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3D & MOTION GRAPHICS > TEXTURING

Create a Low Poly Camaro in Blender: Part 2

by Karan Shah 30 Jul 2014

Difficulty: Beginner Length: Medium Languages: English ▾

Texturing 3D Blender UV Mapping



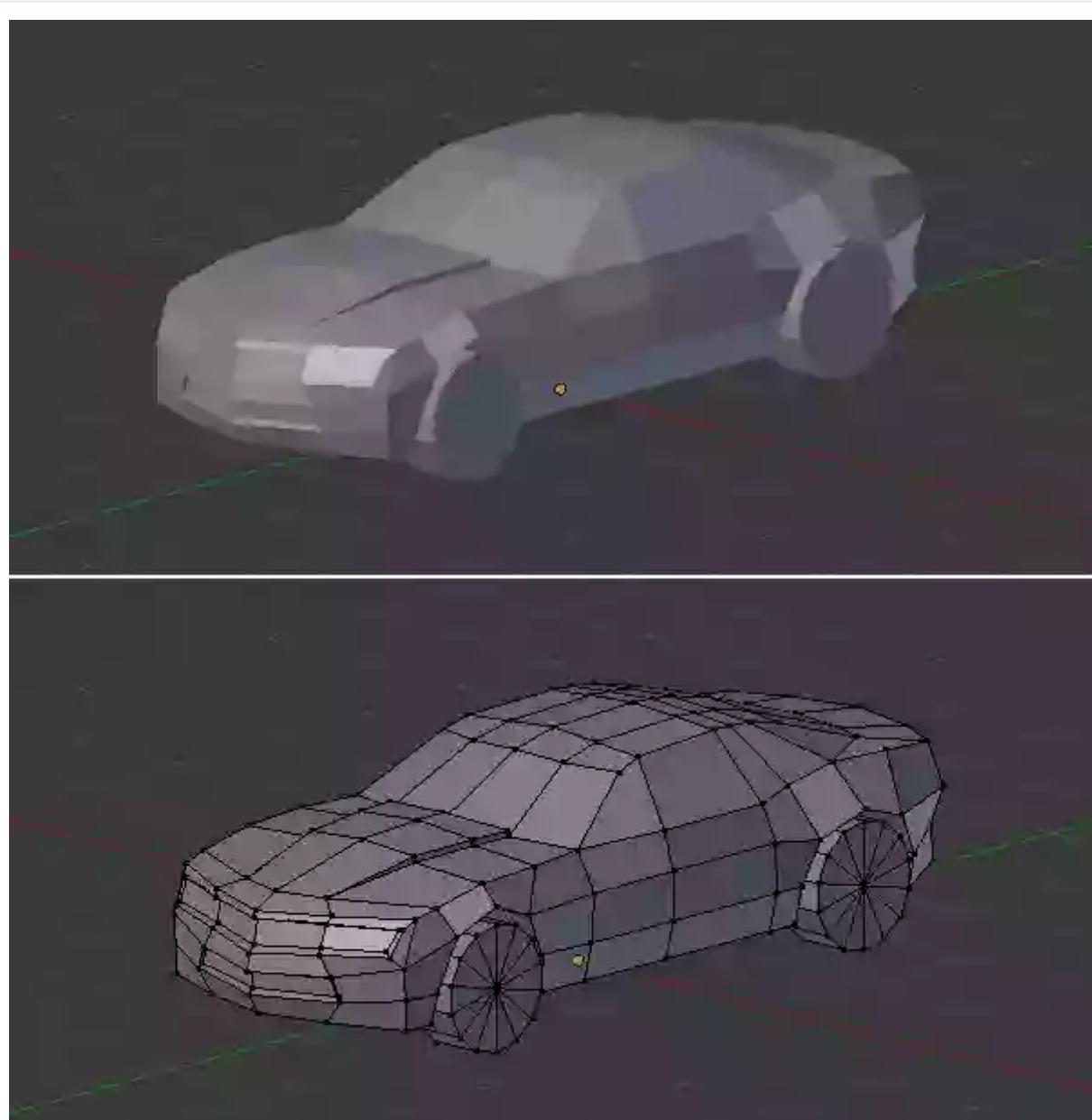
What You'll Be Creating

In this tutorial we will learn how to unwrap the car model we created in the first part of this series, and create its texture.

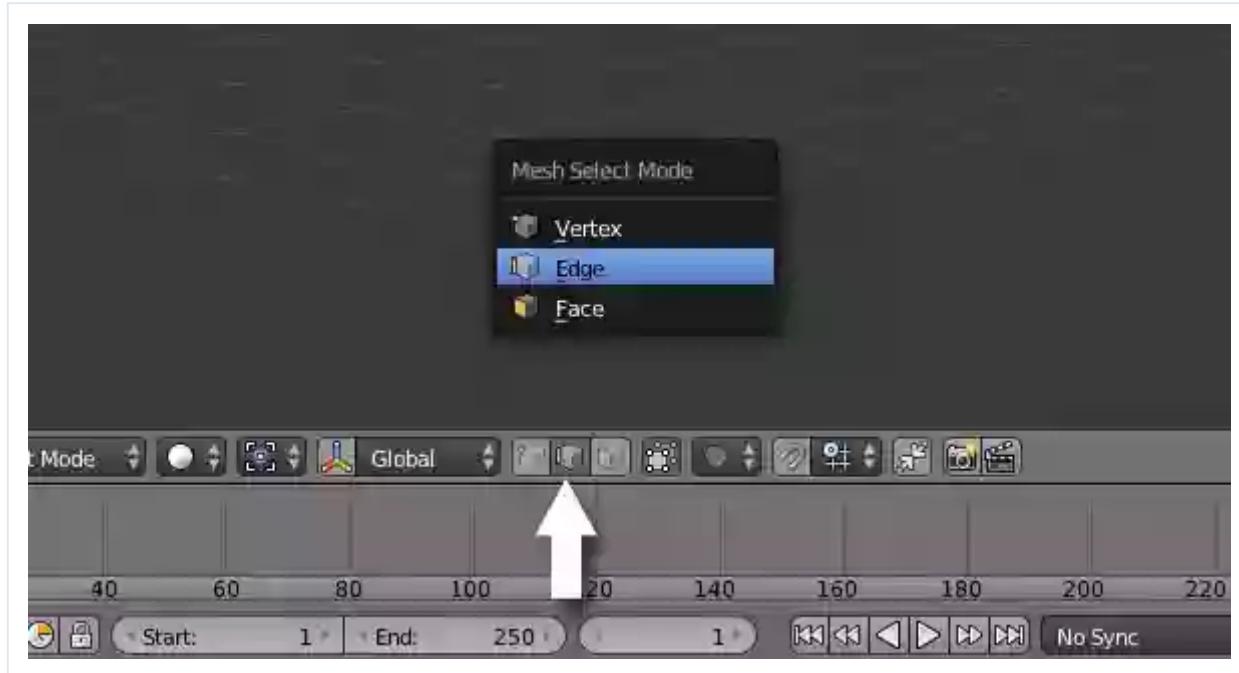
1. Marking the Seams

Step 1

We will continue using the mirror modifier. So select the model by **Right Clicking** and press **TAB** to enter into **Edit mode**, if you are not already in edit mode.



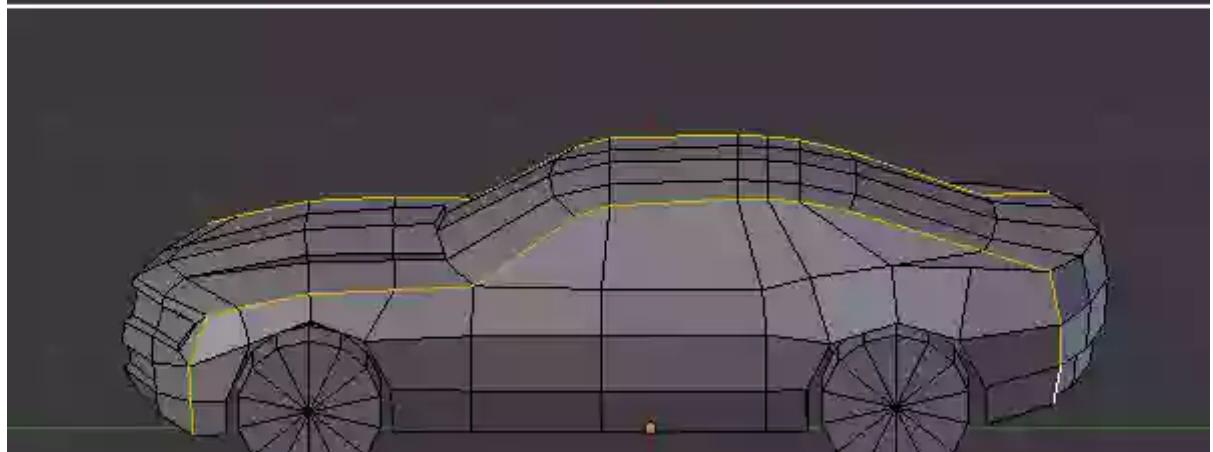
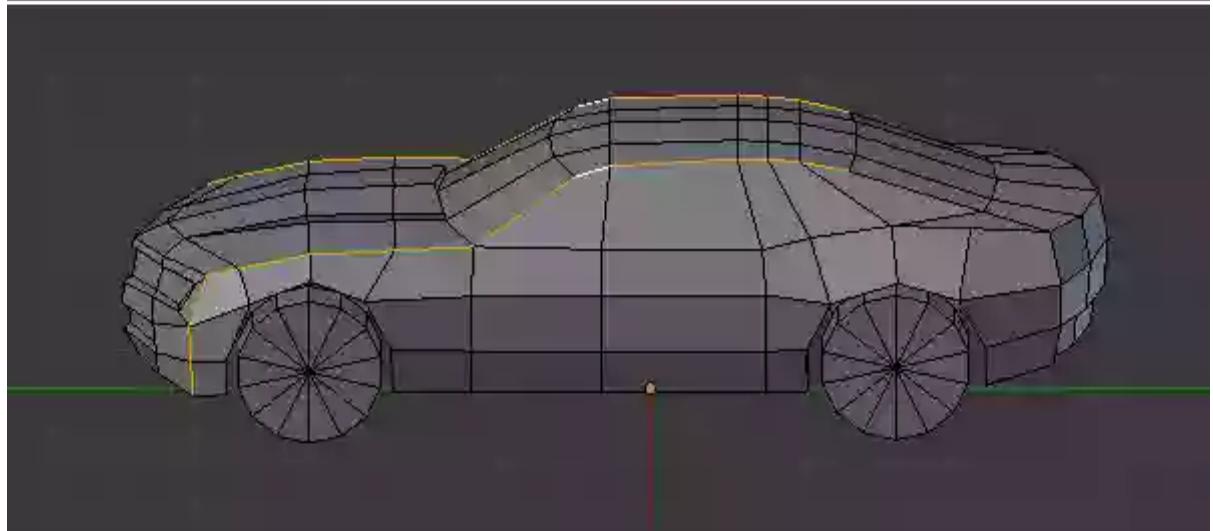
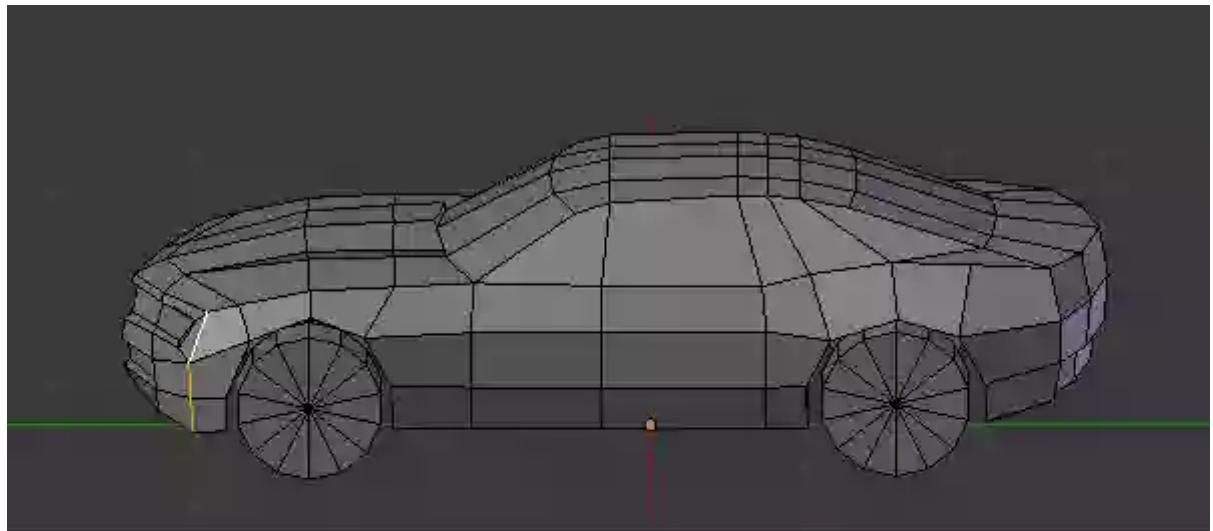
Press **Control-TAB** to choose either **Vertex** or **Edge** selection in **Mesh Select Mode**, or click on the **Edge** button in the 3D view's menu bar.



Advertisement

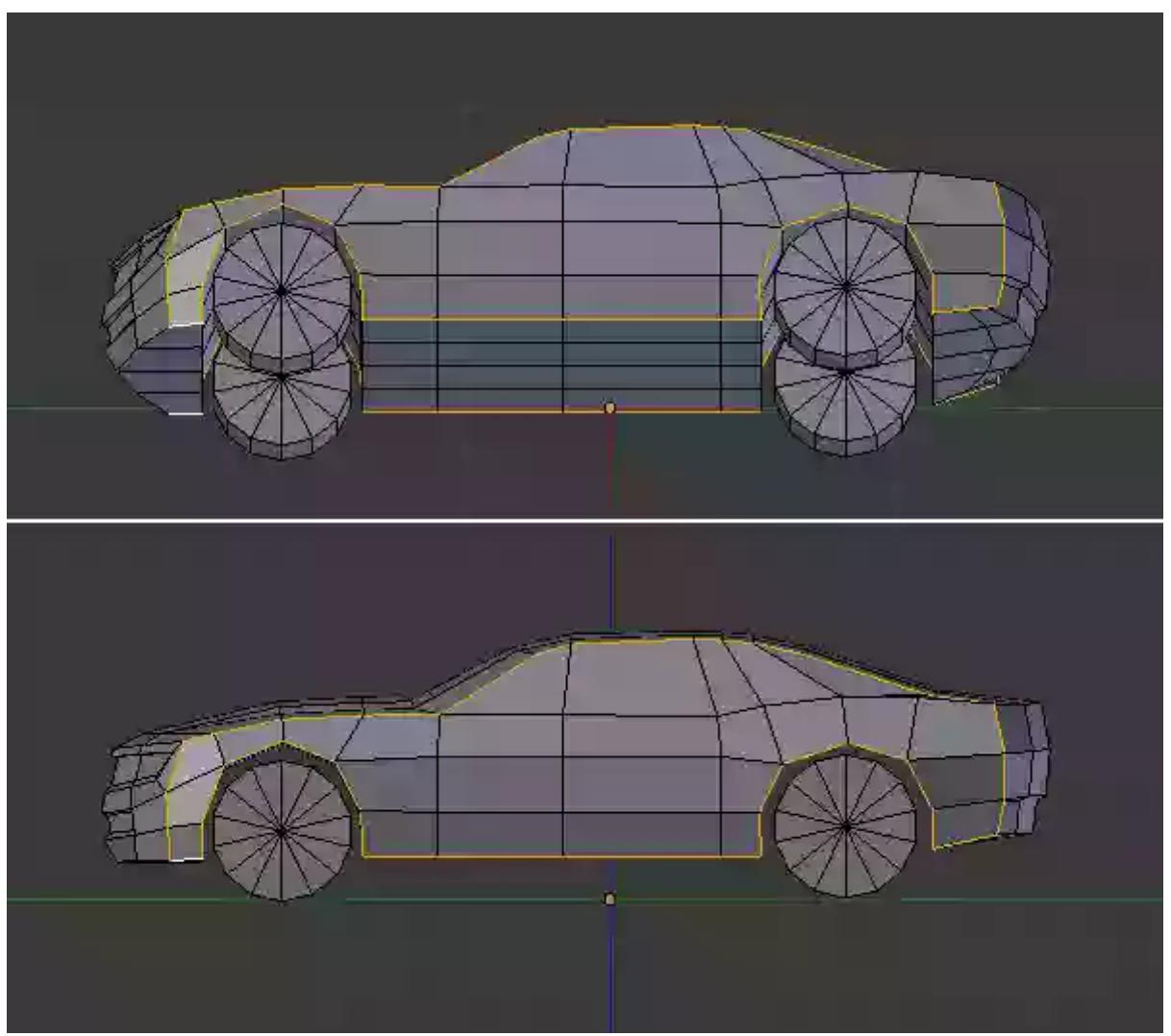
Step 2

Select the line of vertices/edges along the side of the car as shown in the image below. Hold the **Shift** key and **Right Click** on the edges one by one, to make multiple selections.



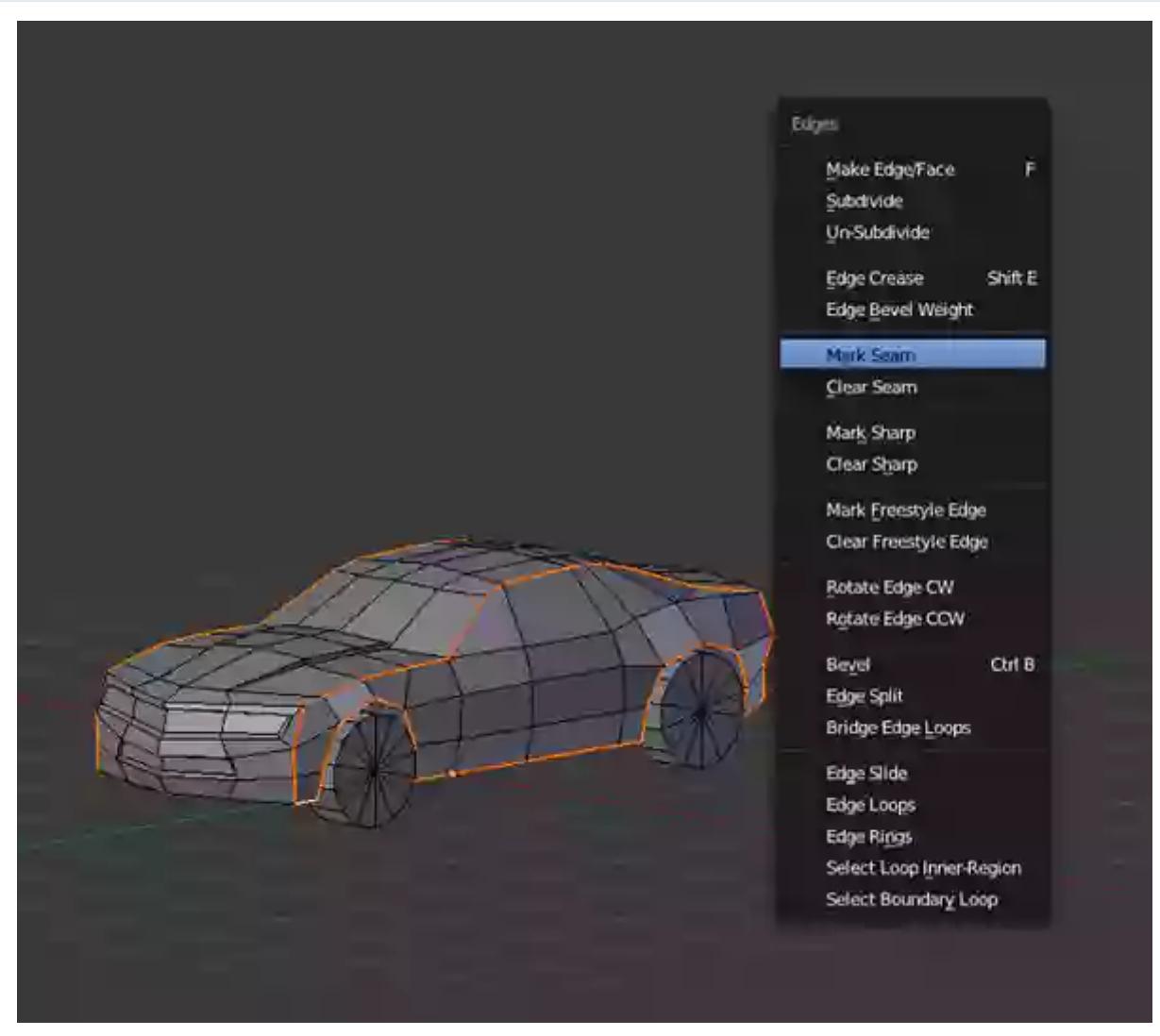


Select the bottom side lines as well. Make sure you don't select any other edges.



