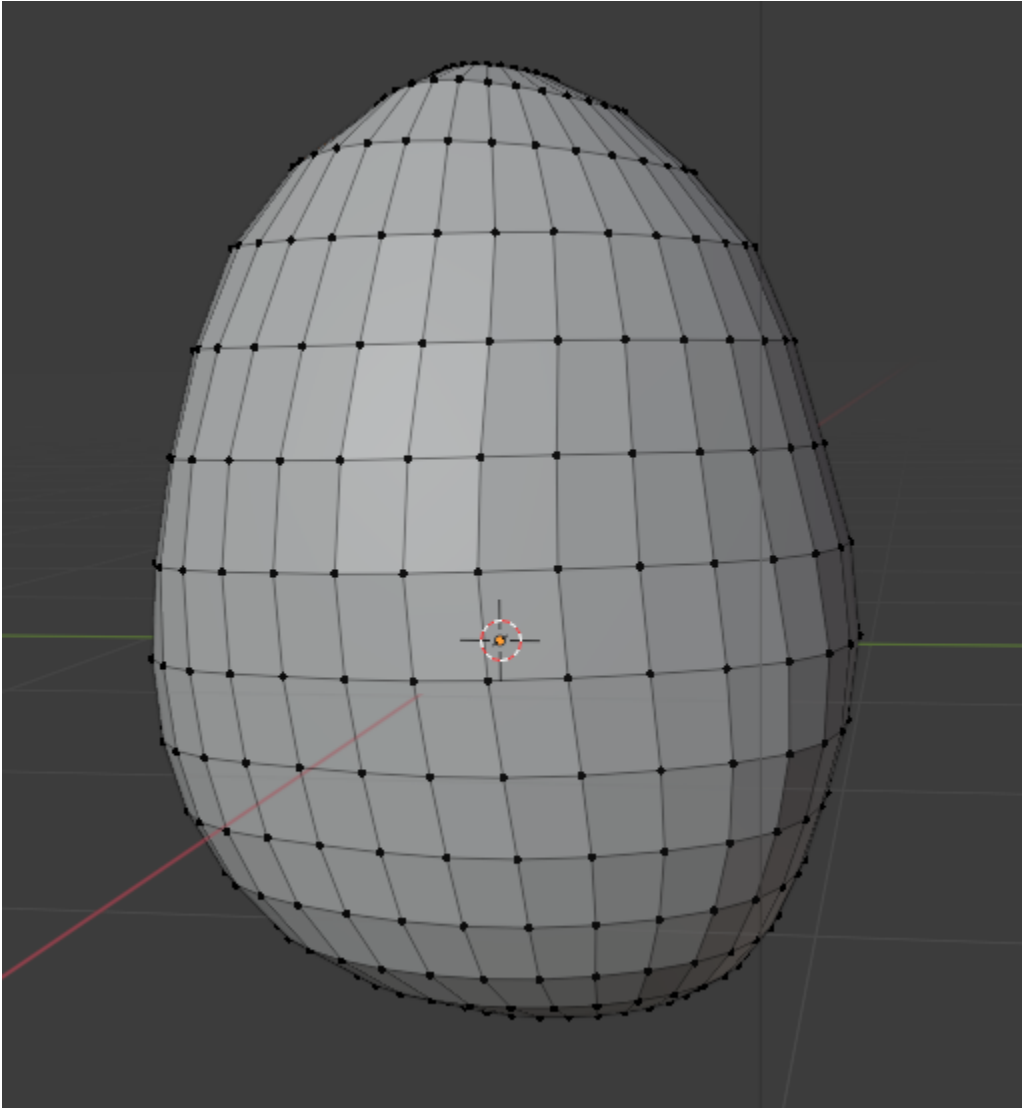
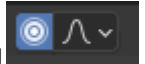


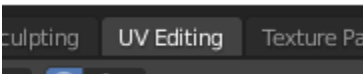
Download the “Cute Potato” image from the github
Open PureRef and add the image to the PureRef image board

Start a New → General scene with the default cube
Erase the cube and add a UV Sphere

