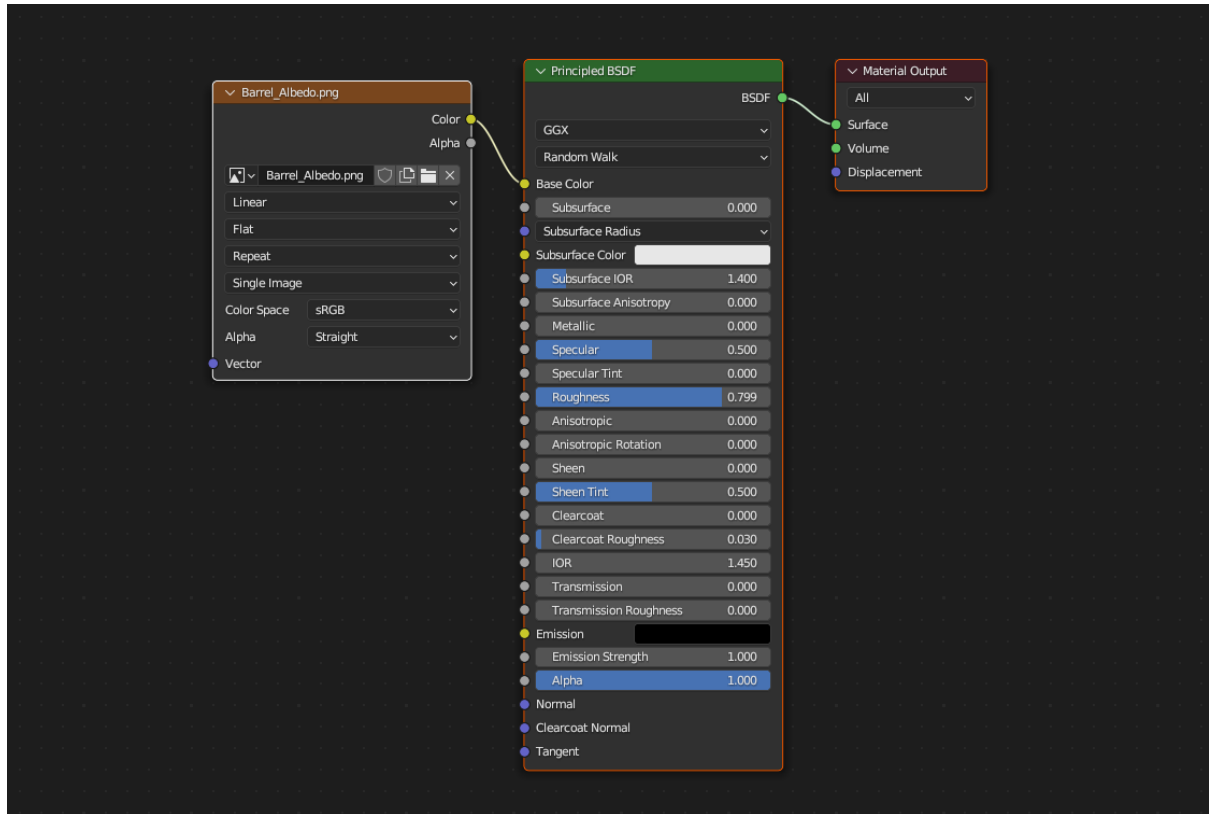


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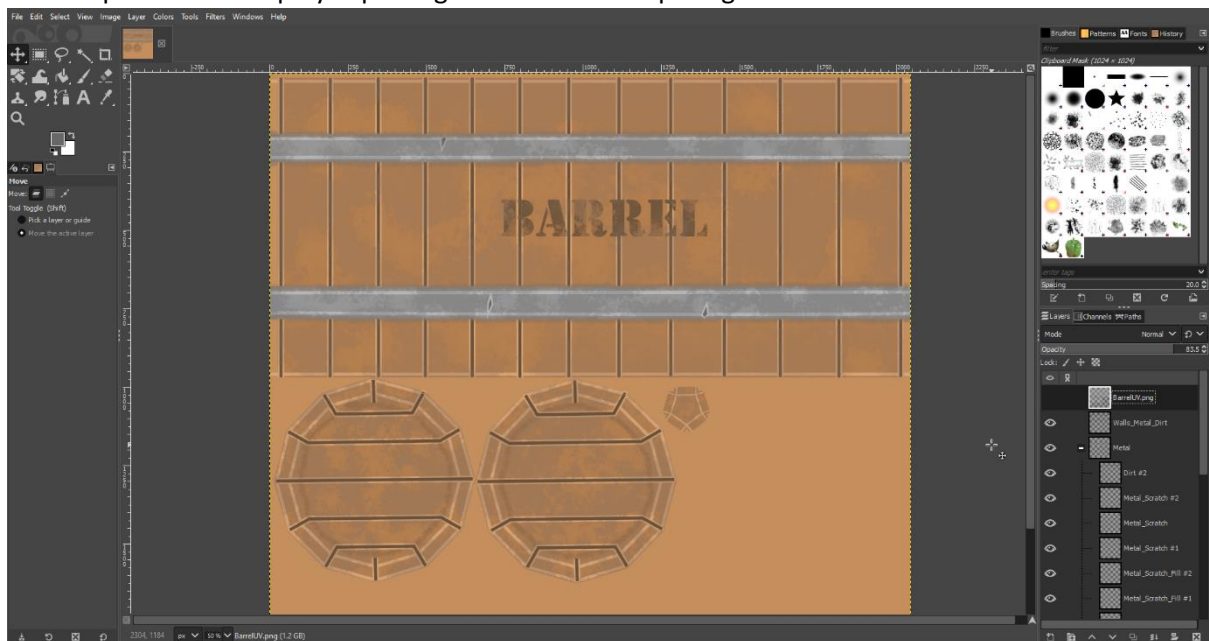
Model 1 Barrel. UV unwrapped, texture painted in gimp.