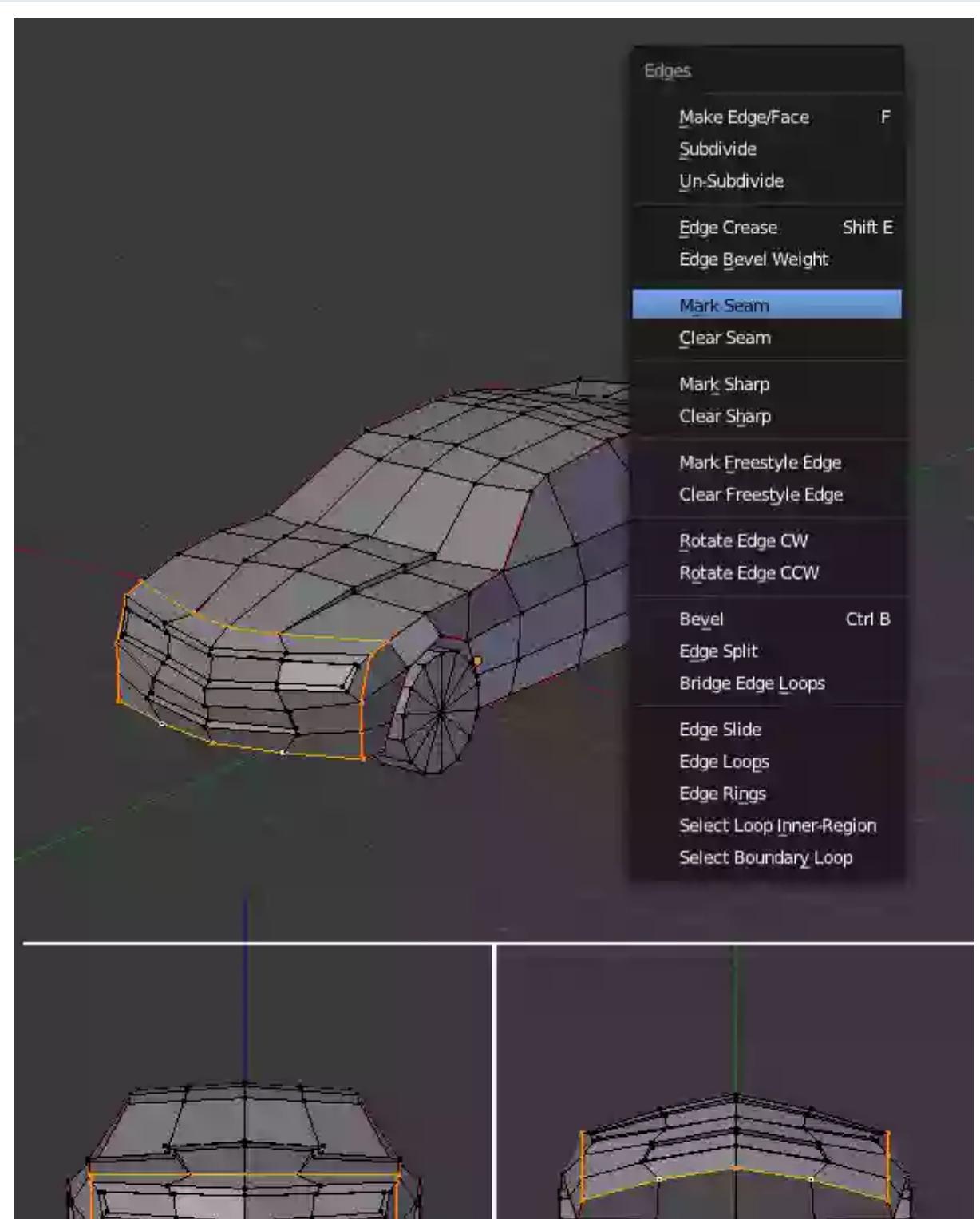
Step 3

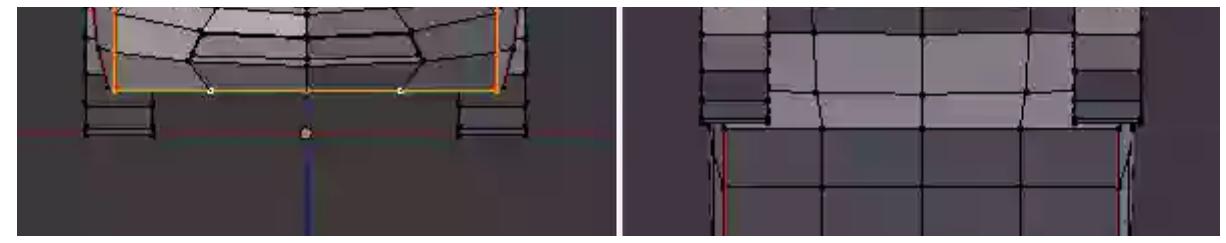
With the edges selected, press **Control-E** to bring up the **Edges** menu and select **Mark Seam**. The seams are the line from where the mesh will be "unstitched". Press **A** to deselect the vertices.



Step 4

Similarly, select the edges from the front part of the bonnet/hood to the bottom, as shown in the next image. Press **Control-E** and select **Mark Seam**.

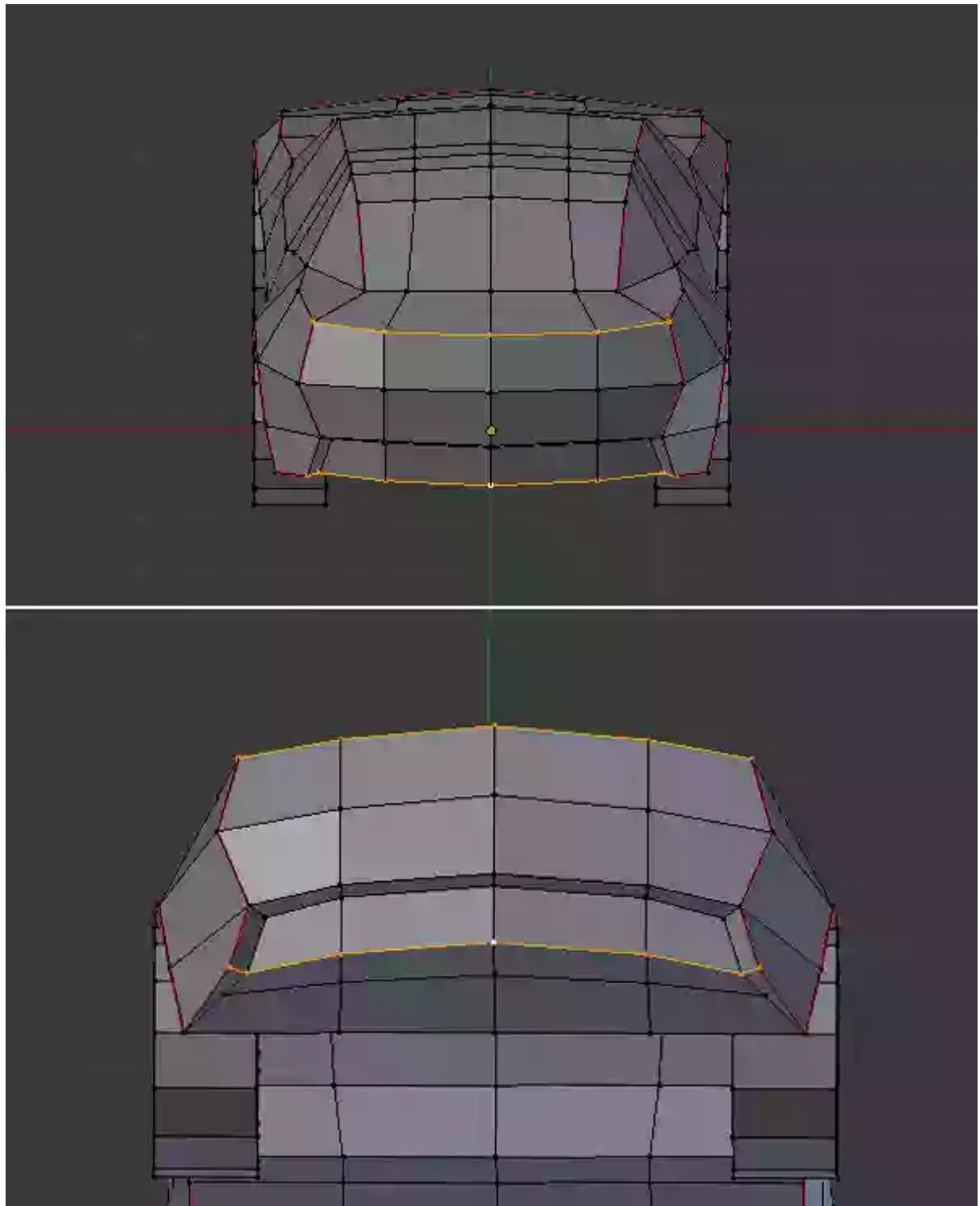




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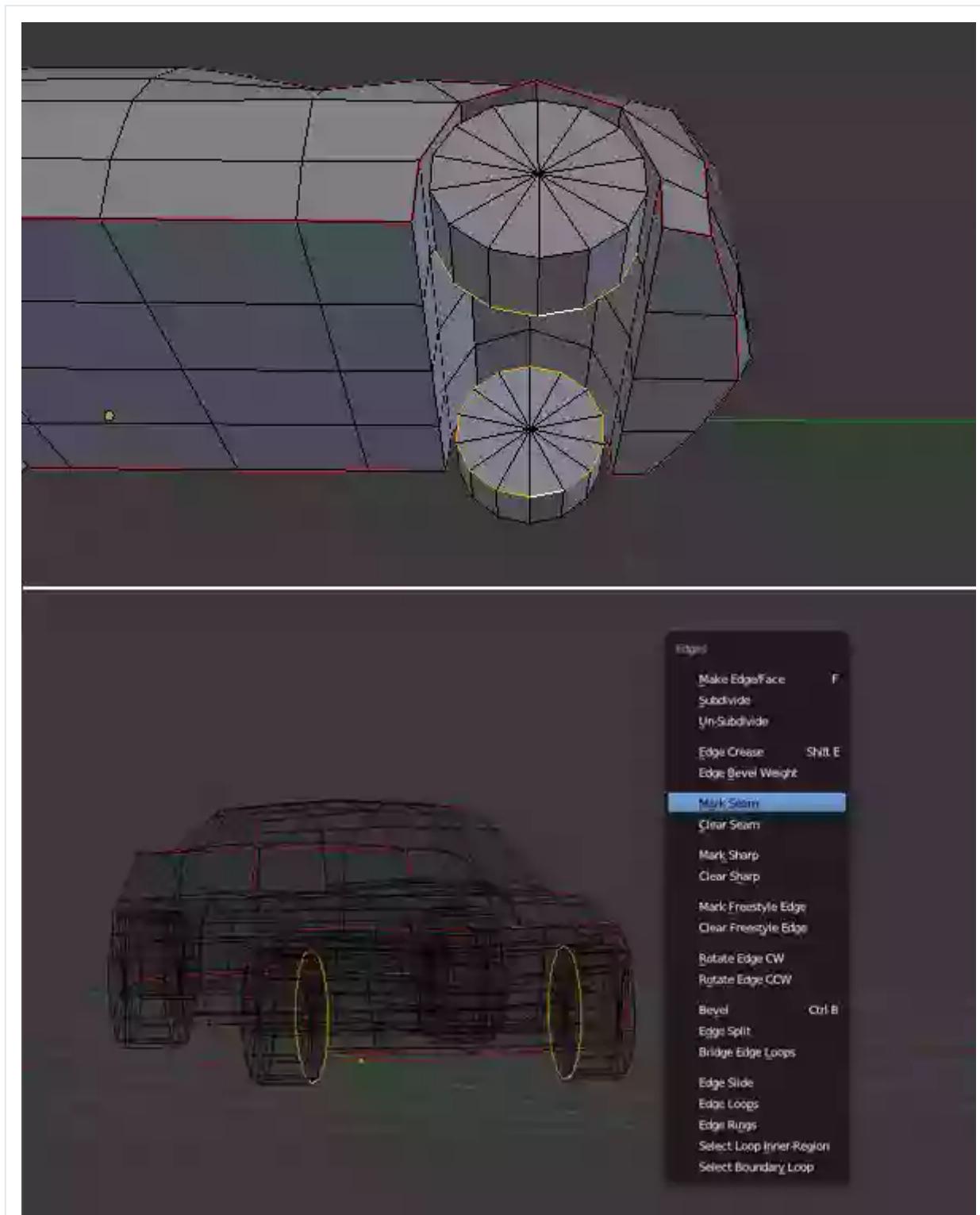
Step 5

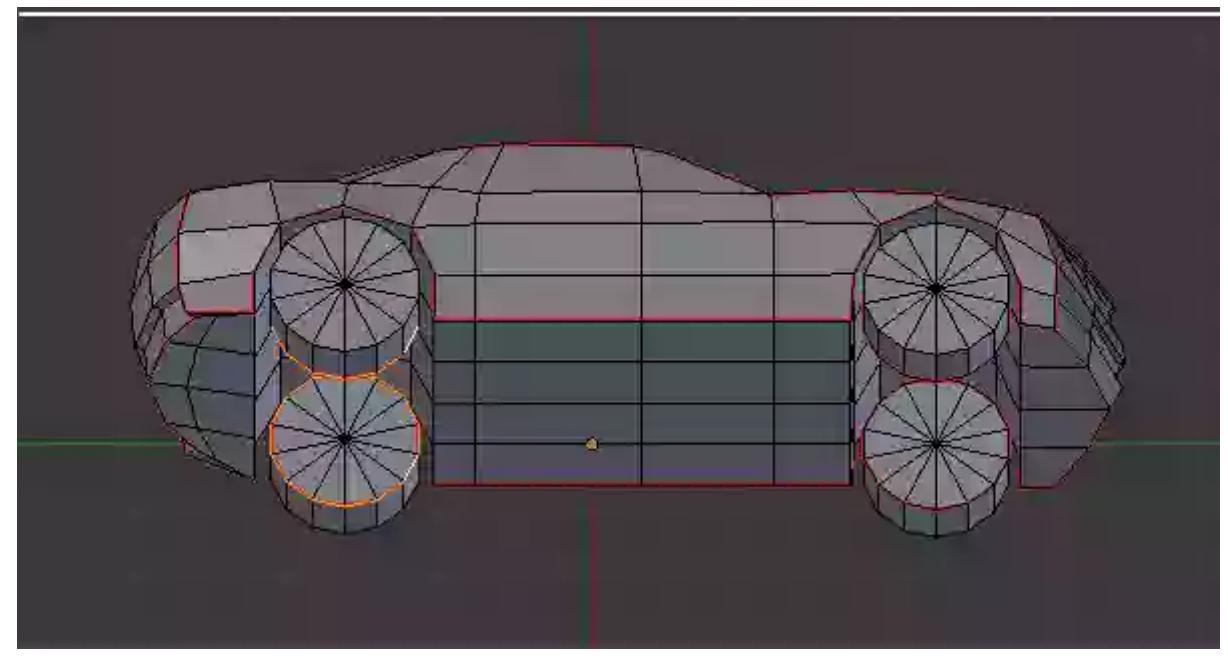
Now select the edges along the back, press **Control-E** and select **Mark Seam**. And then press **Control-S** to save the file.



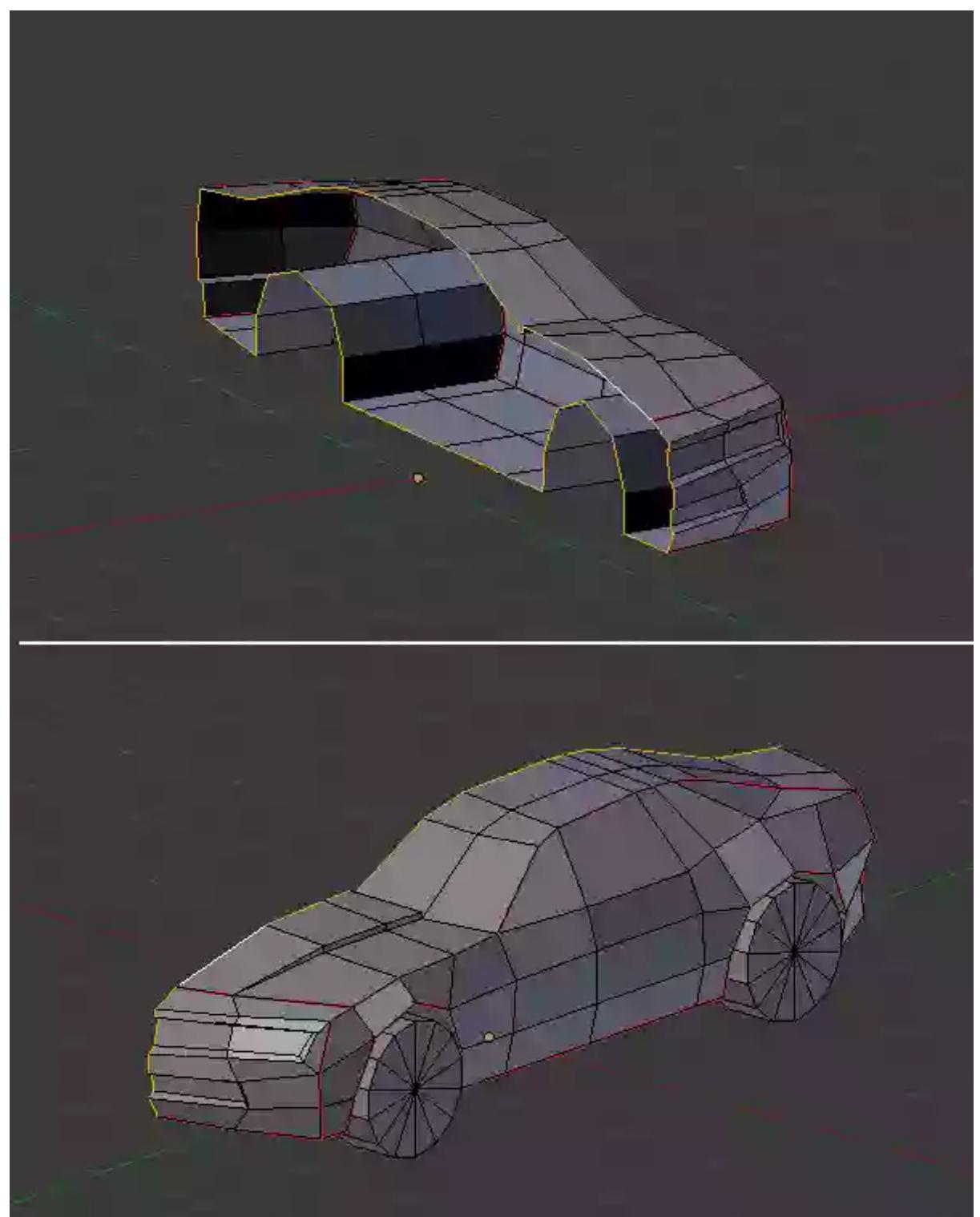
Step 6

Now select the inside edges of the tires and then press **Control-E** and click on **Mark Seam**. Repeat the same process for the rear wheel as well. We now have all the necessary seams marked.





As the other side is generated by the Mirror modifier, we already have a seam in the center, so we don't have to mark that seam. We can take advantage of this mirror modifier for UV unwrapping and texture painting on symmetrical models with a symmetrical texture.