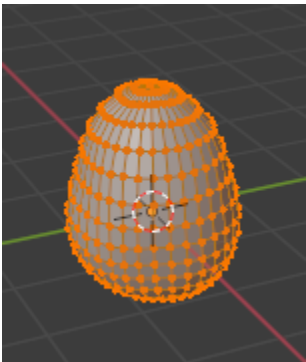
TAB into edit mode for the sphere and shape it into a potato shape. It helps to use proportional editing



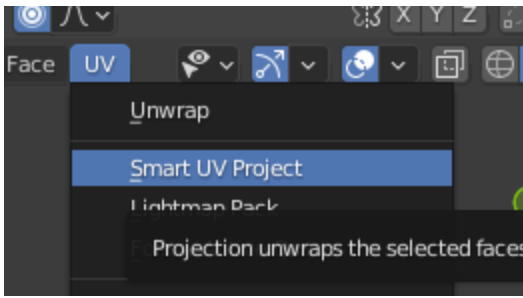
While still in edit mode, switch to the UV Editing workspace by clicking the tab along the topbar



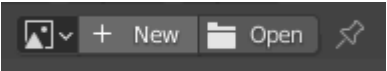
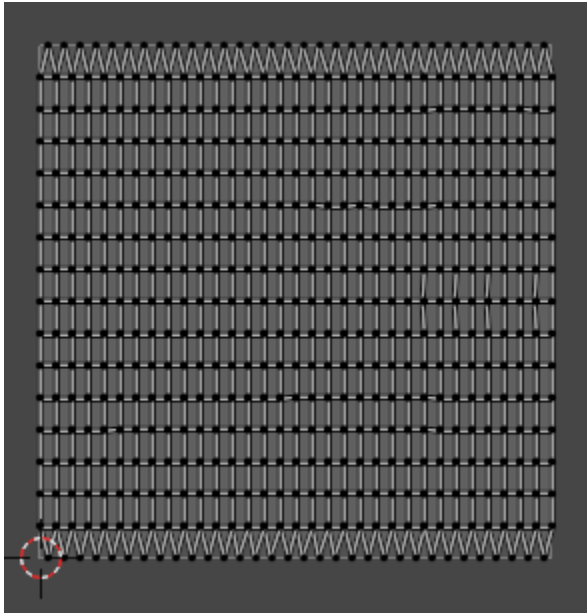
In the 3d view window on the right, press “a” to select all vertices



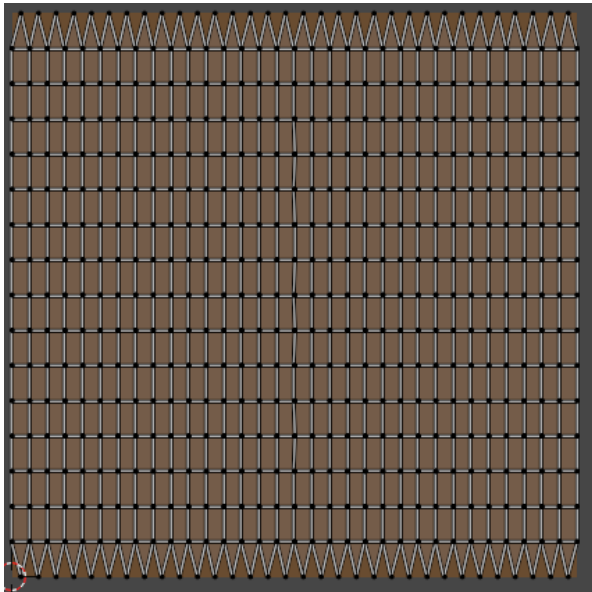
With all of the vertices selected, click on the dropdown menu UV → Smart UV Project



Your spherical potato now in completely unwrapped into a flat plane and visible in the left UV-editing window



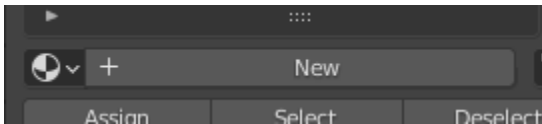
Lets add a new Blank Image behind by clicking the “new”
 For now, change the color to a potato brown, and then click OK to create the new brown image