Material setup for barrel.



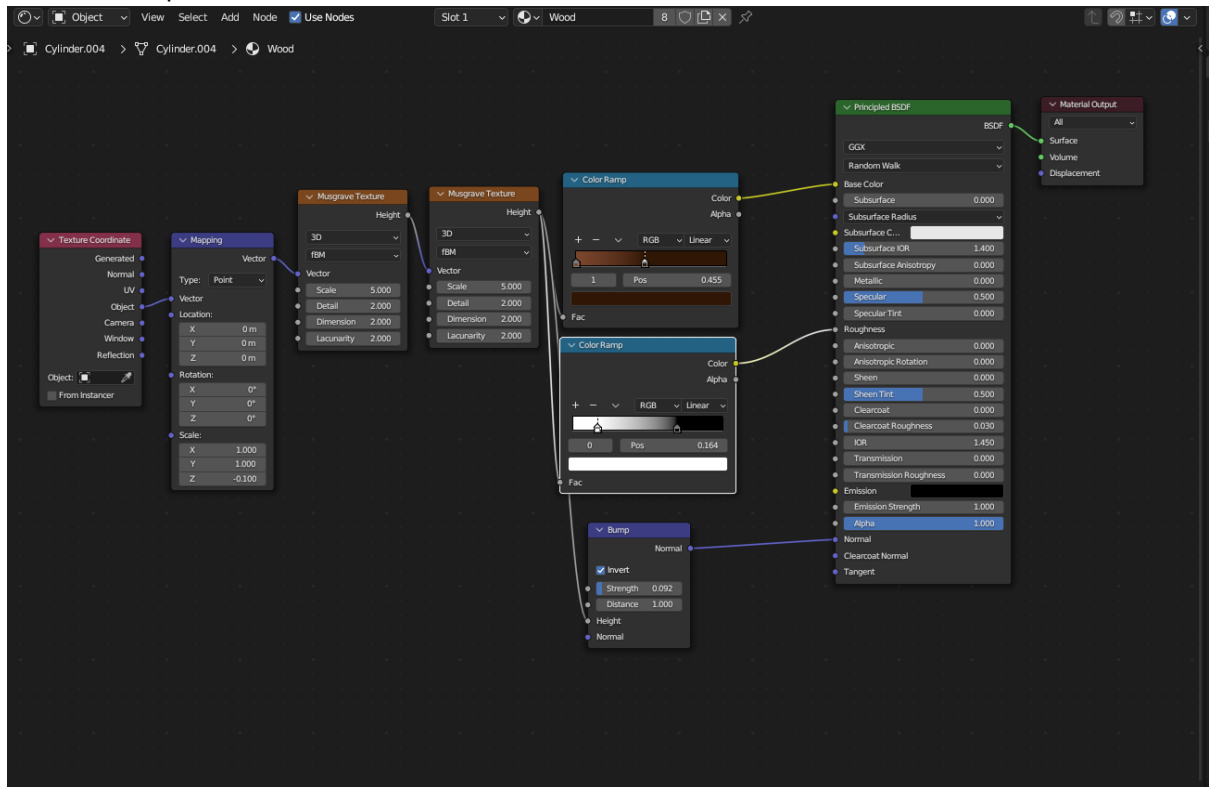
Texture painted in Gimp by exporting the barrel UV map for guidelines.