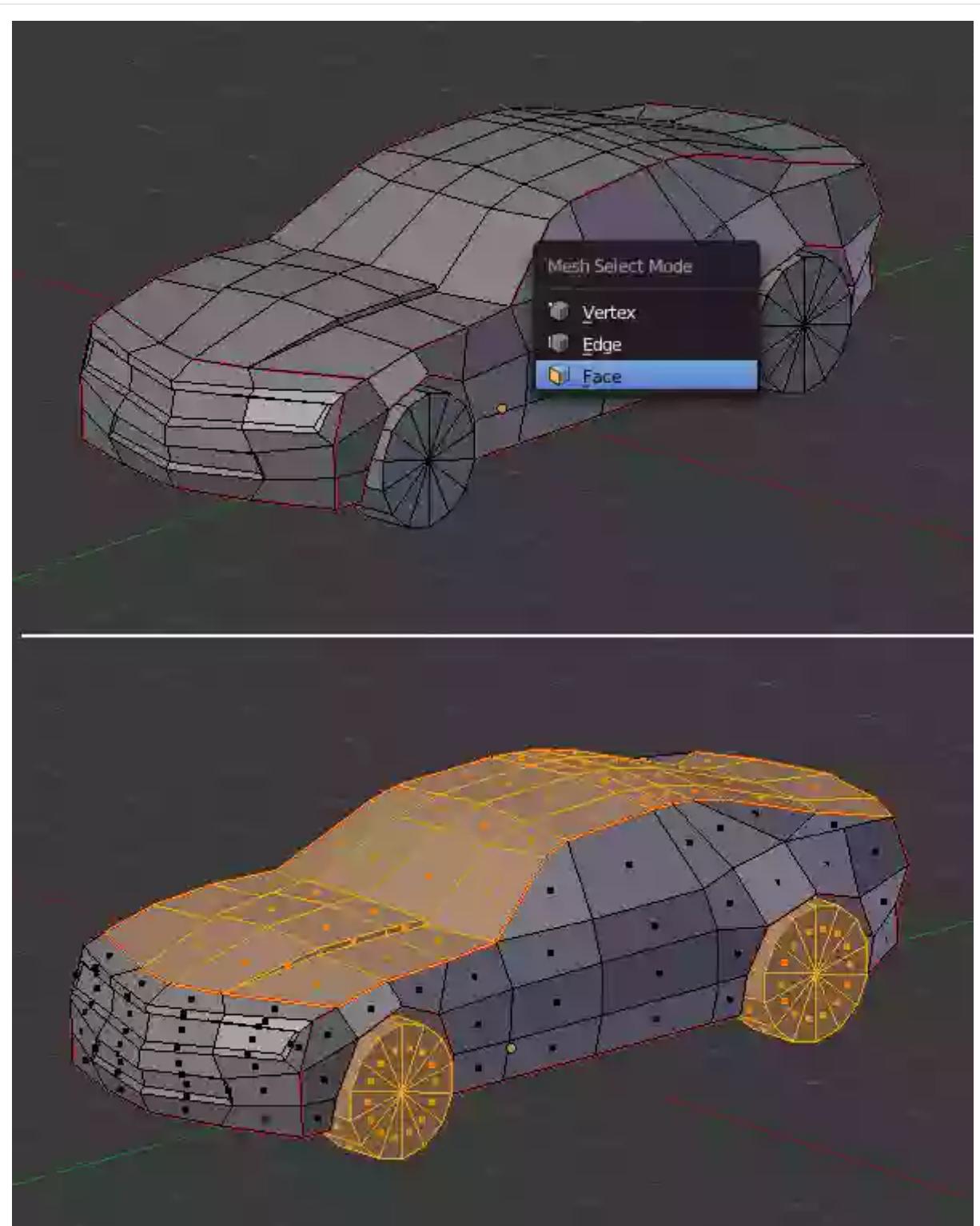


2. Unwrapping the Mesh

Step 1

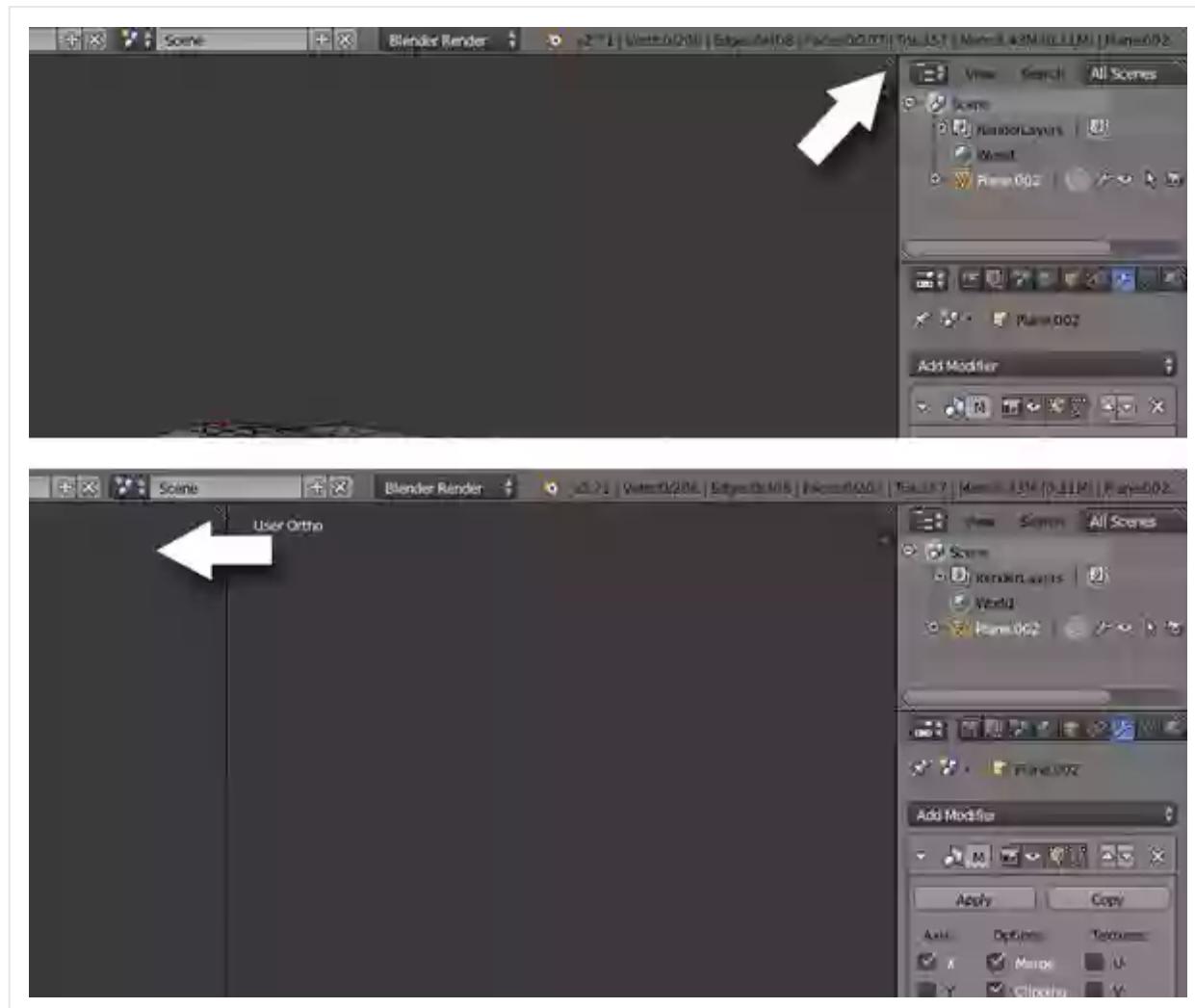
Press **Control-TAB** and select **Face** select mode. Mouse over any face on the top and press **L**. You will see that only the group separated by seam is selected. This works only with face select mode. If you press **L** to select a group while in Vertex select mode, all the connected vertices will be selected, despite of any seams.

Move the mouse over any other group (like the wheels) and press **L** again to check. If you get any extra faces selected, then the seams are not properly closed. So recheck them from all views. Move your mouse over the selected group and press **SHIFT-L** to deselect it, or press **A** to deselect/select all.

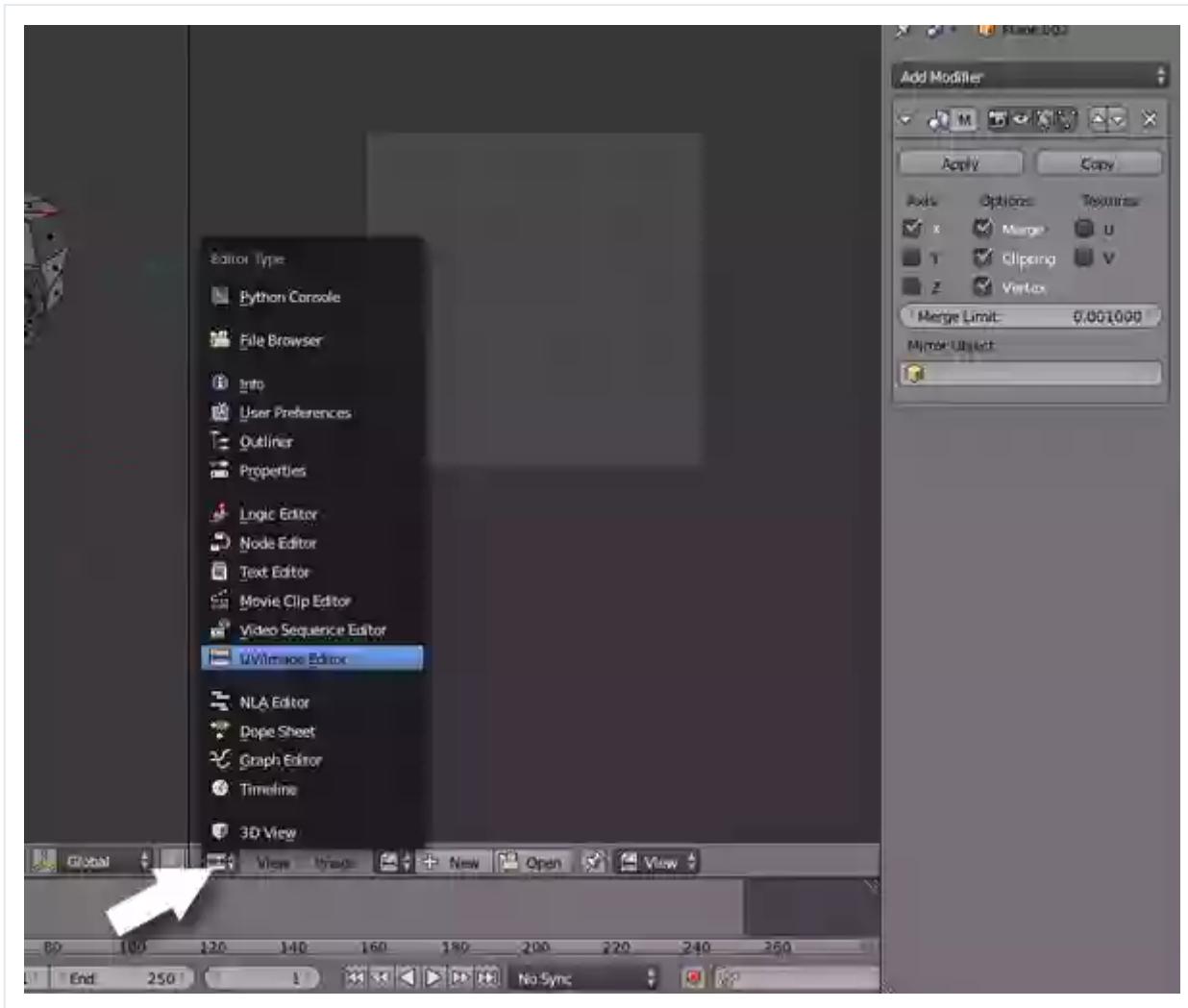


Step 2

Move the mouse over the 3D view's top right corner and drag to split the view into two.

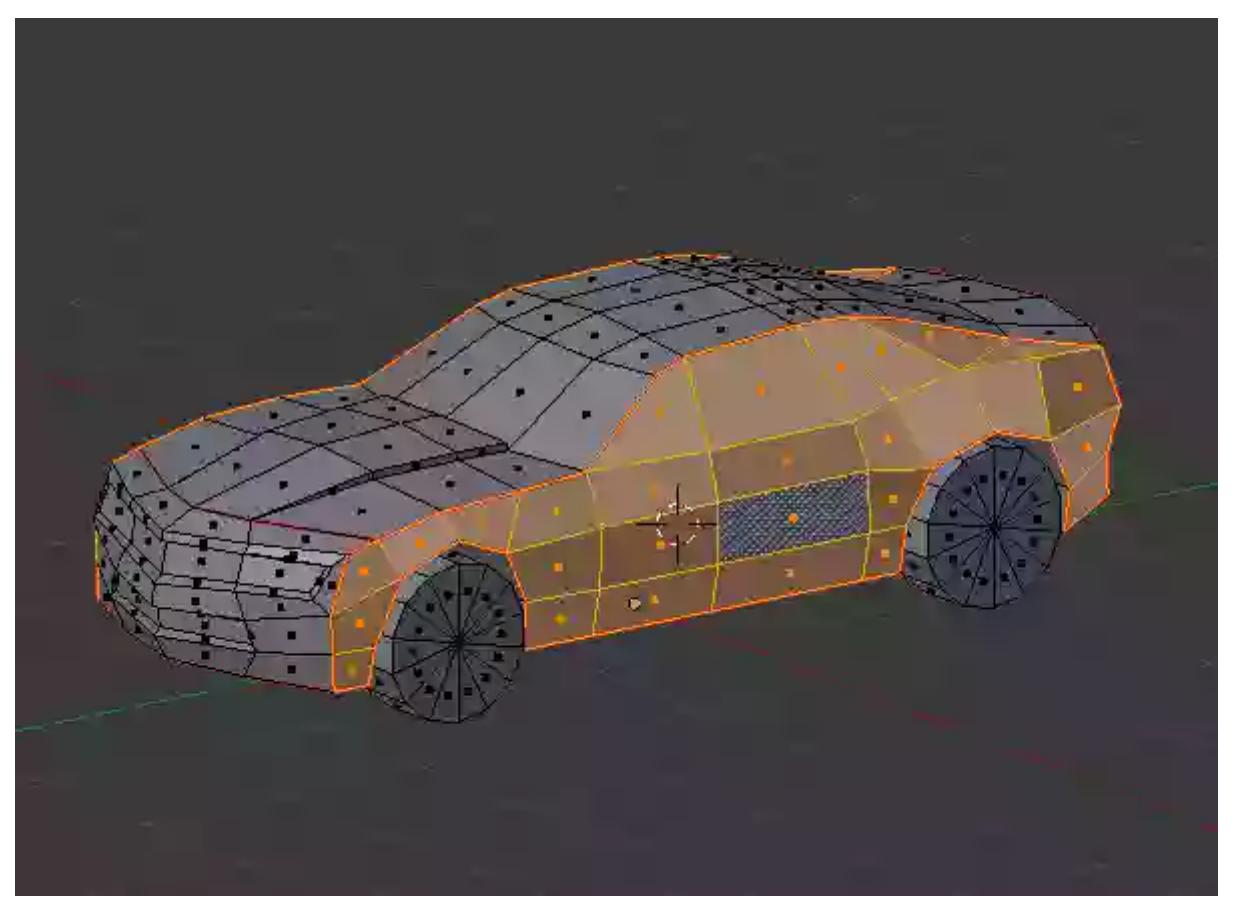


Click on the left most icon in the new 3D view's header (located at the bottom of the view), to bring out the **EditorType** menu, and then select **UV/Image Editor**.



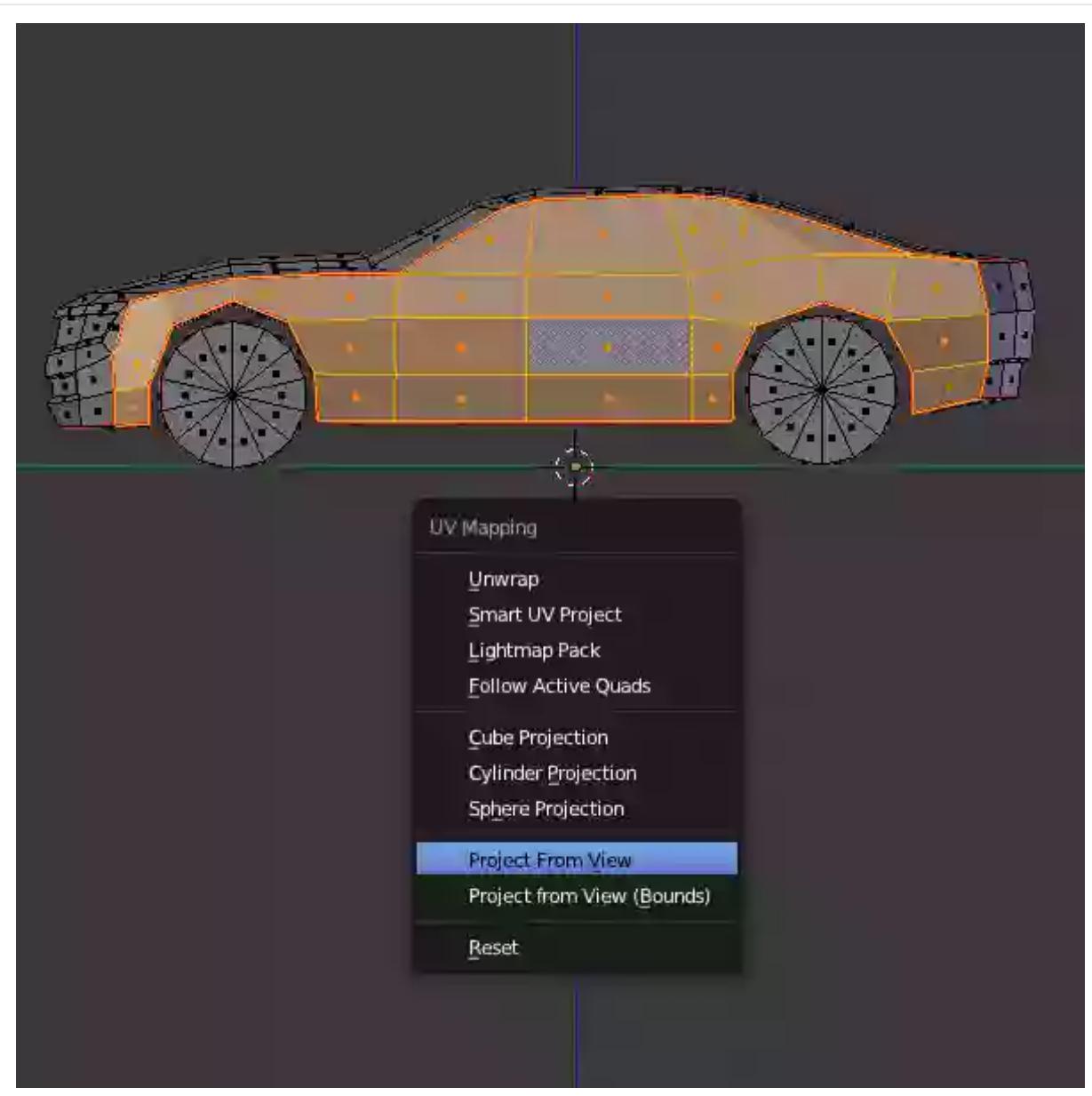
Step 3

Press **A** in the 3D viewport to deselect any vertices or faces, and make sure you are in **Face** select mode (press **Control-TAB** and select **Face** select mode if you are not.) Move the mouse over the side of the car and then press **L** to select only the side group.



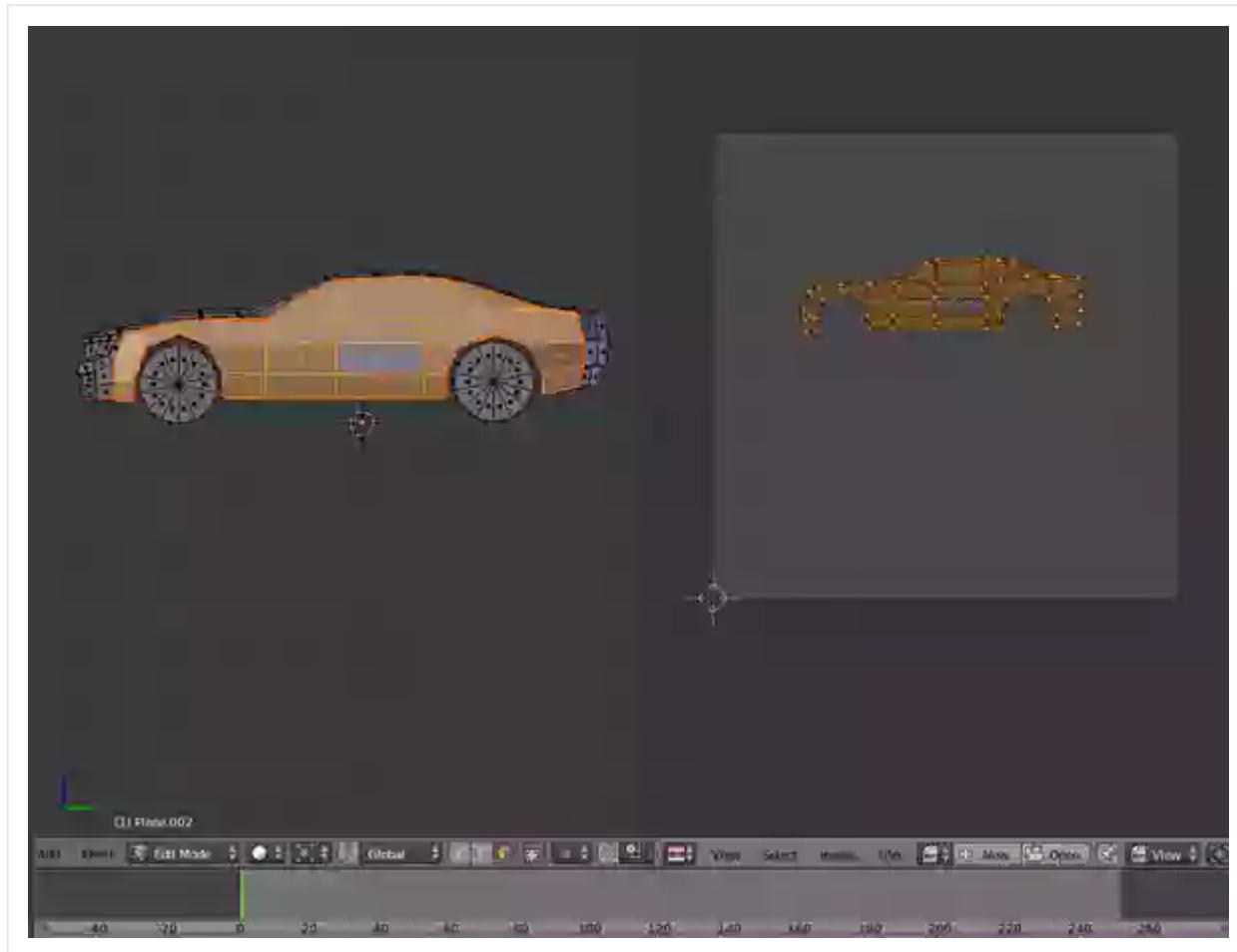
Step 4

Press **3** (on the numpad) to get into a side view. Press **U** to bring up the **UV Mapping** menu and select **Project From View**. This option will unwrap the selected part without any distortion as seen in the 3D viewport.