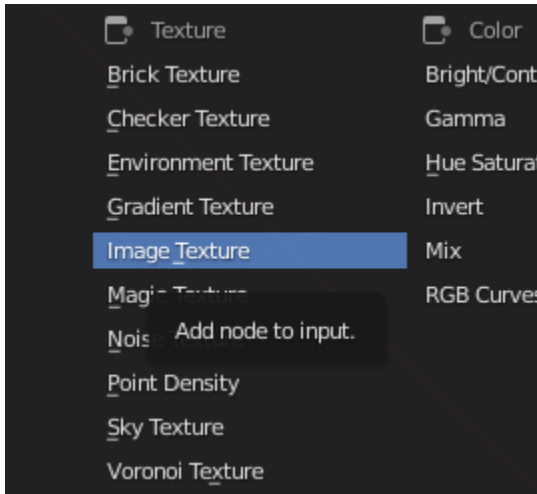
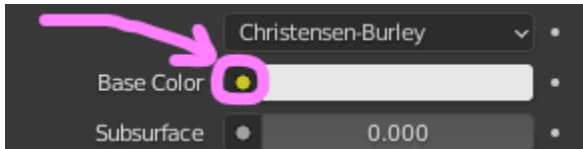
The brown image is now visible behind the UVs, but it is not yet applied to our mesh as a material. Lets do that now



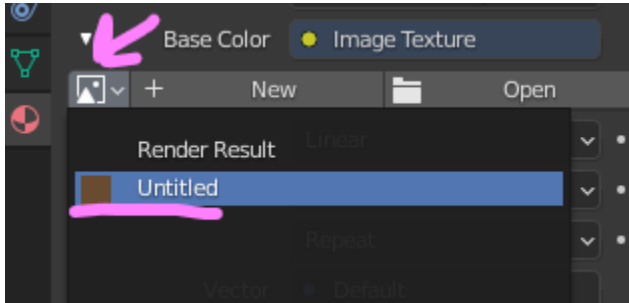
Click the Materials tab in the properties panel on the right
 Add a new material and rename it to Potato Skin



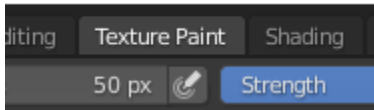
Click on the small yellow dot where it says “Base Material” and lets change it to an image



Click the image dropdown menu and select the brown Untitled image that we created moments ago



Now the image is applied to the material, and the material is applied to the mesh!



You will see the brown potato mesh on the right and the brown flat image on the left. We can now begin painting our mesh

Click and drag on the sphere to paint it. Ctrl+Z to undo.

Painting done on the right shows up on the left as well. Painting done on the left, shows up on the right as well.

Explore the brush settings for a moment. Notice the strength, radius, color, etc.

Expose the sidebar by pressing “n” on the keyboard, if desired.

Looking at your reference images, lets paint the potato into a Cute Potato (kawaii style)

Try using the Gradient brush

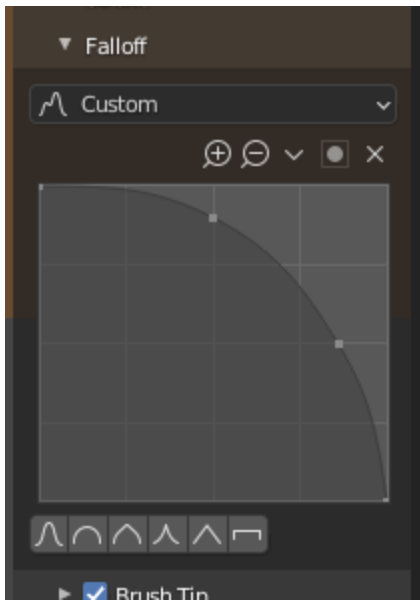
Try Sampling colors by pressing the “s” key on the keyboard

Try switching to the secondary color by pressing “x” on the keyboard

Try holding CTRL while drawing to draw with the secondary color.