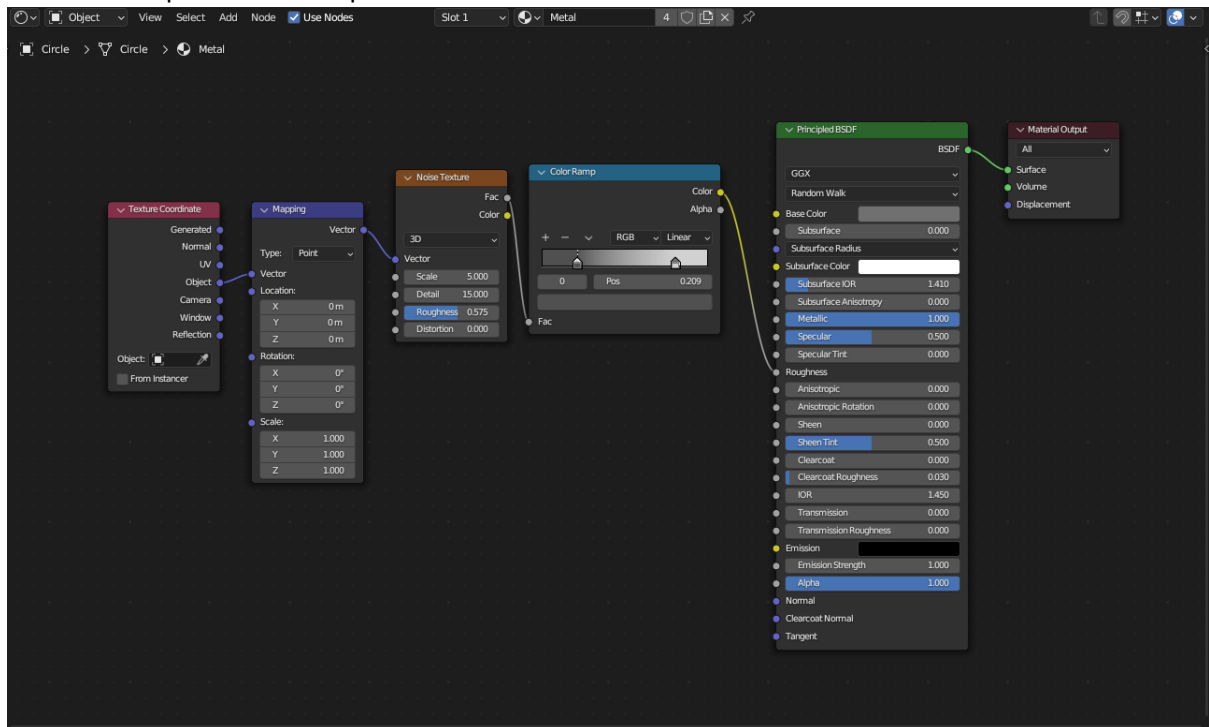
Model 2 mug. Textured in blender using shader/material nodes



Material setup for the wood.



Material setup for the metal parts.



Material setup for the drink/potion.