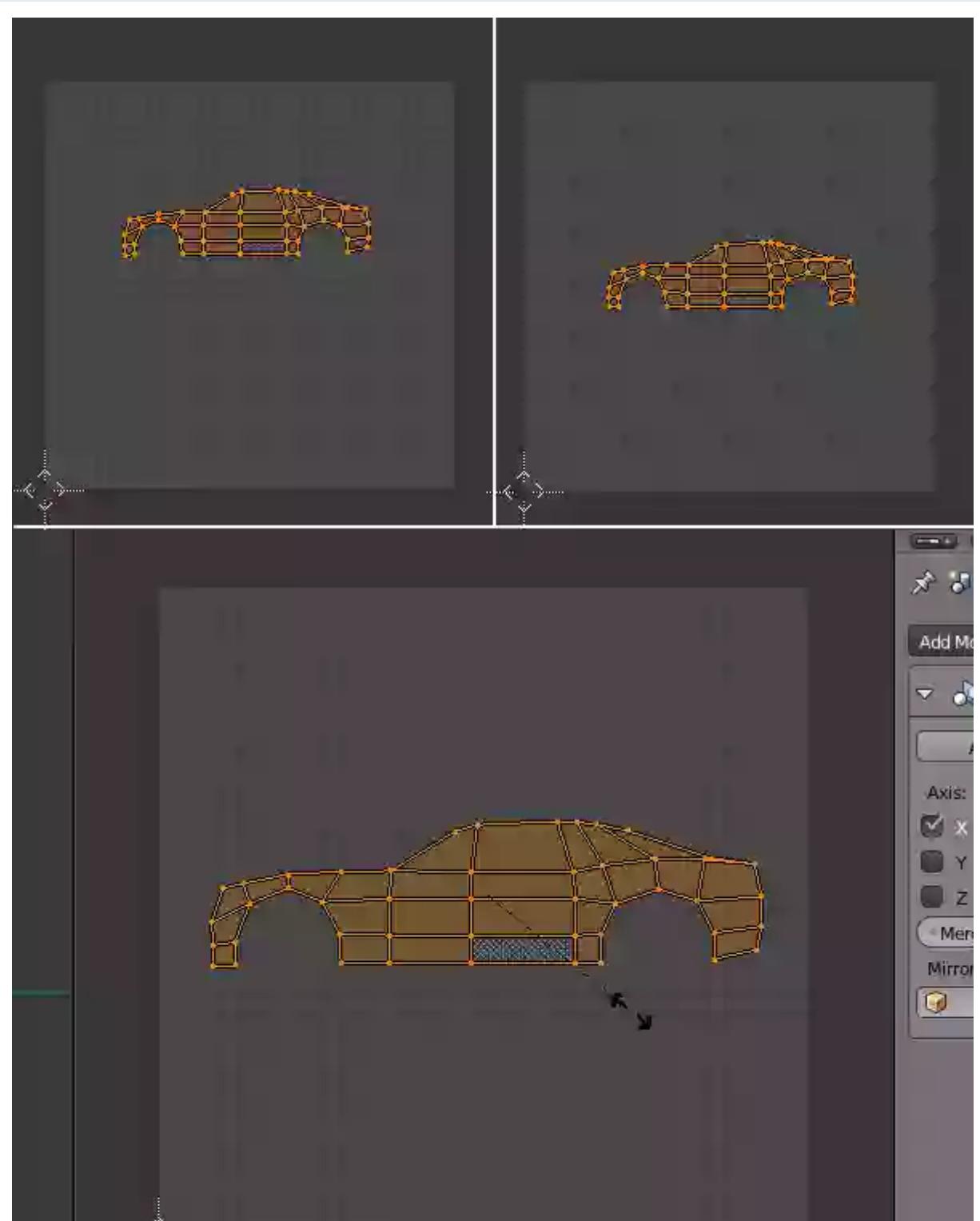
You will see that the side (one half) is unwrapped as it's being viewed in the UV editor. We see only one side of the car unwrapped, because the other side is being generated by the Mirror modifier.

Just like when editing the points on one side of the mesh, the changes are mirrored on the other side. Similarly, painting on one side will also be mirrored on the right side.



Step 5

In the **UV Editor** and with the side vertices selected, press **G** to move them towards the center. Press **S** and **Scale** it a bit, and then **Left Click** to confirm.

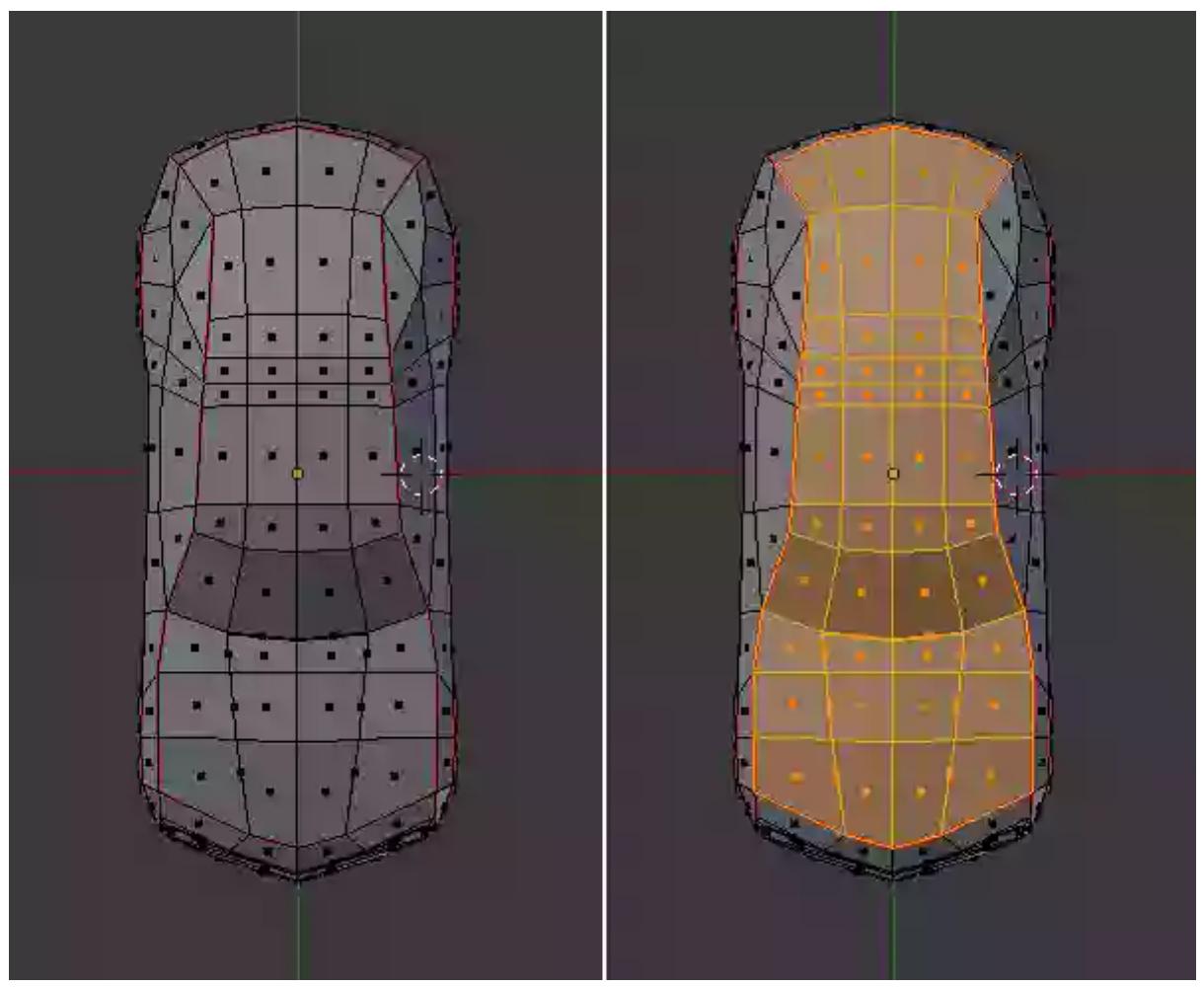




Step 6

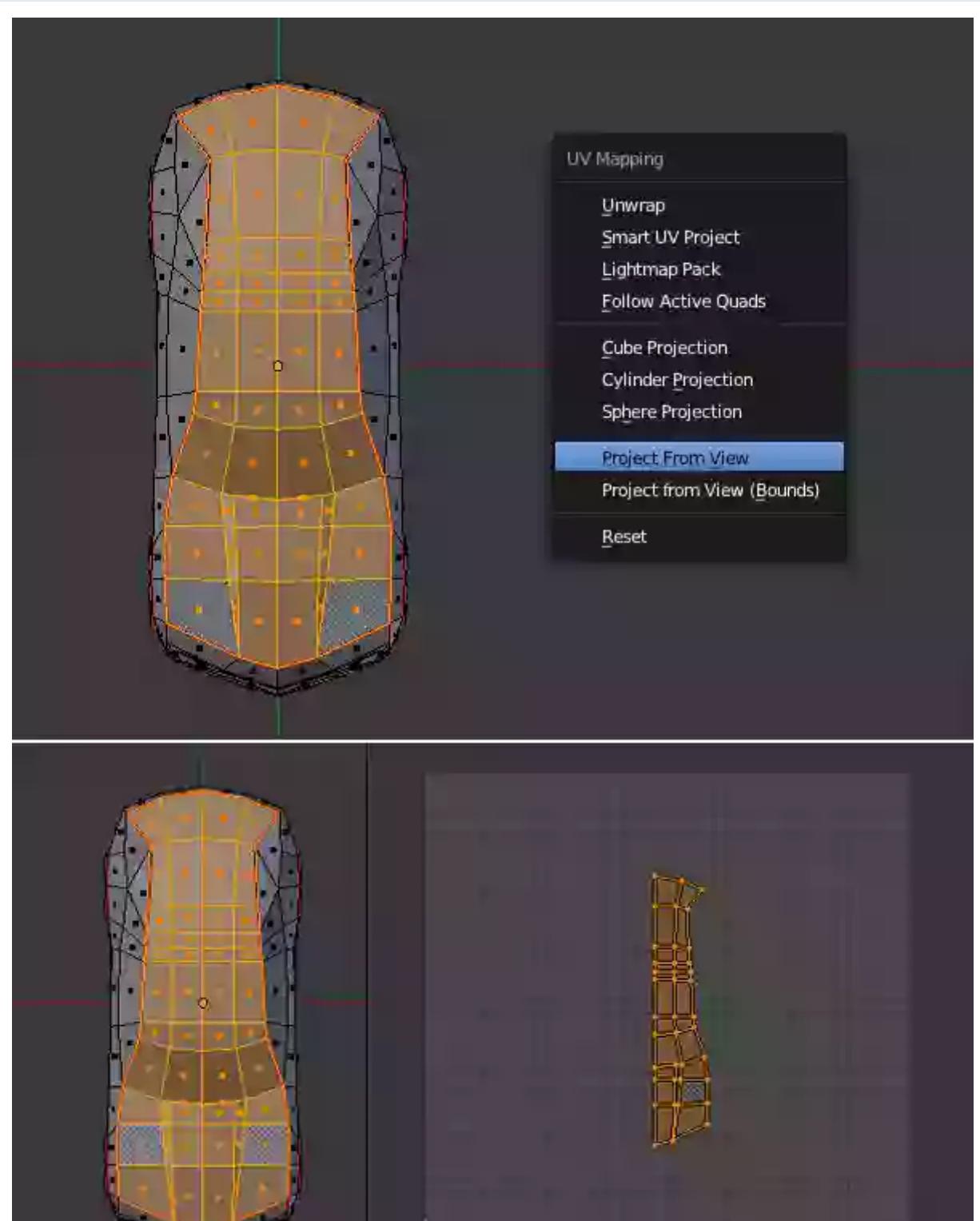
In the 3D viewport, press **A** to deselect any faces or vertices.

Press **7** on the numpad to get into the **Top** view. Move the mouse over the top part and press **L** to select the faces of that group.



Step 7

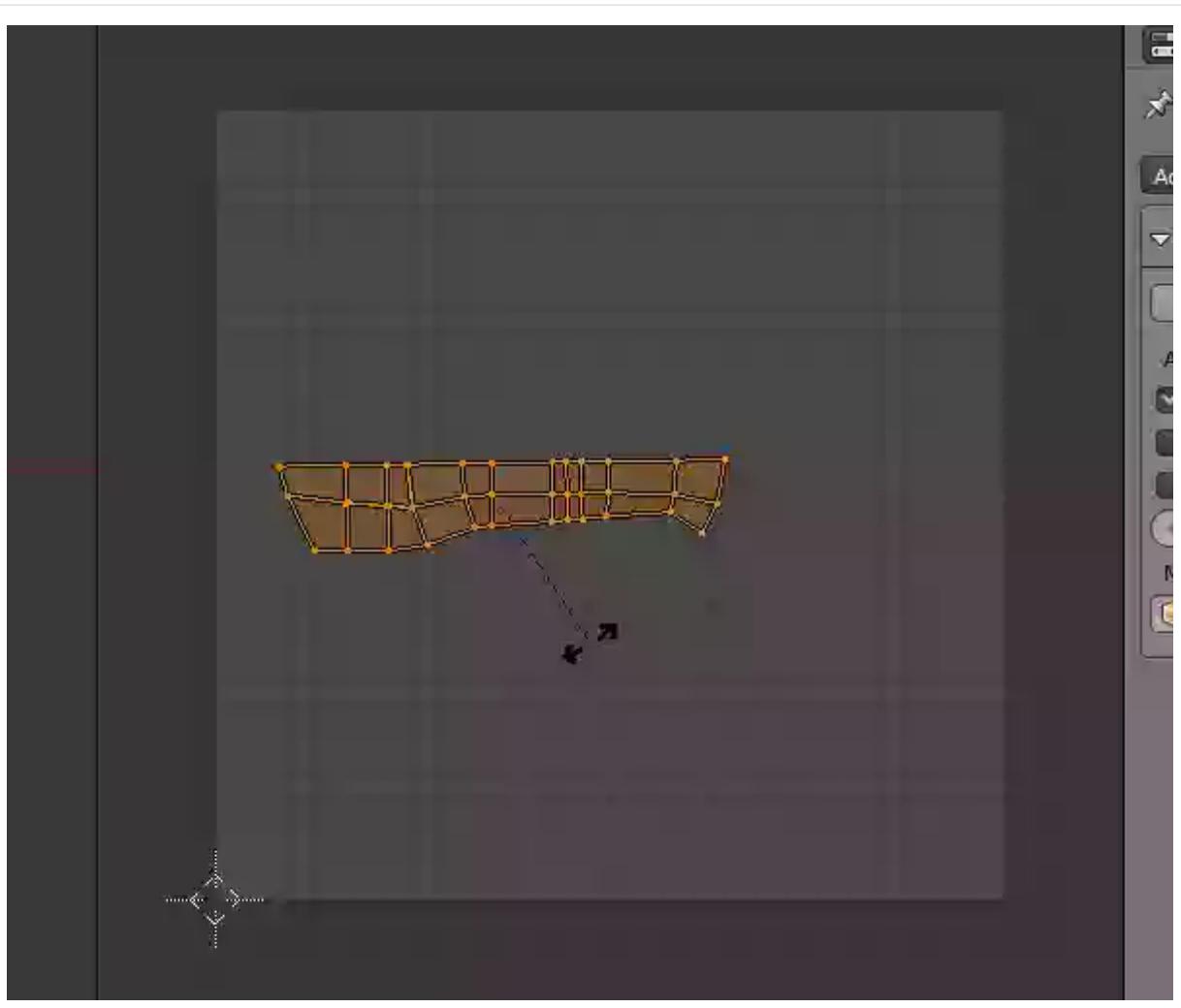
With the top part selected, press **U** and select **Project From View**.





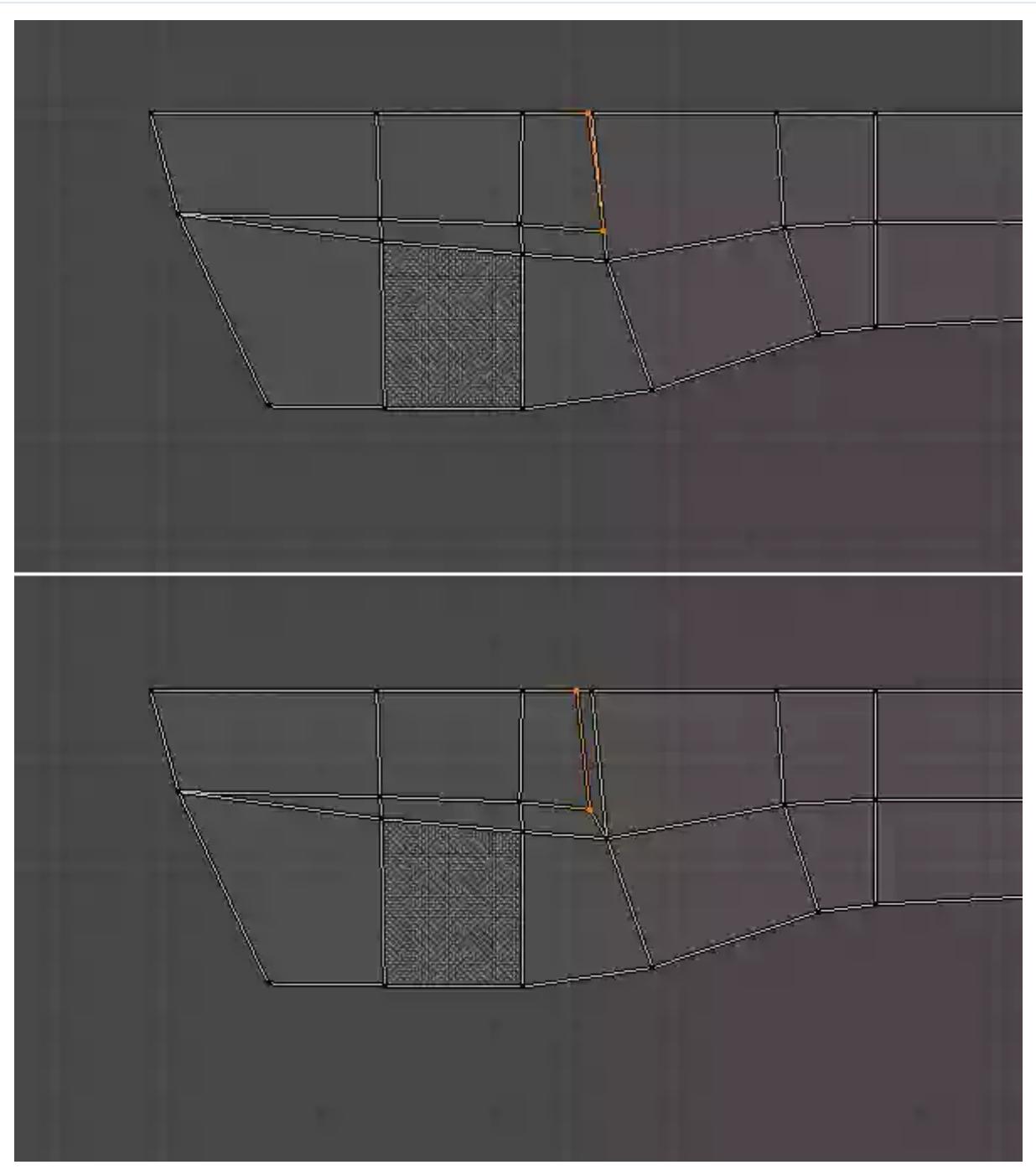
Step 8

Move your mouse in the **UV editor**. With the top group selected, press **R**, then **N** and then type **90** to rotate the group 90 degrees.



