# Module 3 Main Assignment Joona Räisänen M2080

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

Material setup for barrel. A screenshot of a computer program

Description automatically generated

Texture painted in Gimp by exporting the barrel UV map for guidelines.A screenshot of a video game

Description automatically generated

Model 2 mug. Textured in blender using shader/material nodesA wooden mug with green glowing objects inside

Description automatically generated

Material setup for the wood. A screenshot of a computer

Description automatically generated

Material setup for the metal parts. A screenshot of a computer

Description automatically generated

Material setup for the drink/potion. 