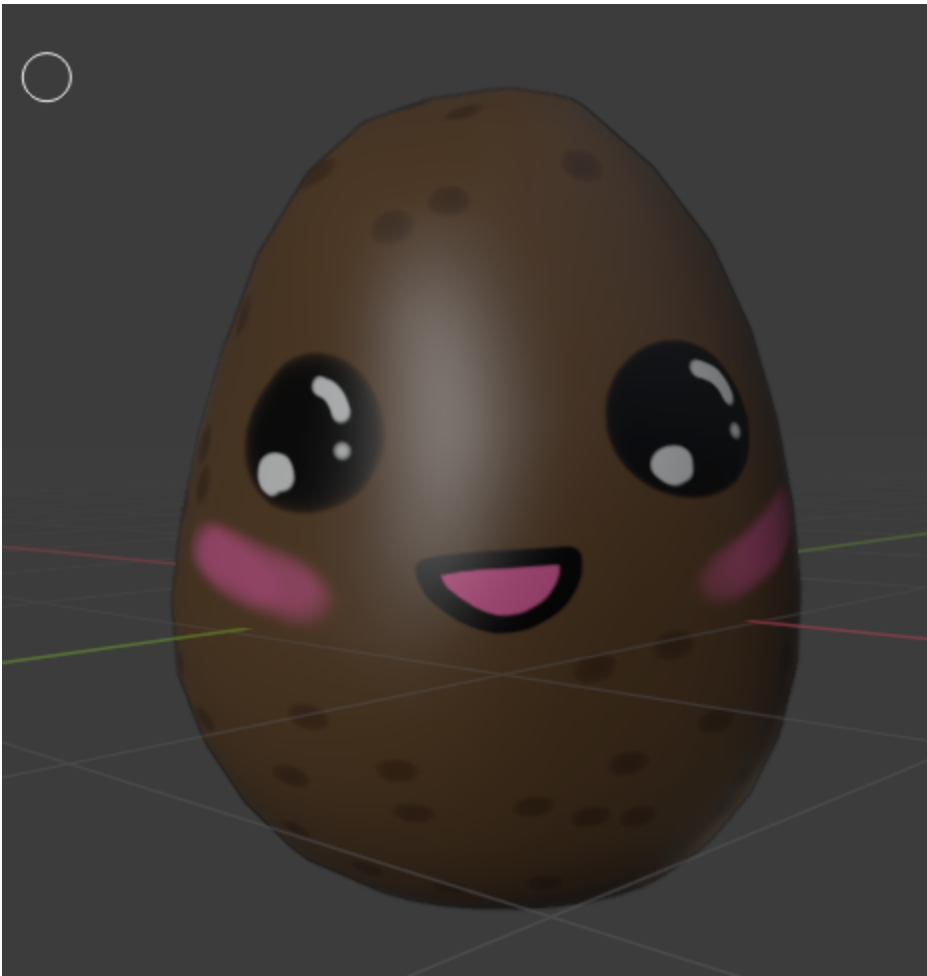
Note, there is no erase brush, like we are used to in Photoshop

Lets explore the Falloff settings:

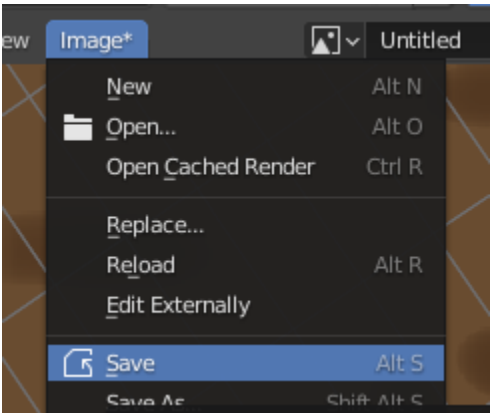


And also the Jitter and Dash settings for a variety of effects





Lets save the new texture image. Click Image → Save

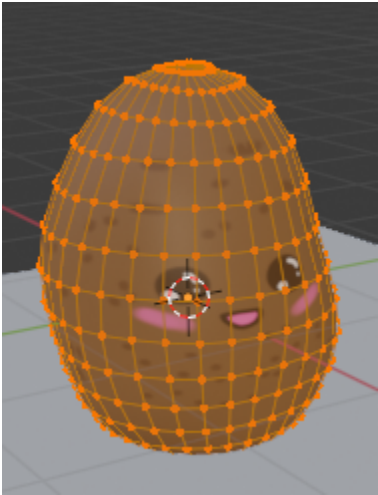


Notice the astrix * which indicates the image is not yet saved.