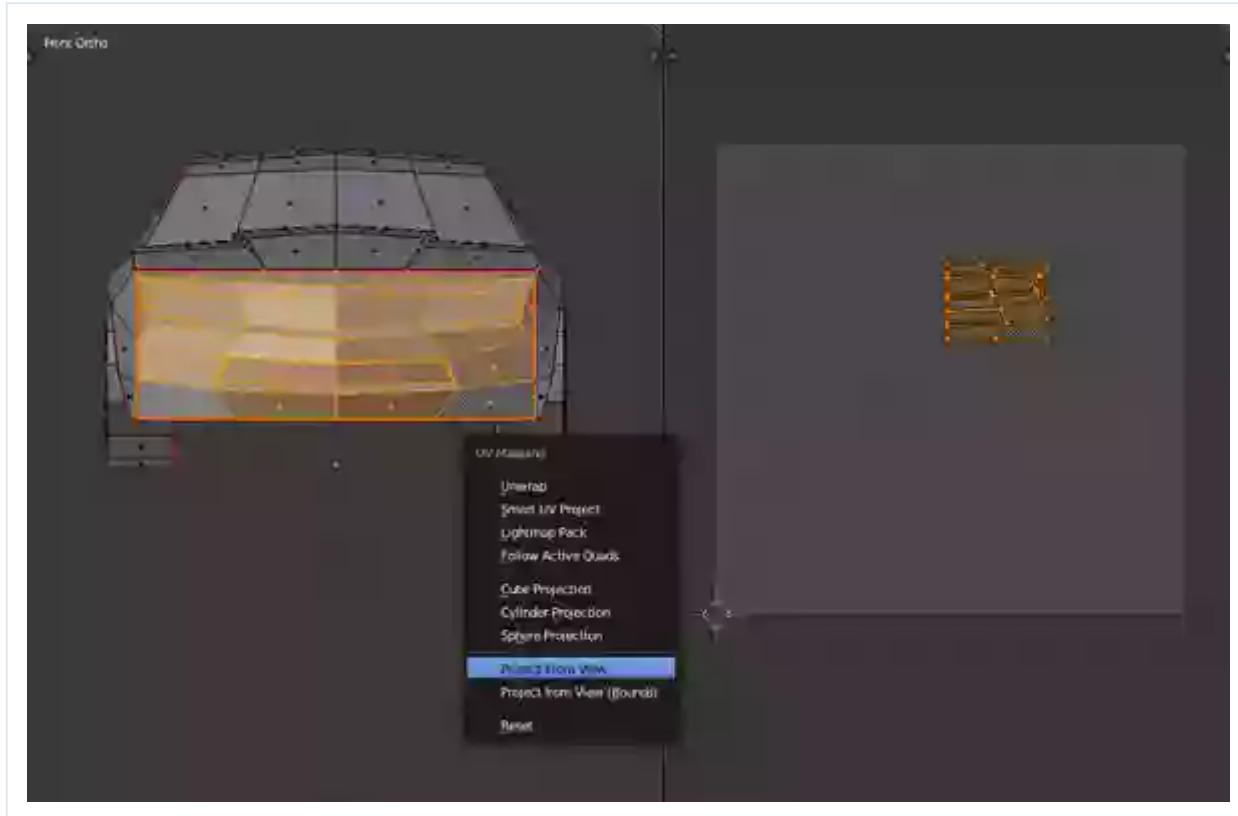
Step 9

Some vertices on the bonnet may overlap, so separate them a little bit. The editing commands are same for the UV Editor as well
- **Right Click** on a vertex to select it, press **G** to move. You can zoom in and out with mouse's scroll wheel.



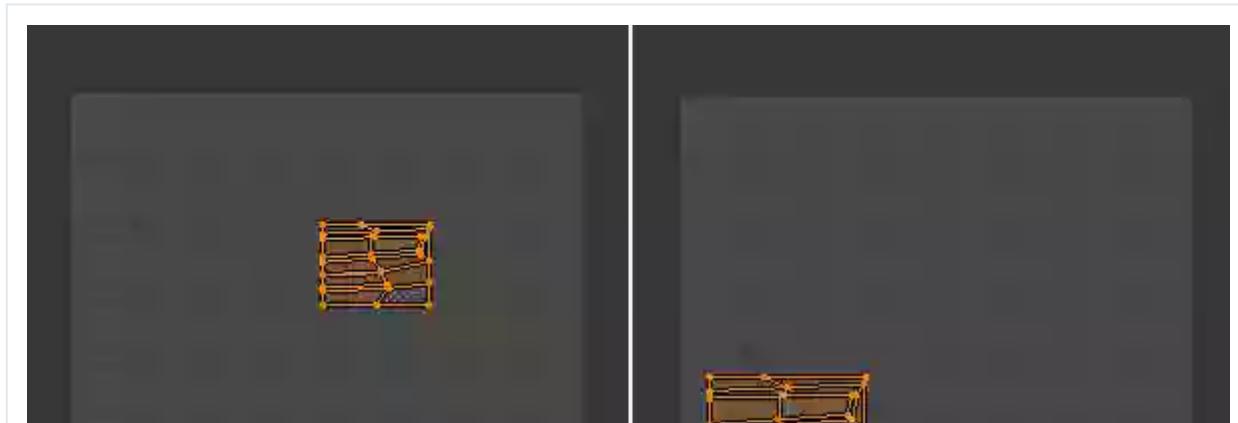
Step 10

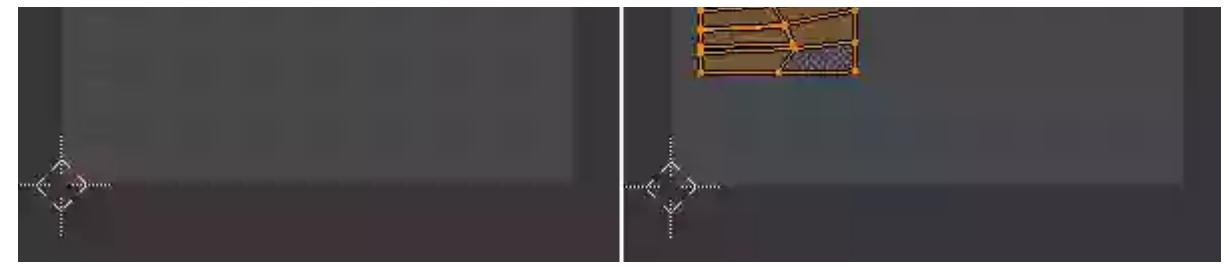
Move the mouse over the 3D view. Press the **A** key on the keyboard to deselect any faces/vertices and press **1** on the numpad to get into the **Front view**. Move your mouse over the front part and press **L** to select the front faces separated by the seams. Press **U** to bring up the **UV Mapping** menu and then select **Project From View**.



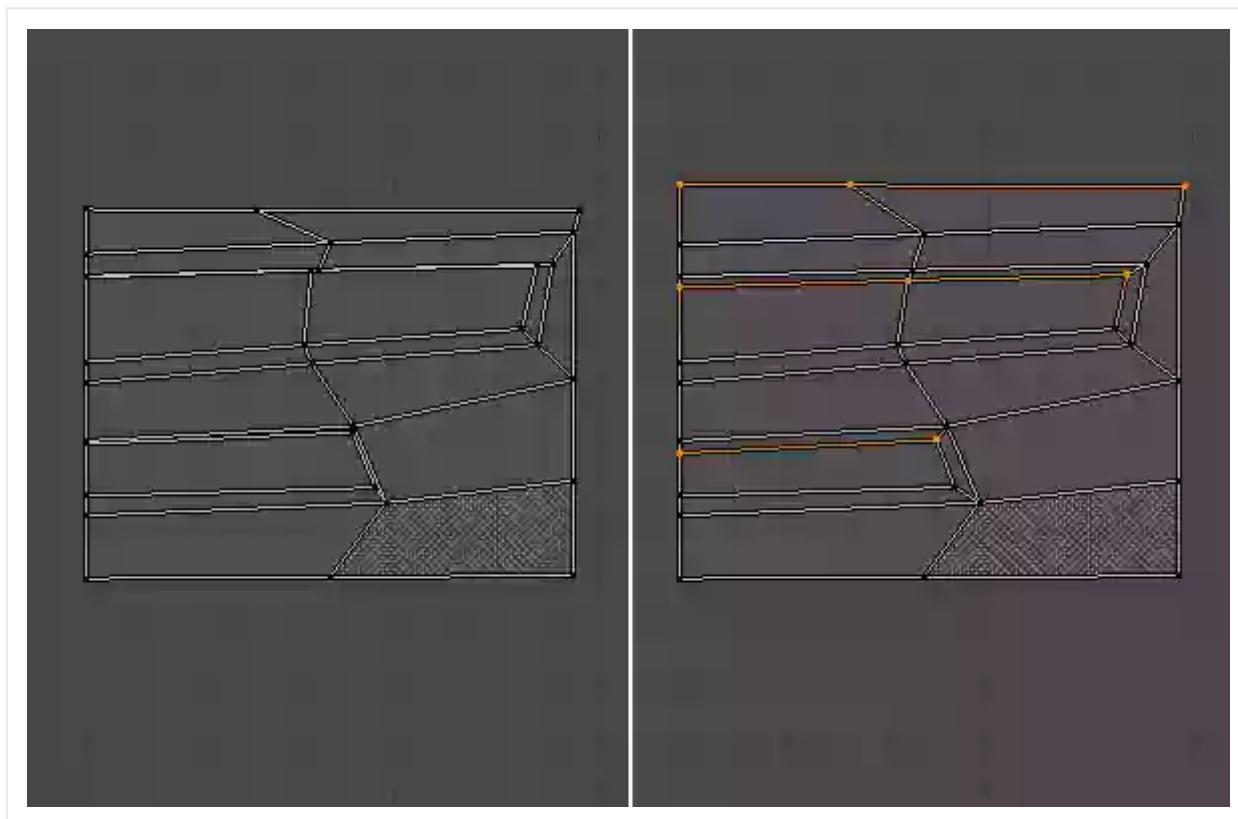
Step 11

Press **G** and move the group towards the side as shown, and **Left Click** to confirm. You can also **Scale** the group up using the **S** key.





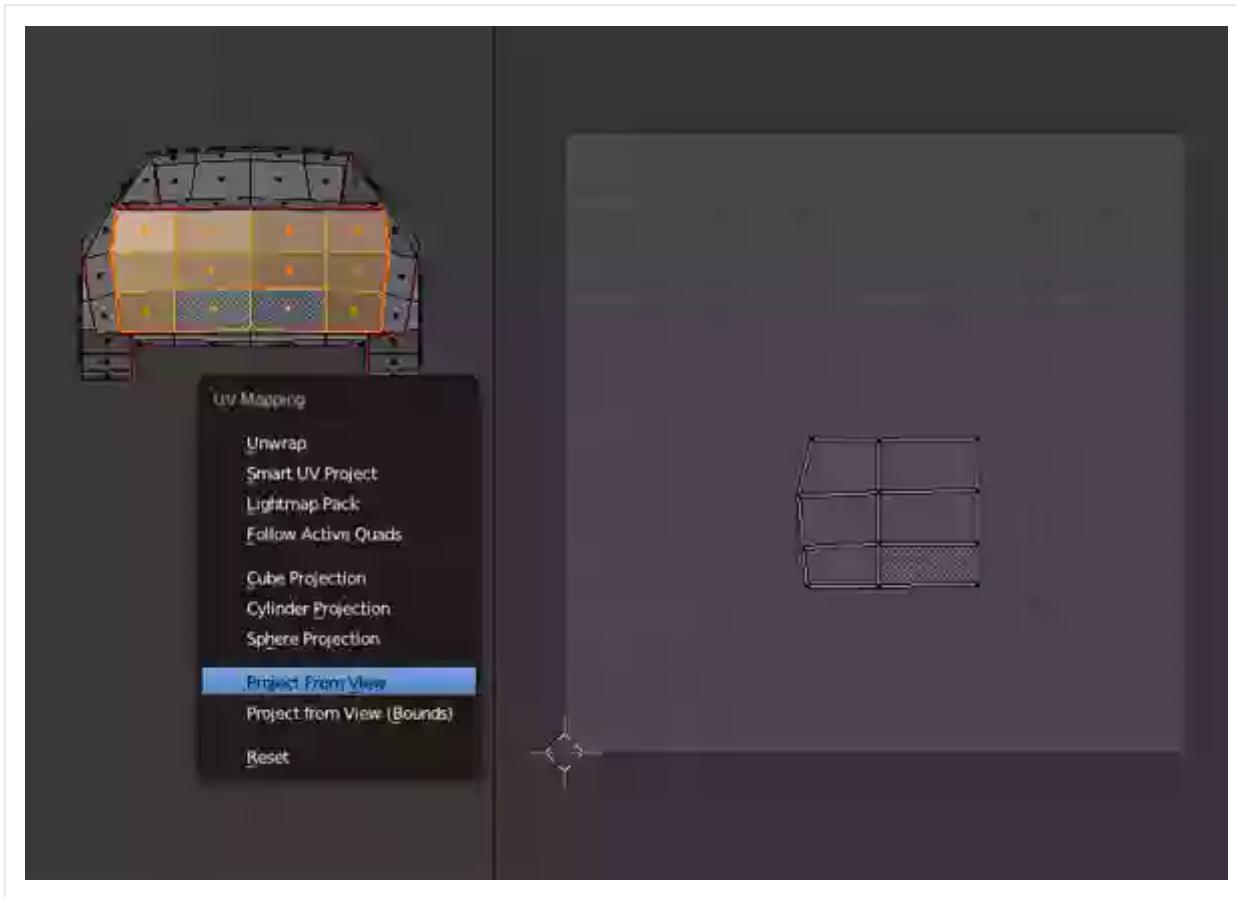
Tweak and loosen up the vertices which are overlapping. **Right**
Click to select one and press **G** to move it.



Step 12

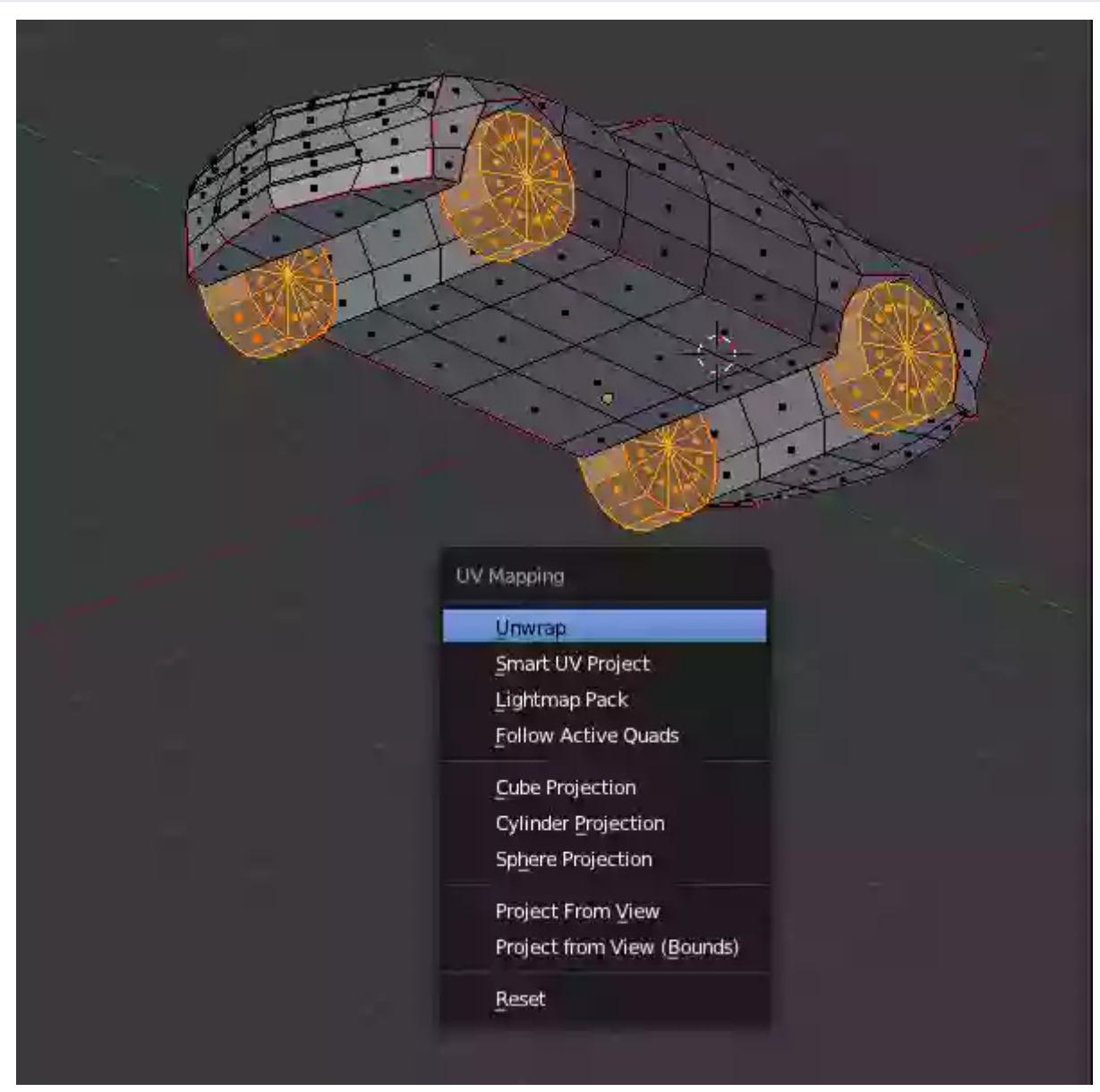
Move your mouse to the 3D view and press **A** to deselect all.

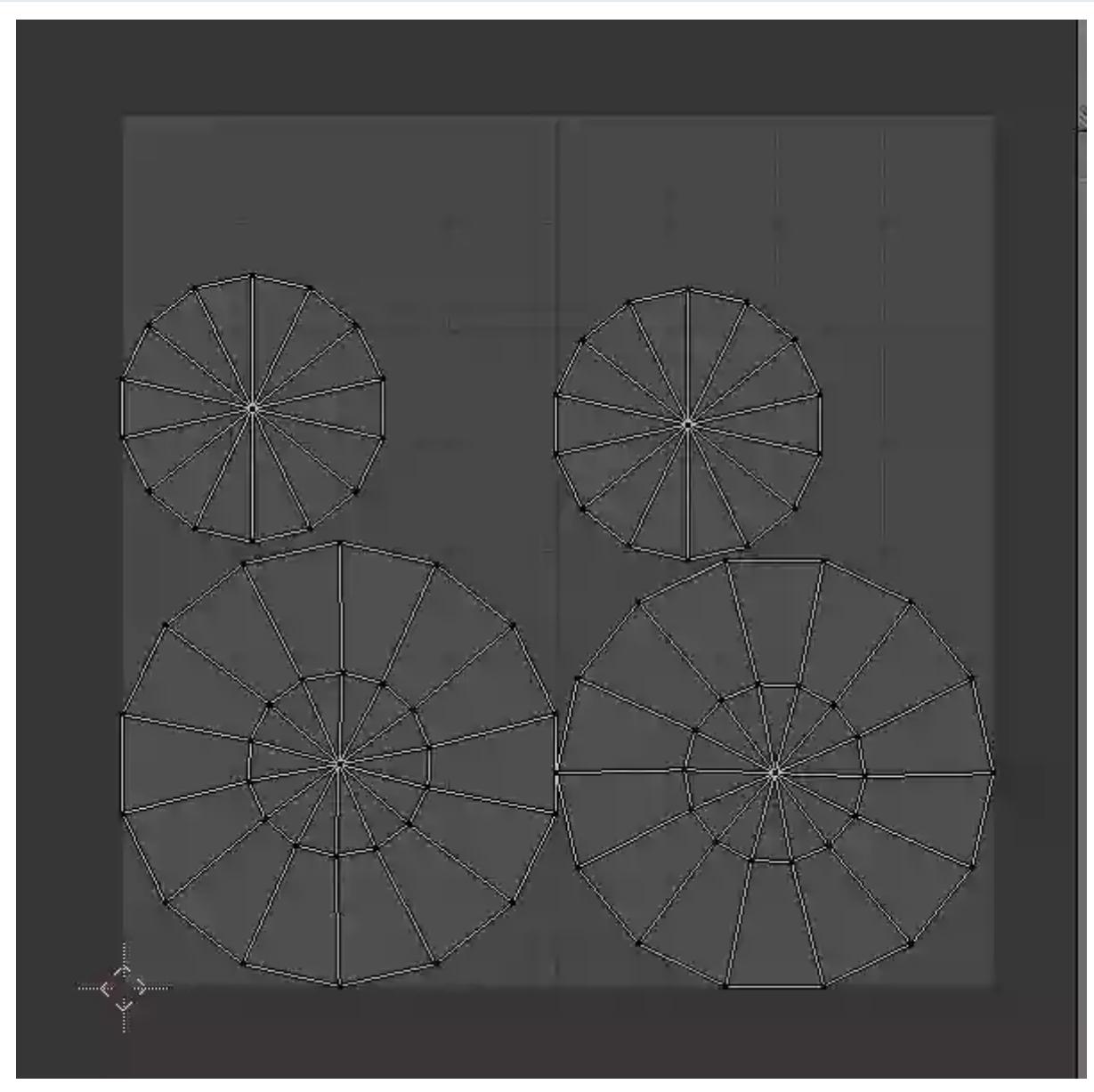
Press **Shift-7** (on the numpad) to get into the **Back** view. Hover over the back of the car and press **L** to select the back faces separated by the seam. Again press **U** and then select **Project From View** to unwrap it.



