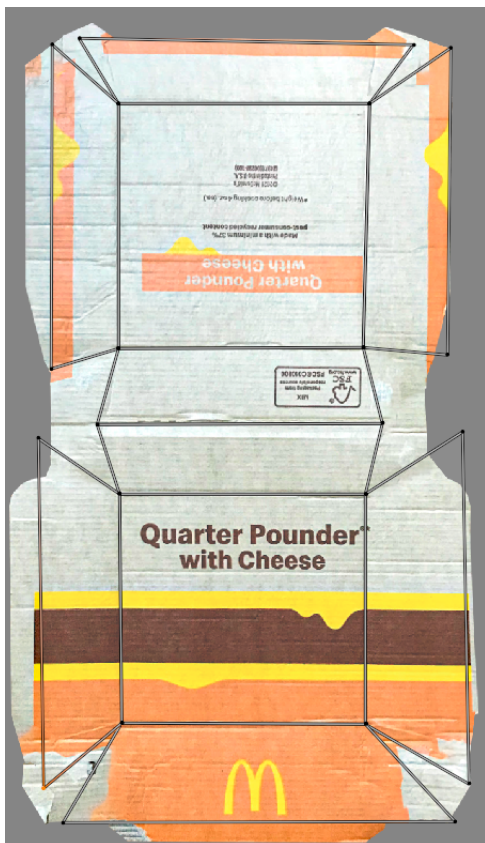


Select all, then unwrap again

The new UVs look better, but they are in the wrong place and orientation



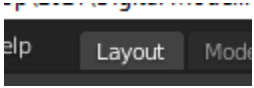
Lets move them to properly line up with the image beneath them
Select points or edges and “g” grab them and position them properly



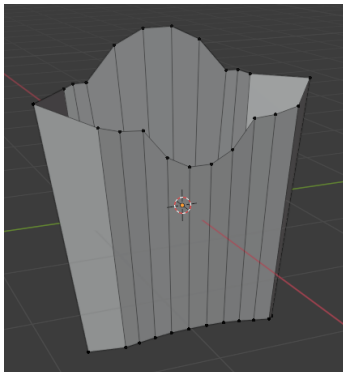
The new UV positions line up much better with our geometry

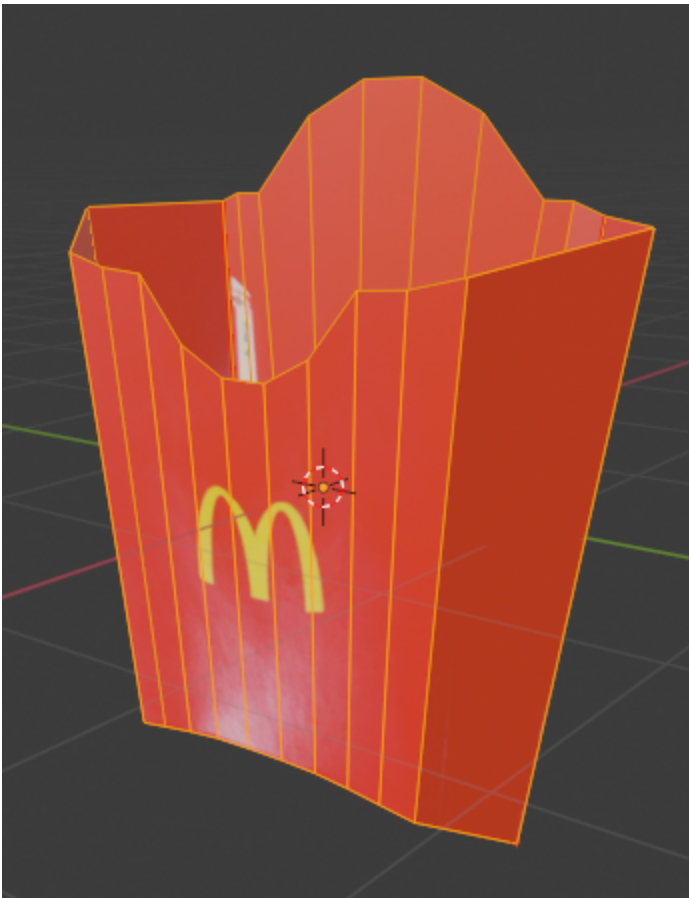


Return to Object Mode and the Layout tab



Lets repeat the same process for the Fries, the Bag, and the Cup
Visit Google Images for help with reference images





Workarounds to image stretching
Bring the texture into Photoshop and clean it up
Fries for example can be cleaned up like this:

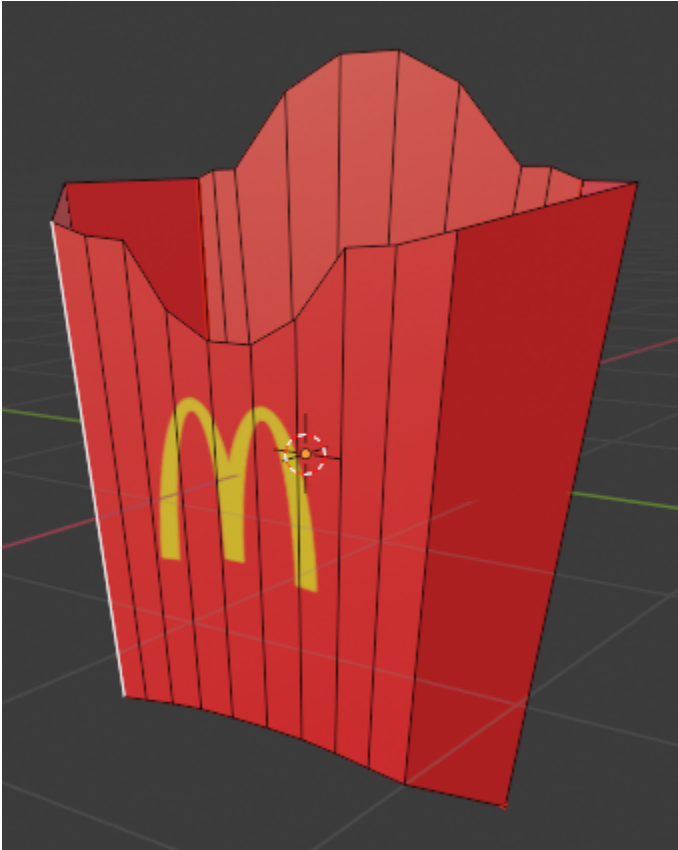


before



after

The results are much better



Keep going until you have all the items below