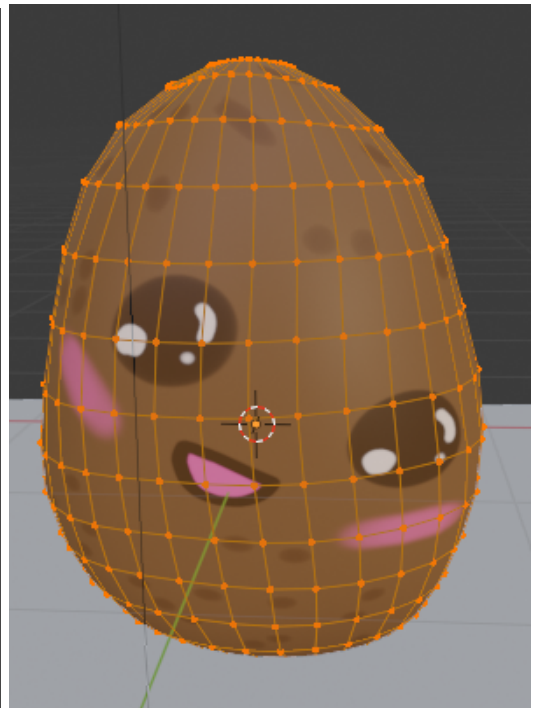
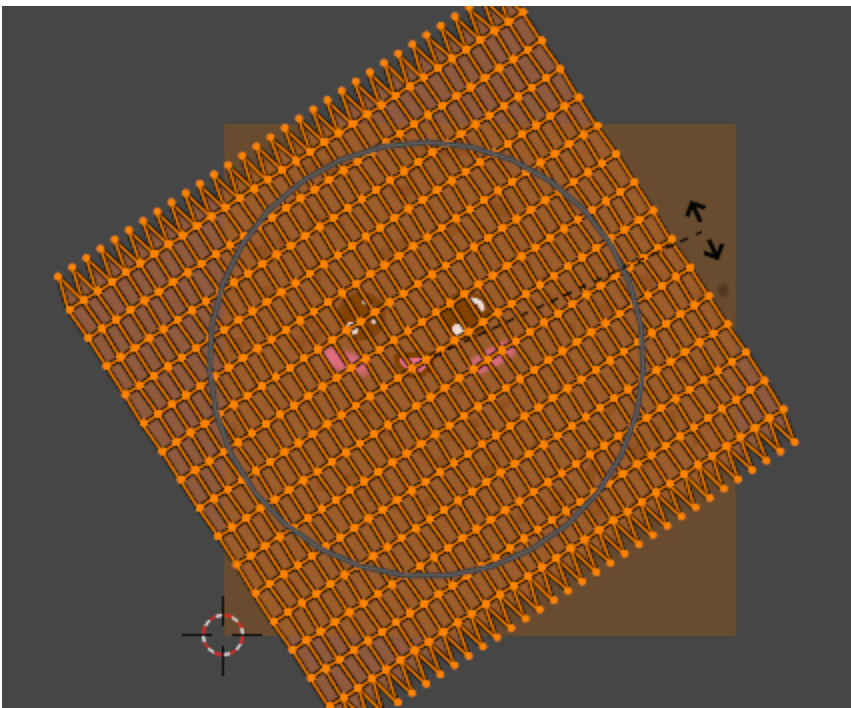
When finished, add a plane and duplicate a few lights to see the final result



Next, return to the UV Editing workspace tab and select all vertices again



With all of the UV's now selected, in the UV editor on the Left, try grabbing, scaling and rotating them to see the effect caused on the mesh



This is intended, and allows flexibility in placement, and occurs because the UV texture is mapped to the UV, no matter the orientation or scale. The mesh itself remains unchanged, but the texture “maps” to the mesh, hence the name UV Mapping.

Lets do the same now for the Carrot and the Onion
And compose a scene with all three kawaii veggie characters

Save your scene.

*in class, Lets try to do it now with a High Polygon Count model such as our skull from last class.