Step 13

With the mouse in 3D view select all the wheel vertices, even though some are separated by seams. Press **U** to bring up the **UV Mapping** menu and select **Unwrap**. This will unwrap the mesh regardless of the view.

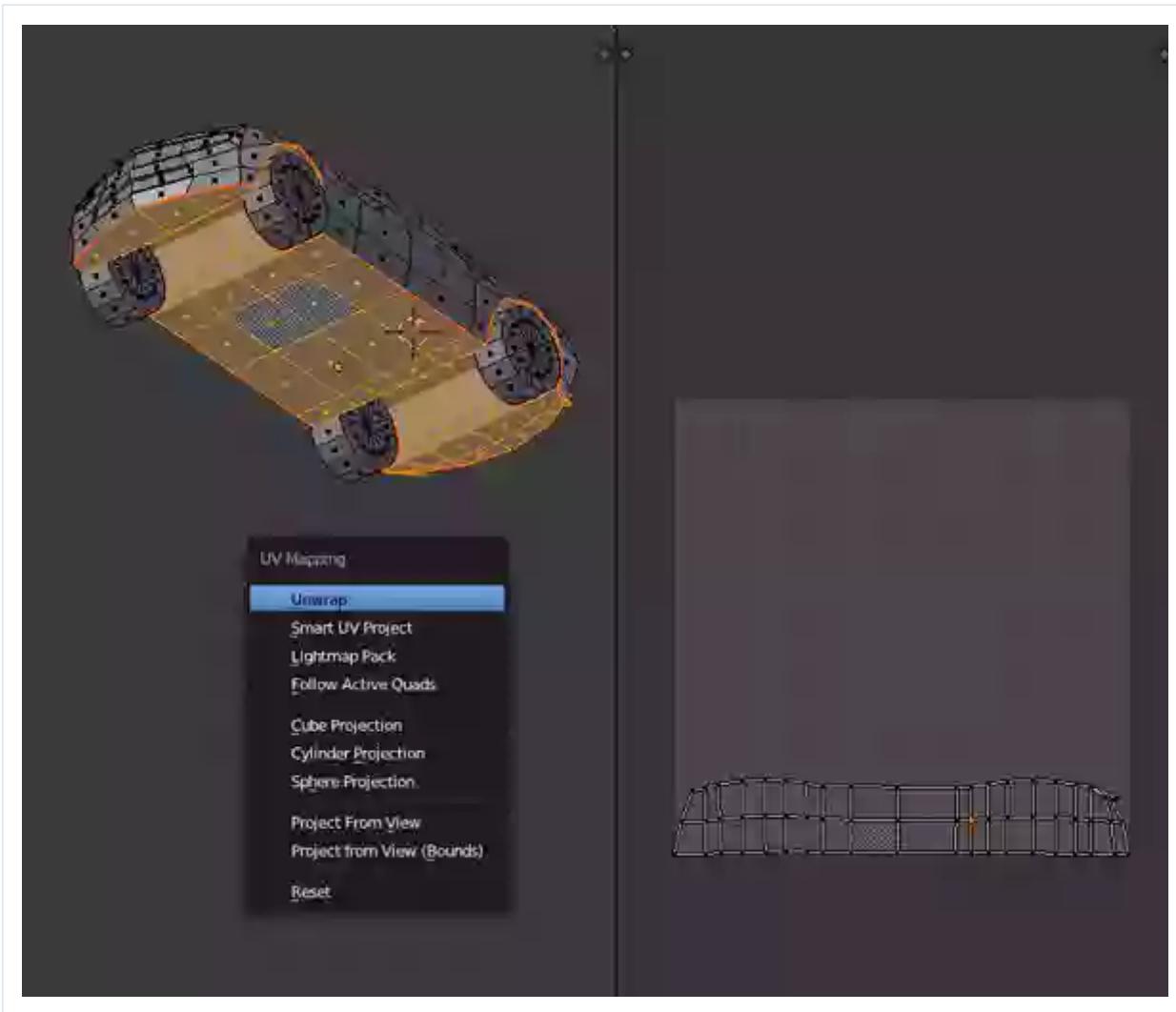




Step 14

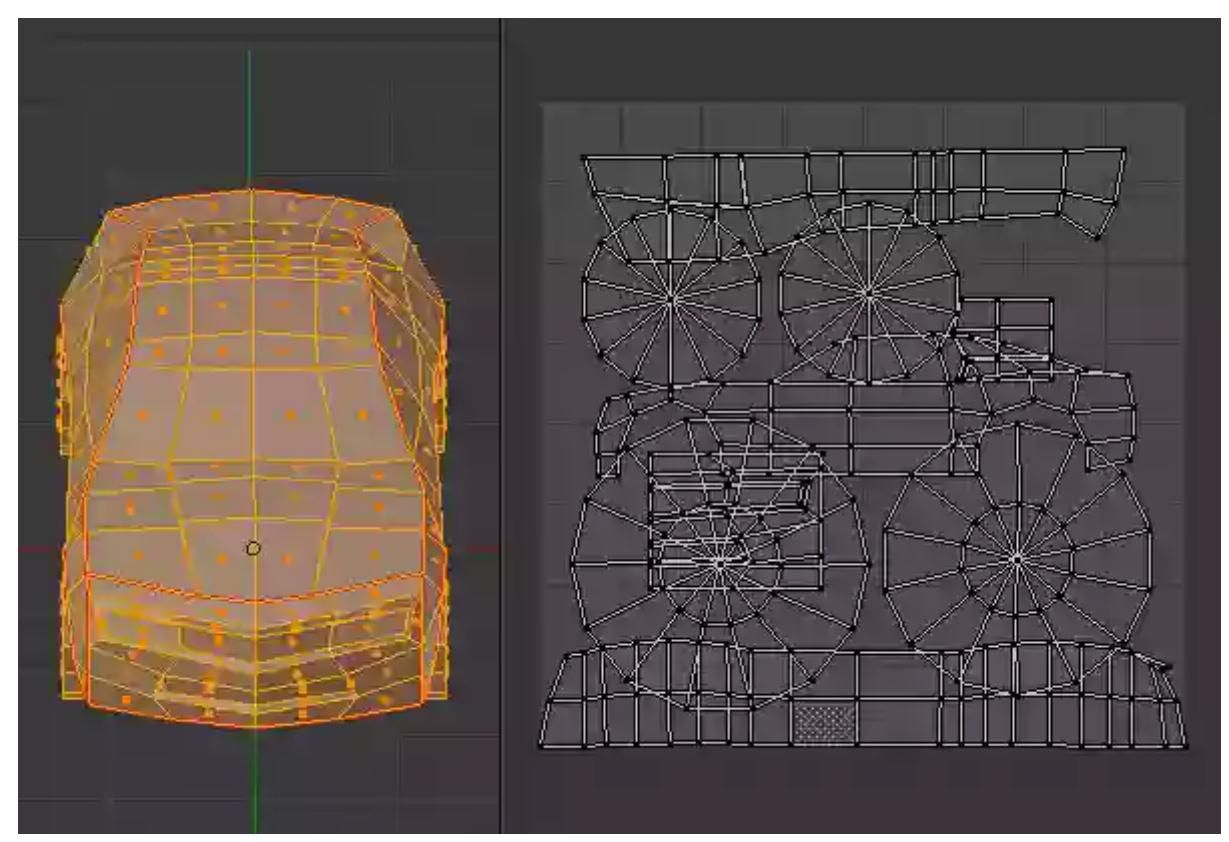
Again, move your mouse back to the 3D view and press **A** to deselect all. Now select the lower part of the body. Press and move the middle mouse button to rotate. Hover over the lower

part and press **L** to select all the faces separated by the seam, and then press **U** and select **Unwrap**. We also don't need this one to be unwrapped with regards to the view.



Step 15

All parts of the mesh are now unwrapped. Select all the vertices/faces of the mesh with the **A** key in the 3D view and you will see all the UV islands (or groups) in the **UV Editor**. Only the selected faces will appear in the UV Editor, so make sure you have *all* the faces/points selected in the 3D view.



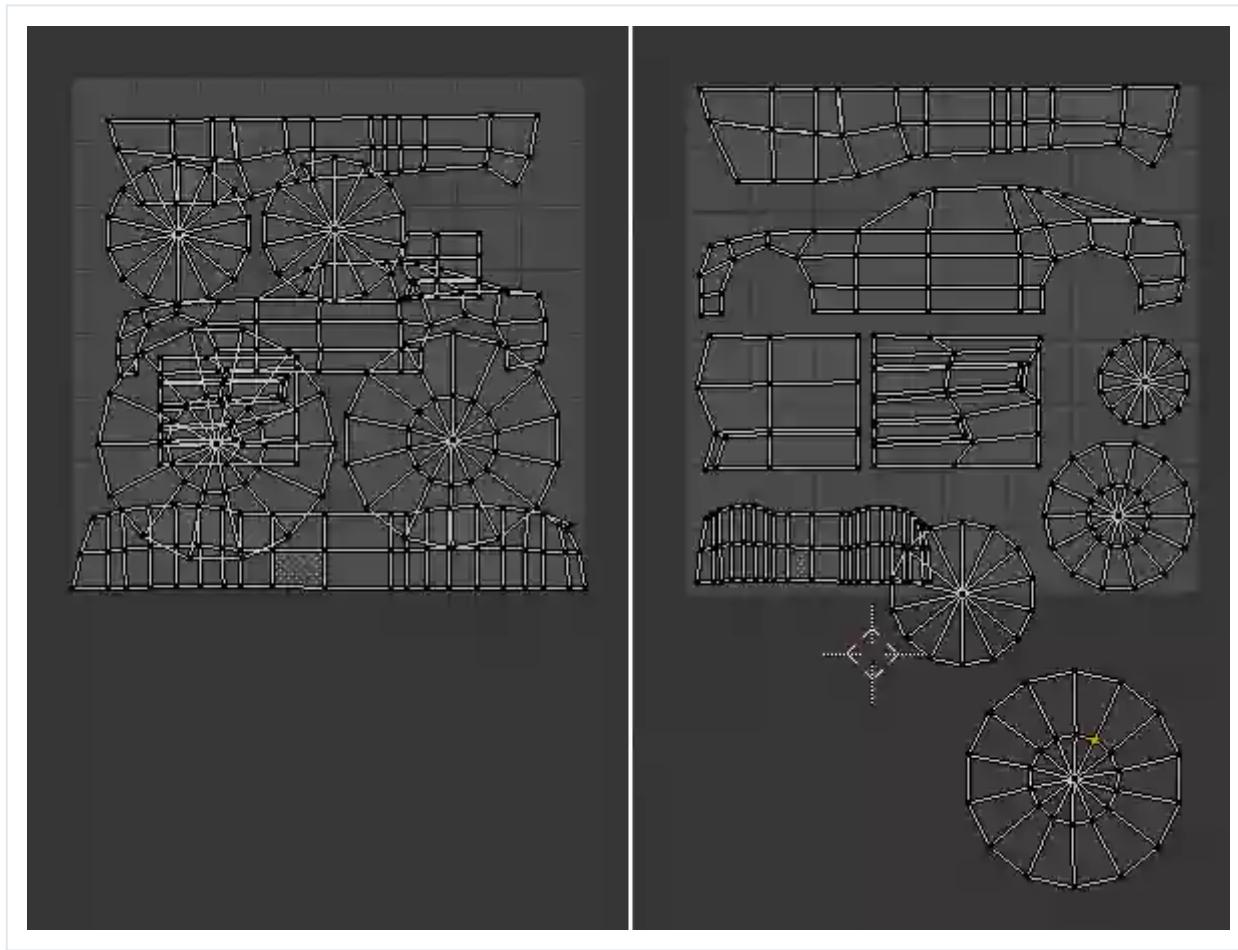
You will notice that all the groups (or islands) are overlapping each other. So rearrange all the groups in such a way that they perfectly fit the UV Area. To select any group in the UV Editor we have various options, just like in the 3D view:

- Hover over any group and press **L** to select the group.
- Select any vertex or vertices of the group and press **Control-L** to select the whole group with the connecting vertices.
- Hold **Shift** for multiple selections.
- Press **A** to deselect/select all.

Here are the other commands for the UV Editor, though they are the same as the editing commands in the 3D view.

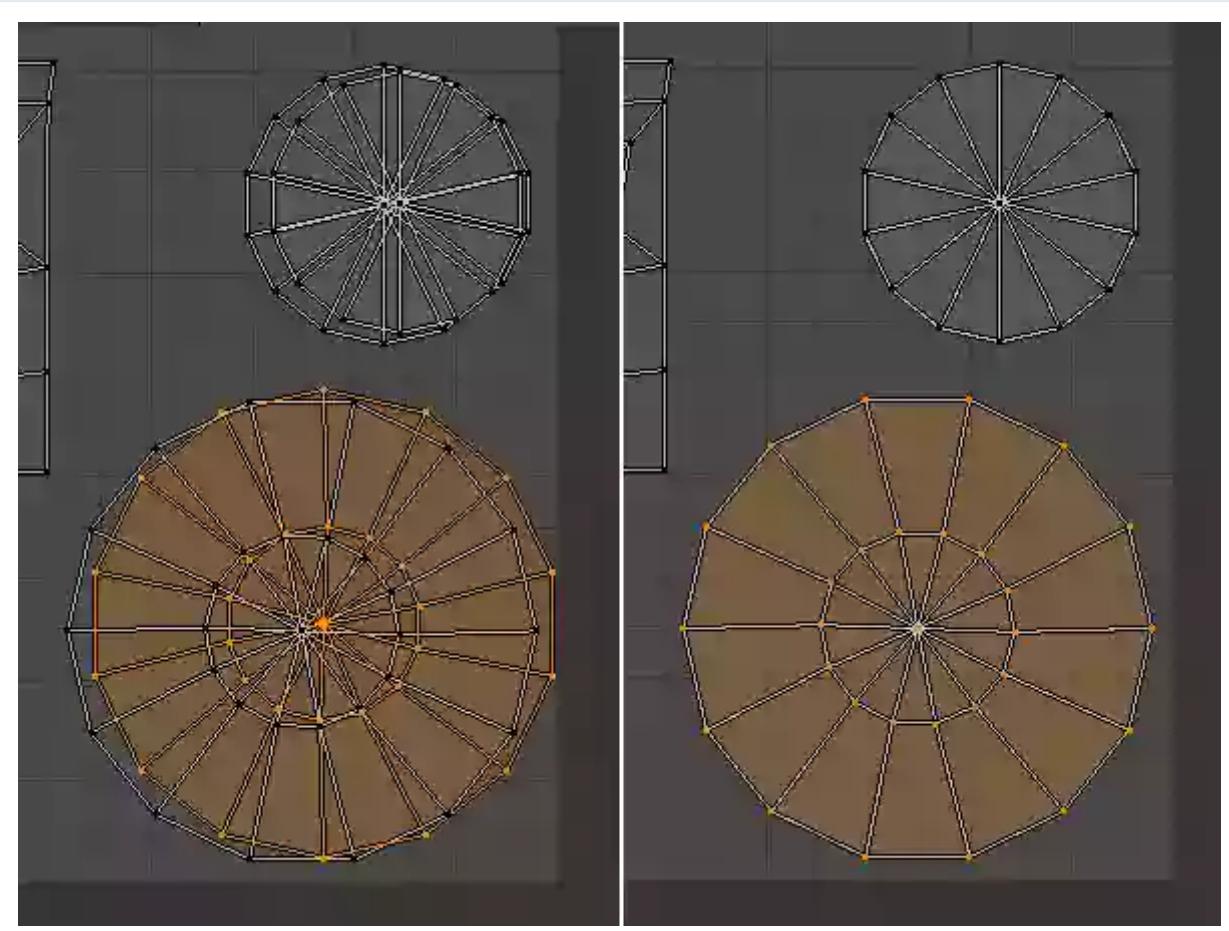
- **G** to move
- **R** to Rotate
- **S** to Scale
- Zoom in / Zoom out = Mouse wheel.
- Pan = **Shift-Middle Mouse Button** and drag.

To maximize the UV Editor, move the mouse over the **UV Editor** and press **Control-Up Arrow**. Press **Control-Up Arrow** to toggle back.

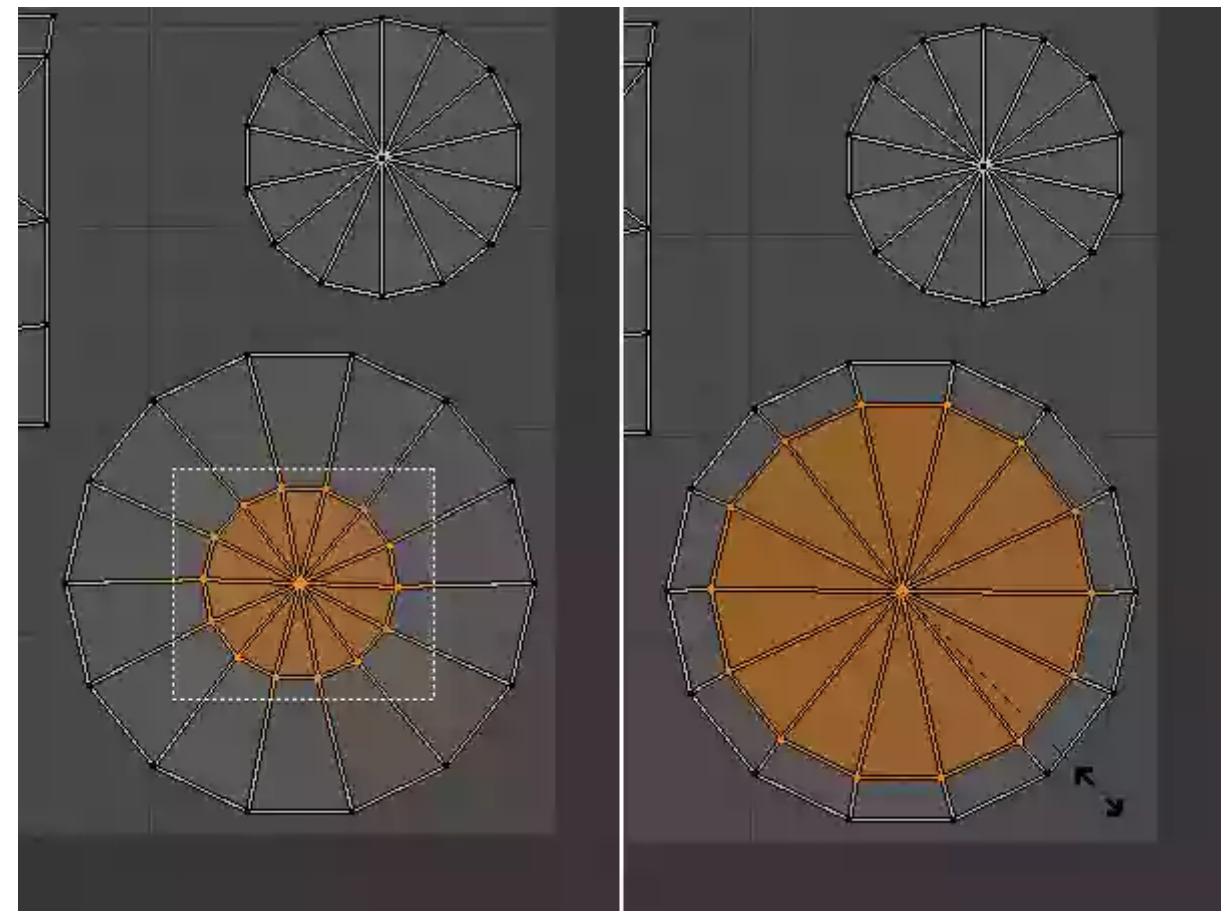


Step 16

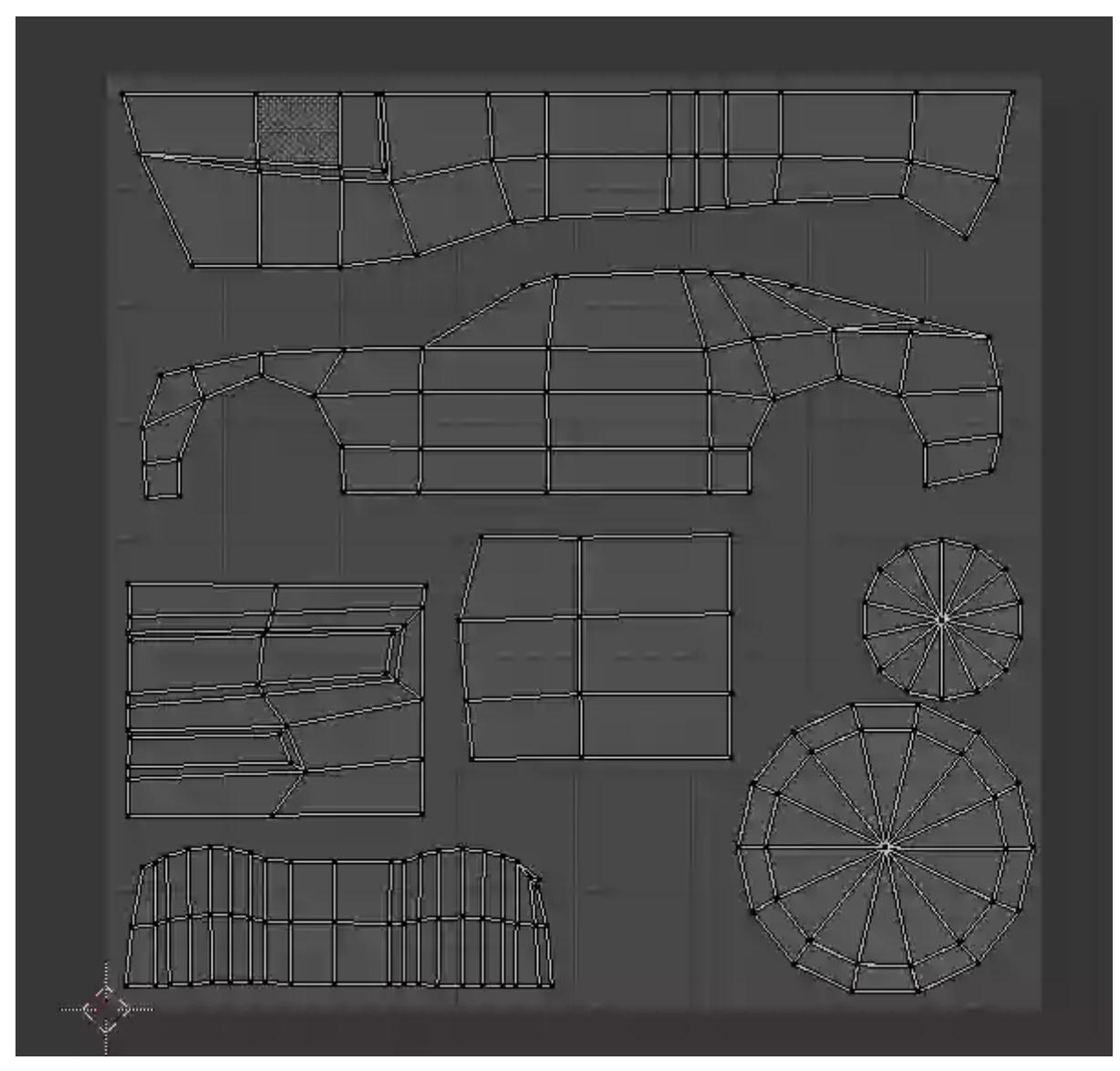
Both of the wheels will share the same texture, so place the wheel groups on top of each other and **Rotate** and **Scale** if necessary. Each of the vertices in the group should be aligned properly, i.e. they should be *exactly* on top of each other. Zoom in to check.



Select the inner circles with the **B** key and **Scale** them up using the **S** key. **Left Click** to confirm. Make sure you select the inner circles of *both* wheels which are aligned.

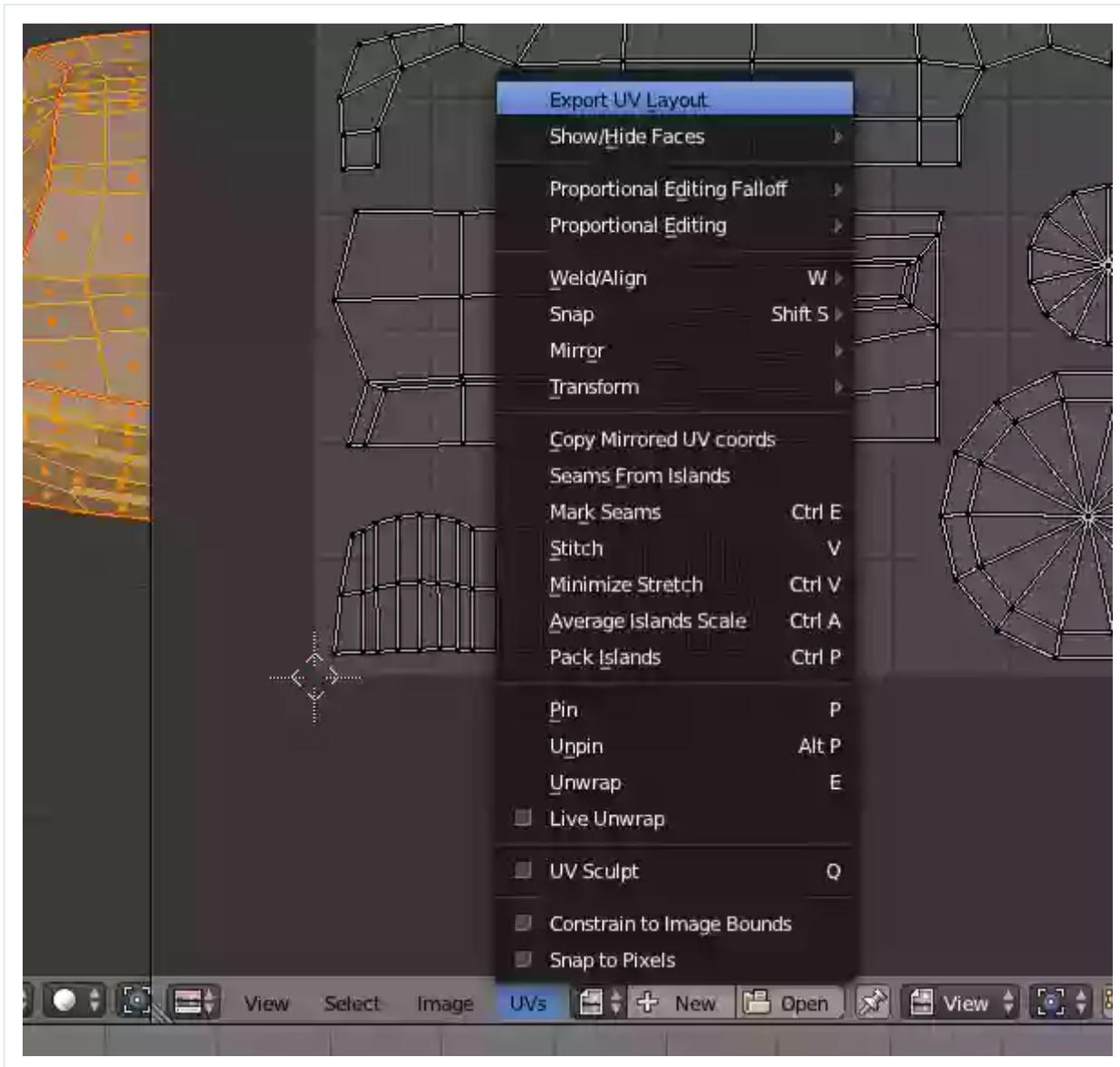


Once all the islands are well arranged, press **Control-S** to save the file.

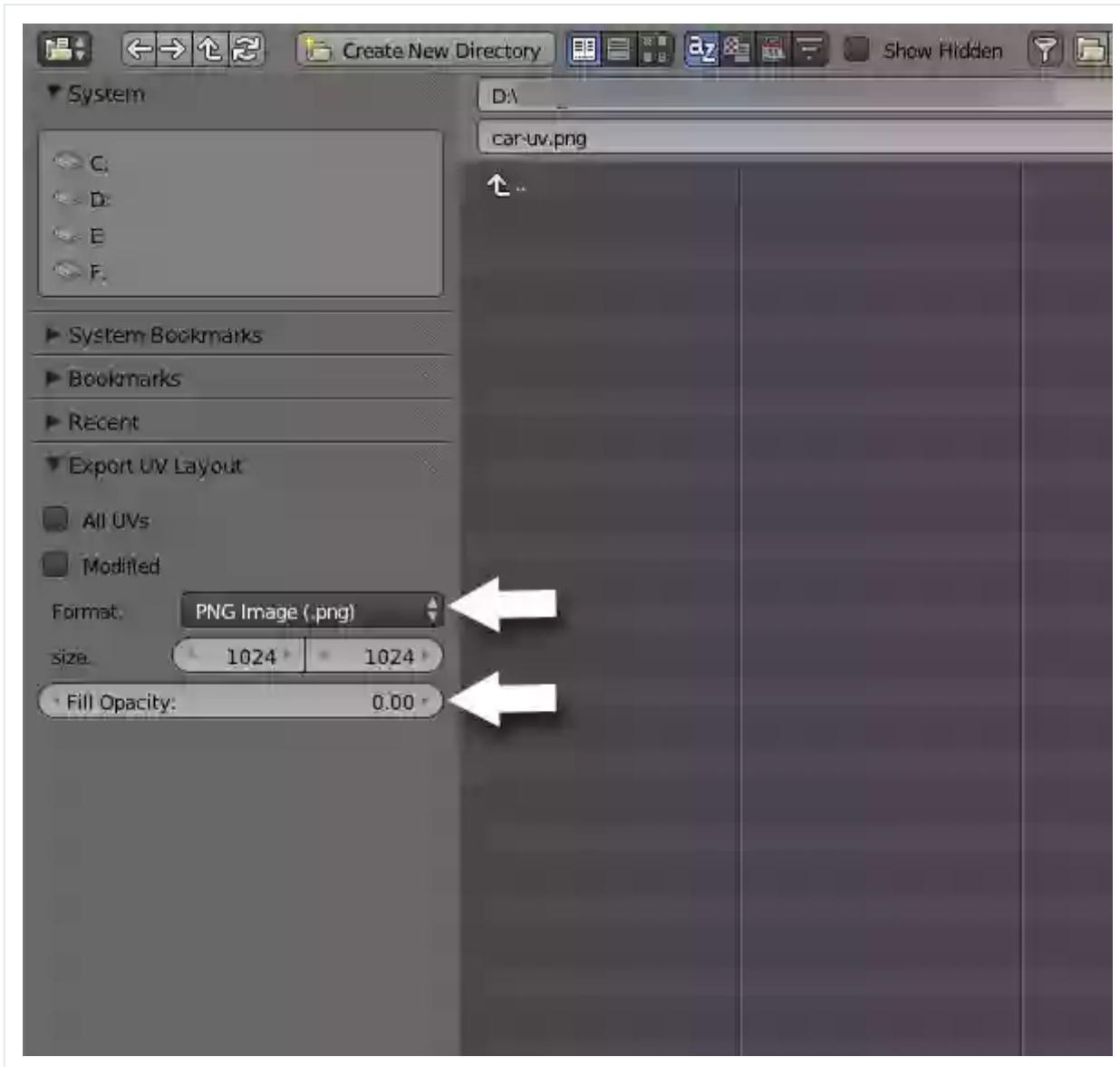


Step 17

With the model selected, Press **TAB** to enter into **Edit** mode and select all the vertices with the **A** key. In the **UV Editor**, click on the **UVs** Menu and select **Export UV Layout**.



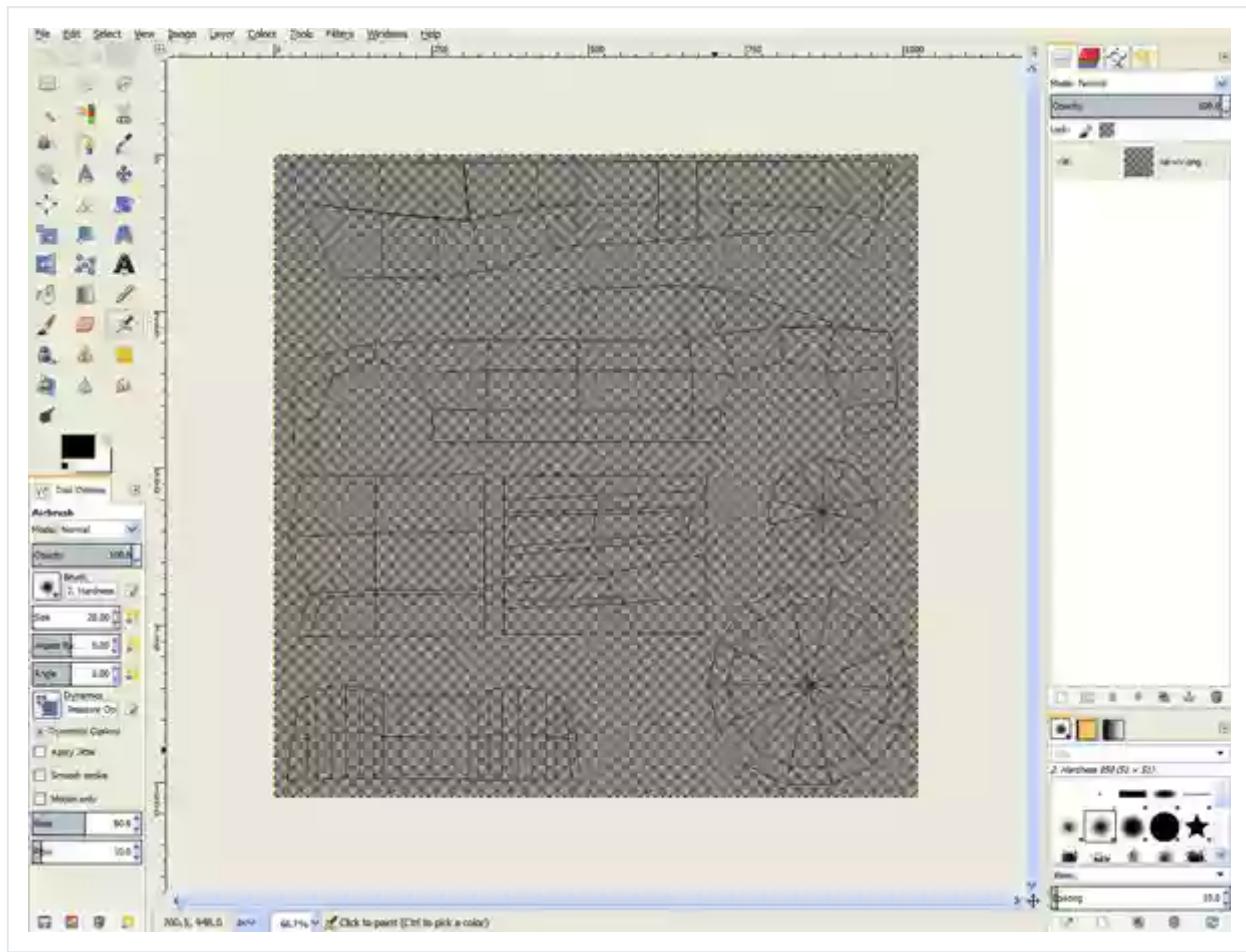
Select the **PNG** format and decrease the **Fill Opacity** to **0.00**.



3. Painting the Texture

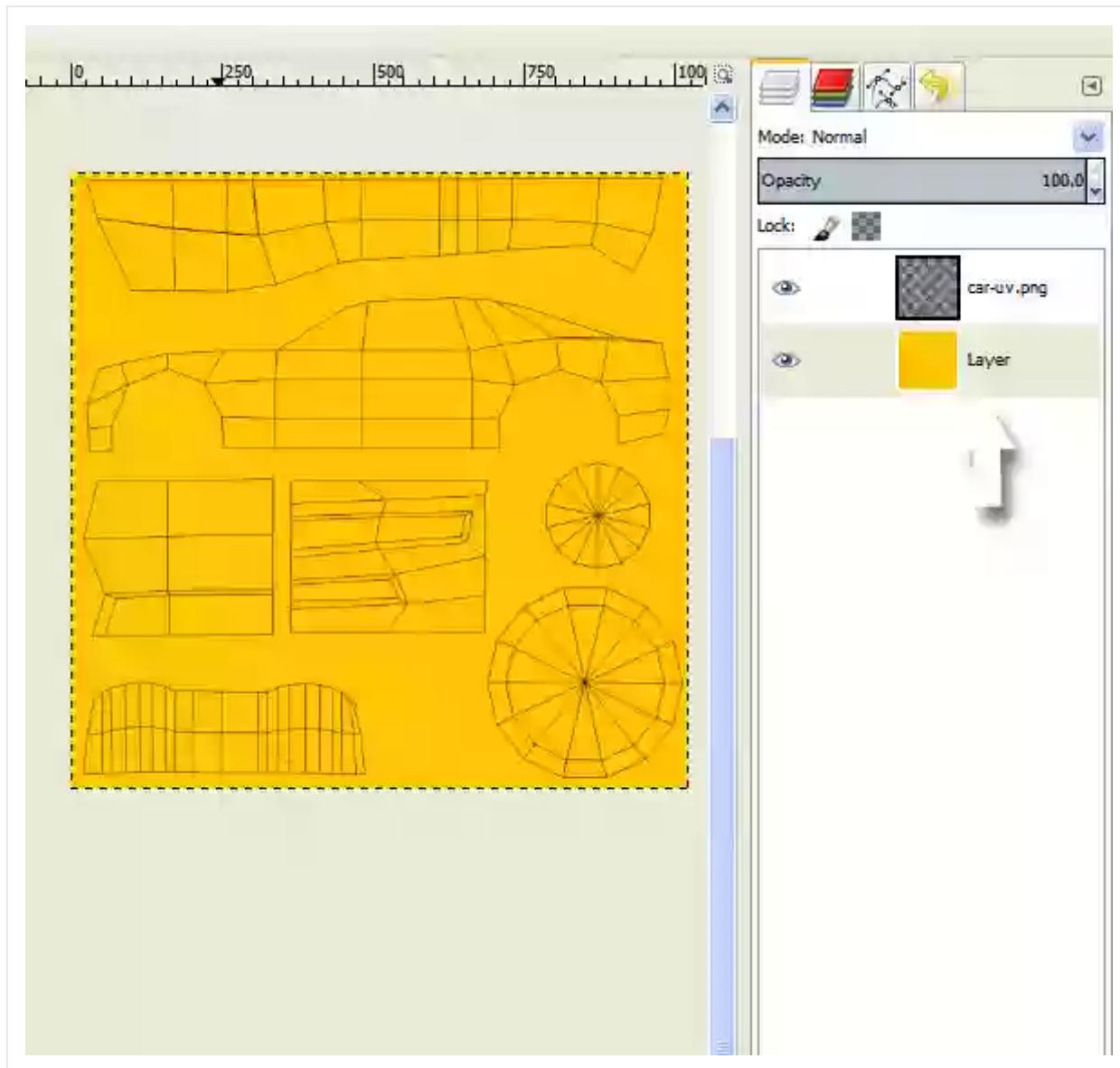
Step 1

Open the saved image in your favorite image editor.



Step 2

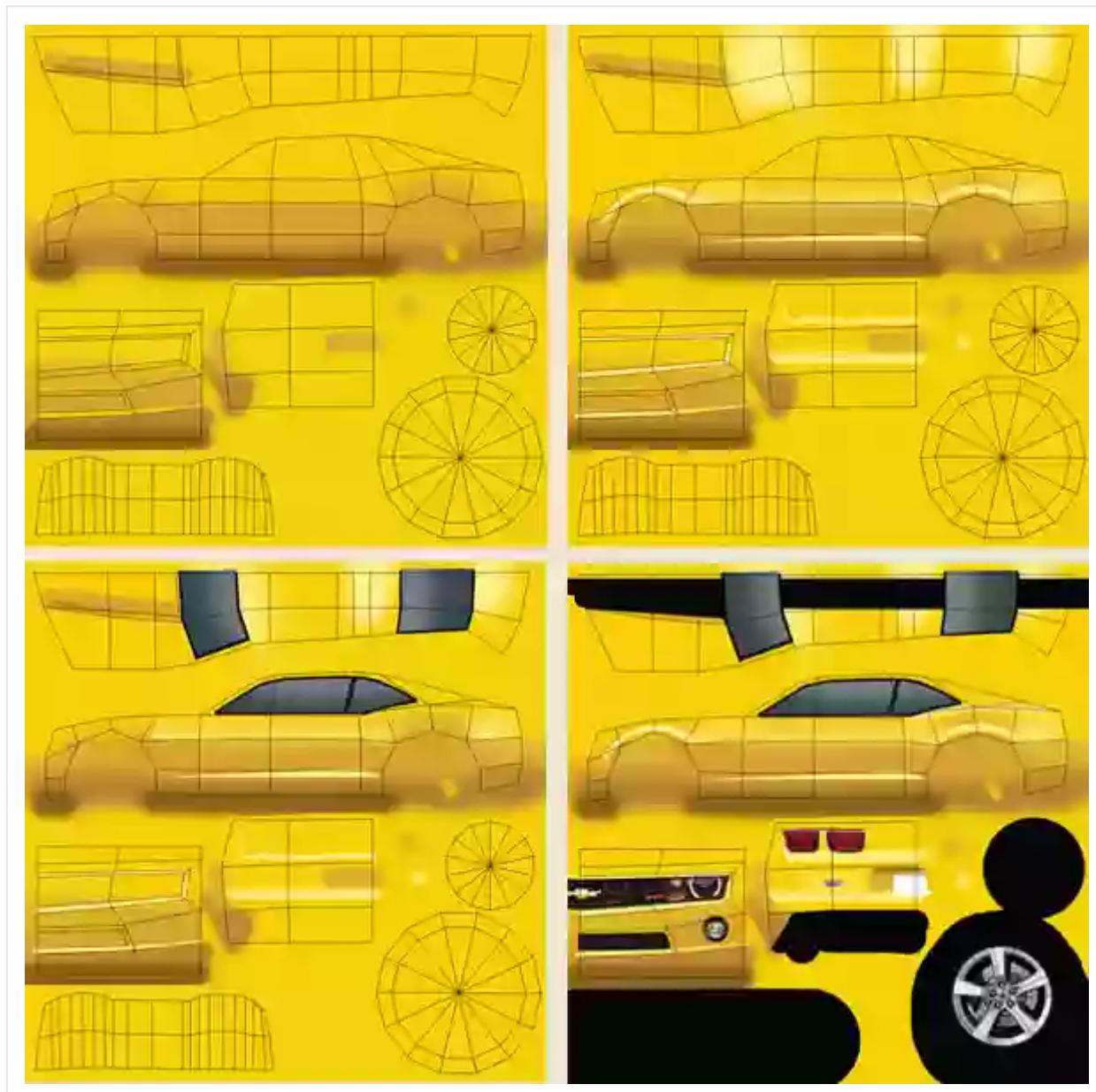
Create a new layer below it and fill it with the base color of your car.



Step 3

With the UV layout as guidelines, create new layers and start painting the texture. Create separate layers for the shadows, highlights, windshield, etc.

Instead of painting everything manually, you can copy and paste in images directly too, as I've done here for the lights and wheels.



Step 4

Finally add another layer for the additional lines (door seams, etc).



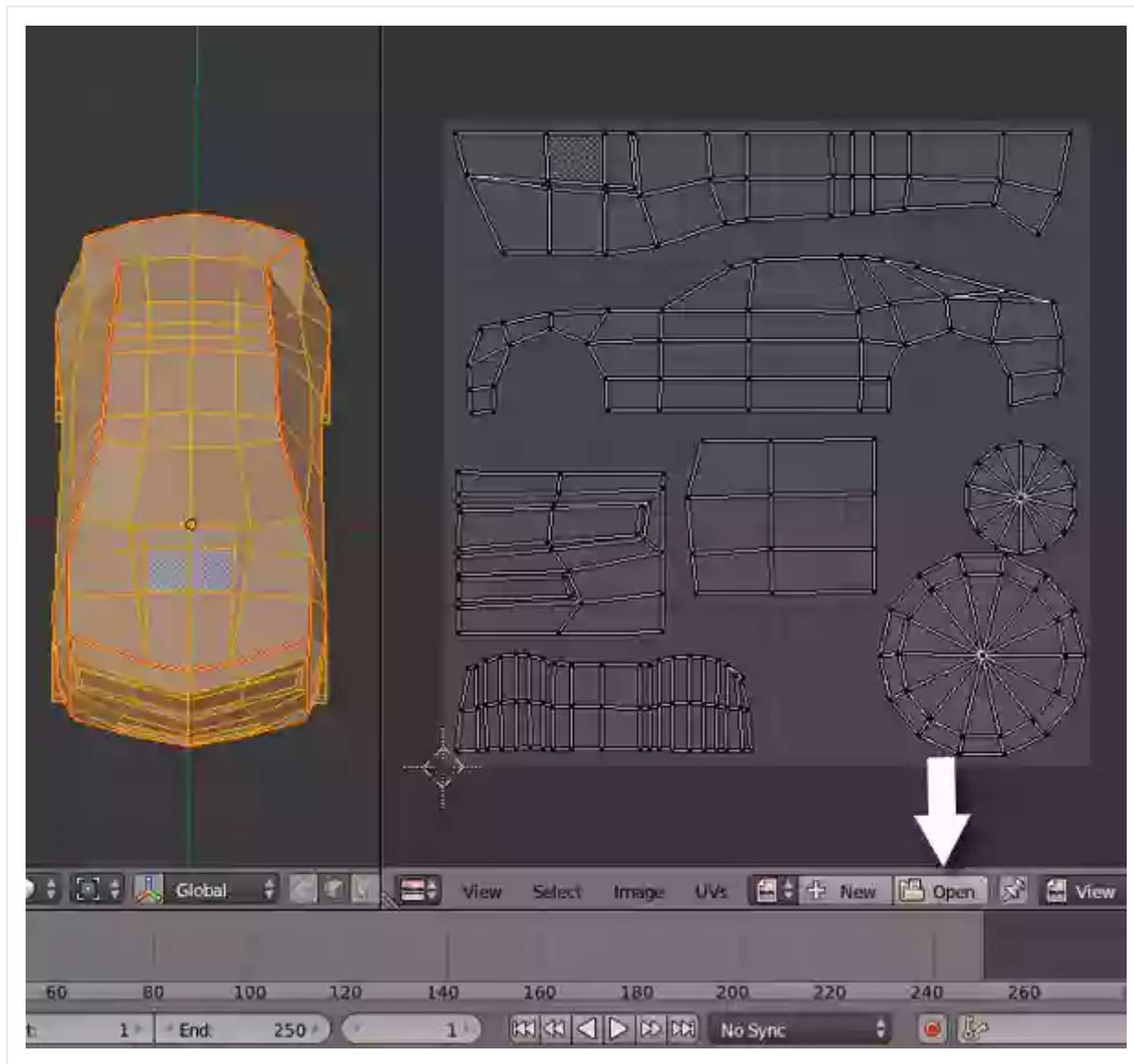
Turn off the UV wire layer and save the file as a **.psd** or **.png**.



4. Applying the Texture to the Model

Step 1

Now go back into Blender. In **Edit** mode, press **A** to select all the vertices and in the **UV Editor**, open the image you saved.

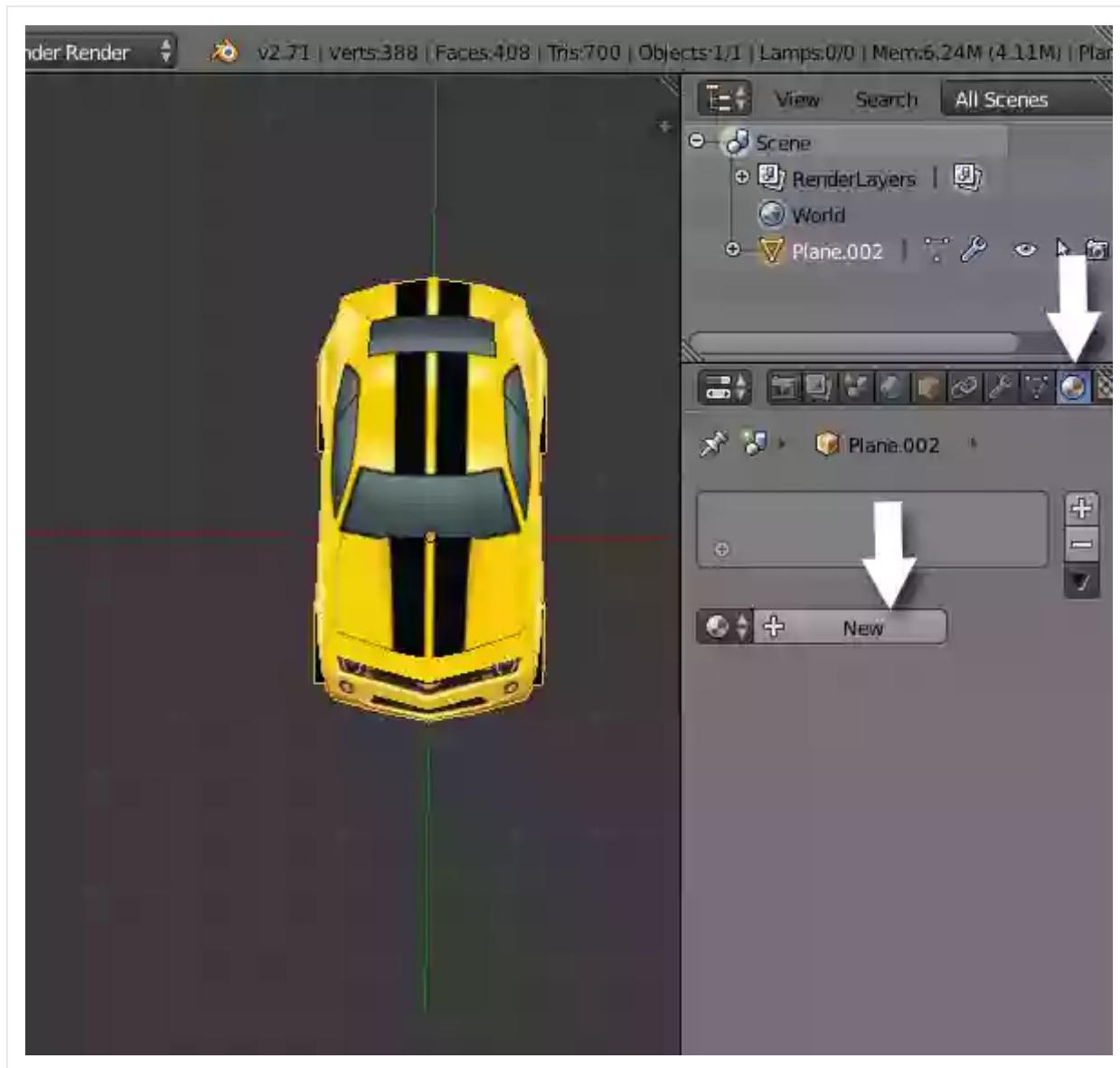


Move the mouse over the 3D view and press **Alt-Z** to see the texture applied on the model.



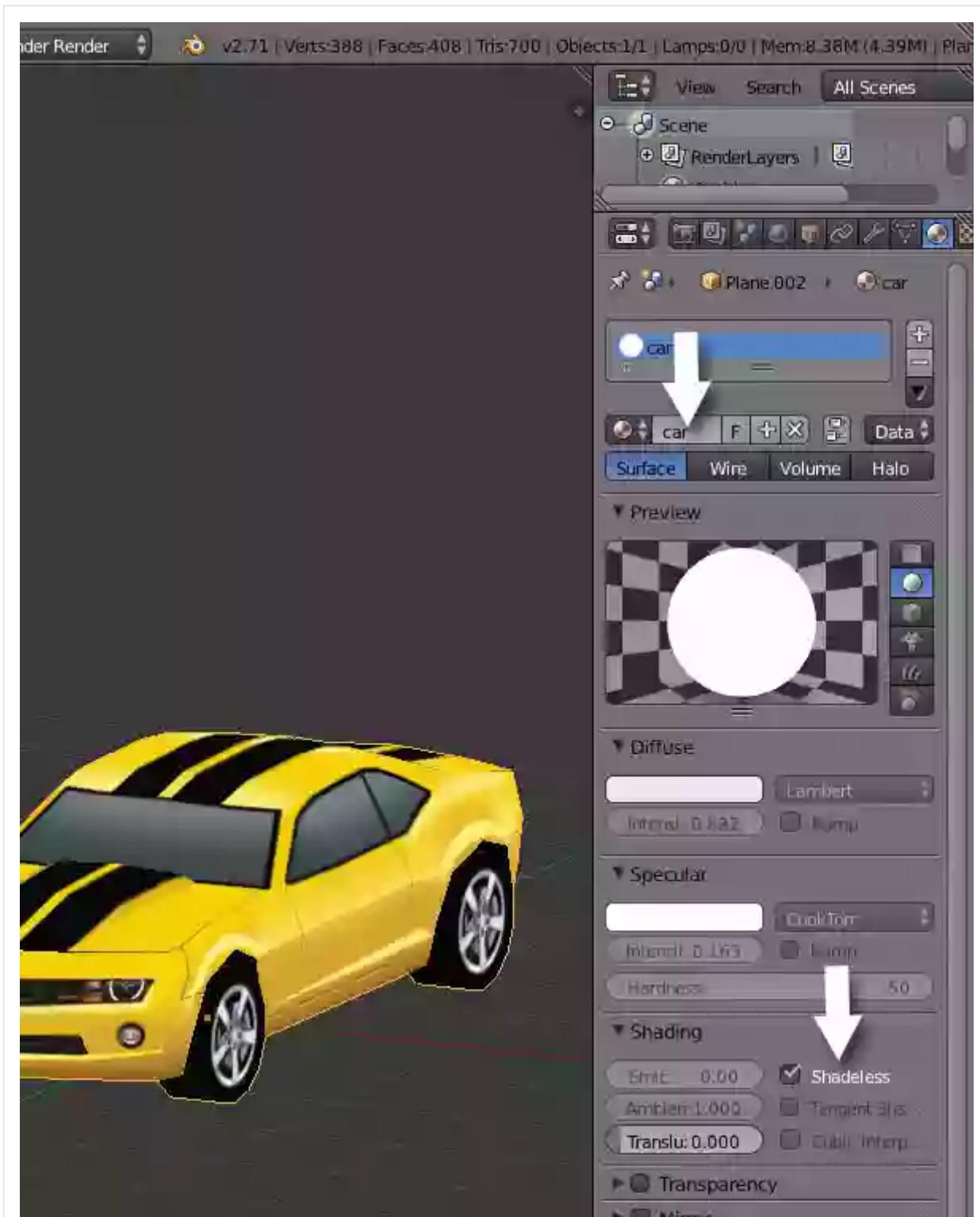
Step 2

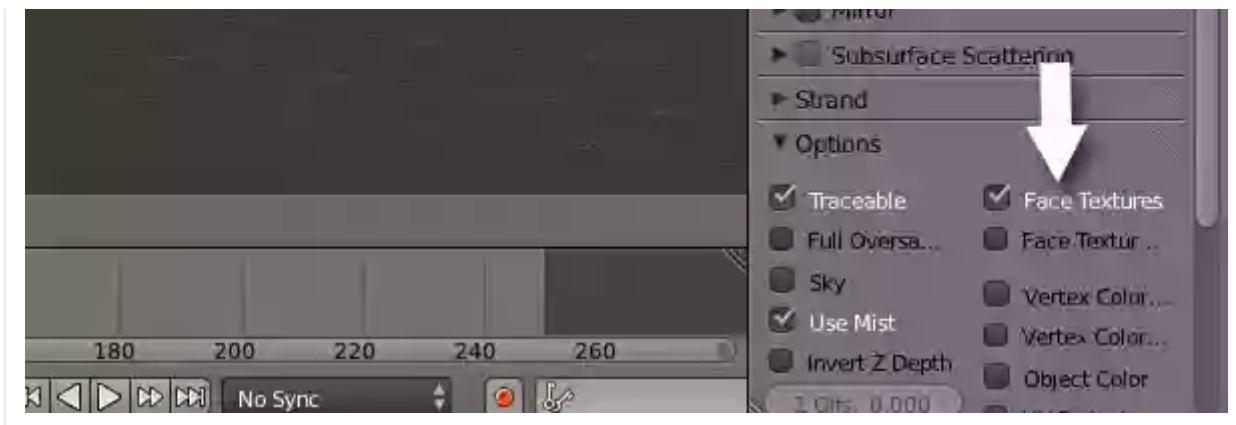
Move your mouse onto the 3D view and press **TAB** to exit **Edit** mode. With the model selected (**Right Click** on the car if it's not), click on the **Materials** button in the **Properties** panel and add **New**.



Step 3

Rename the material. Reduce the **Specular** level and under the **Options** panel, check **Face Textures**. You can also set the material to be **Shadeless** (under the **Shading** panel) as per your requirements.



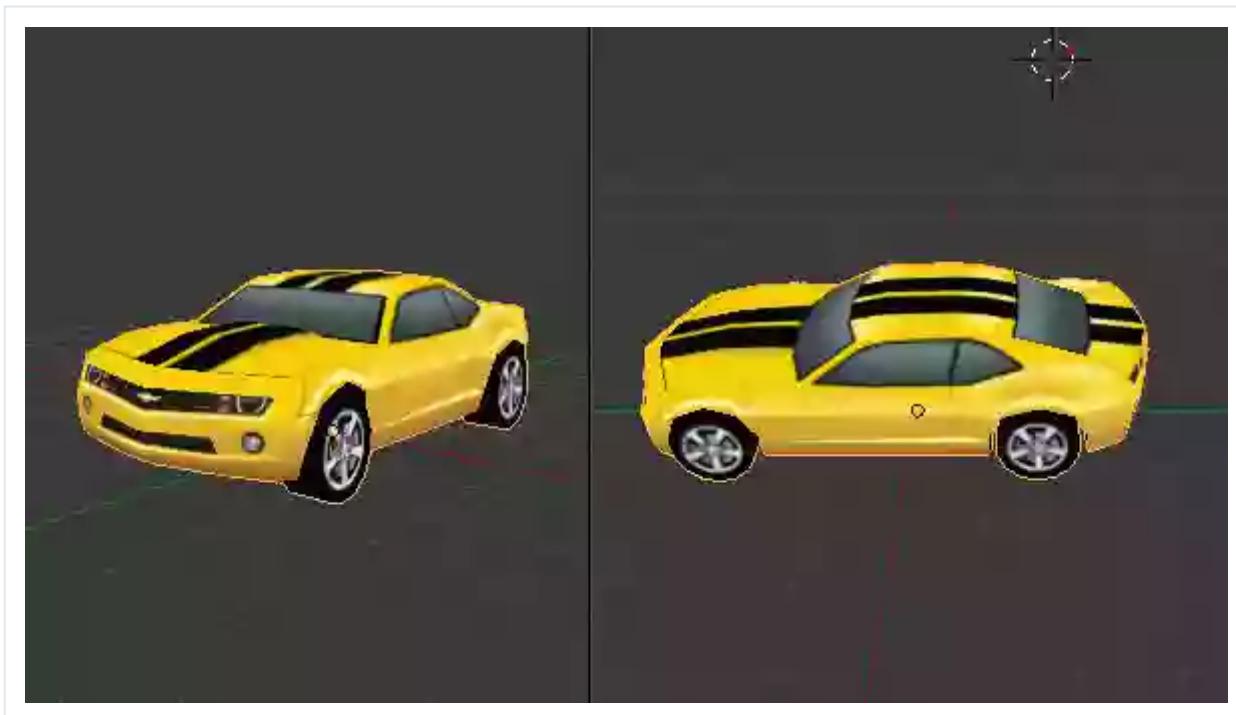


Conclusion

The model is now ready. Press **TAB** if you are still in **Edit mode**.

You can also press **Apply** in the **Mirror Modifier** panel and

Control-S to save the file.



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Karan Shah

Karan Shah is a 3D Artist and Animator from India. He is a BFA Graduate with specialization in sculpture. An inclination towards the digital medium made him a self taught computer artist. He is currently freelancing..

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Name

**Tonny**

5 years ago

I follow this tutorial and when I'm trying 'unwrap' on wheels they're fucking squished eggs not perfect mesh circles like in your screenshots. WHAT THE FUCK. I'm furious because I don't get the exact outcome as you do. Fuck i'm frustrated. Any ideas why I get squashed shape?!

9 ^ | ^ Reply

**Kylun11** → Tonny

3 years ago

Are you sure you did unwrap objects from view, when you where unwrapping? Thats will squish it up really fast

^ | ^ Reply

**saad**

6 years ago

hey can you make a tutorial on how to do final steps in gimp

4 ^ | ^ Reply

**n00b** → saad

6 years ago

good idea!!

1 ^ | ^ Reply

**marn20**

3 years ago edited

Can I use it in blender game engine if it's done? Like turning weels and all?

2 ^ | ^ Reply

**Birleanu Andrei**

2 years ago

I think I have overdone it. [View](#) – uploads.disquscdn.com

1 ^ | ^ Reply

**Adi Wijaya Kusuma**

3 years ago

awesome tutor :D (y) applicabel for beginner like me hehe

^ | ^ Reply

**Kylun11**

3 years ago

When I render mine, it doesn't show colors

^ | ^ Reply

**Lumbricus**

4 years ago

Can't thank you enough, great tutorial! Can this model be used in a video game?

^ | ^ Reply



Steven B

5 years ago



Anyone have any tips for making the whiter area above the tires and across the bottom of the door?

^ | v Reply



Steven B

5 years ago



On step 12 in the "Unwrapping the Mesh" section it reads: "Press Shift-7 (on the numpad) to get into the Back view." You can actually get to back view by pressing Ctrl + 1 on the numpad. Shift-7 does not work for me.

^ | v Reply



Guest

5 years ago



Can't apply the texture... The whole car is white. Here is a screen shot: <http://scr.hu/0gbp/x5mhb>

^ | v Reply



givecake

5 years ago



Karan, I can't view your website.. a 404 error pops up. Please would you update it?

^ | v Reply



givecake

5 years ago



Man, this tutorial is so good. Thank-you from the bottom of my heart :D

^ | v Reply



n00b

6 years ago



what image editor that you use???

^ | v Reply



blender3d → n00b

6 years ago



Gimp

^ | v Reply

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