1.4.3 Adding Texture to the model in Maya

Take Maya as an example in the tutorial.Of course, you can also use other software to match UV. The process is the same

In order to avoid some operations affecting the subsequent UV splitting in the process of modeling, a new material is attached to the model first. Select all the globe models, press the right button on the model, select "Assign New Material" - "Lambert", and delete the history of the operation.

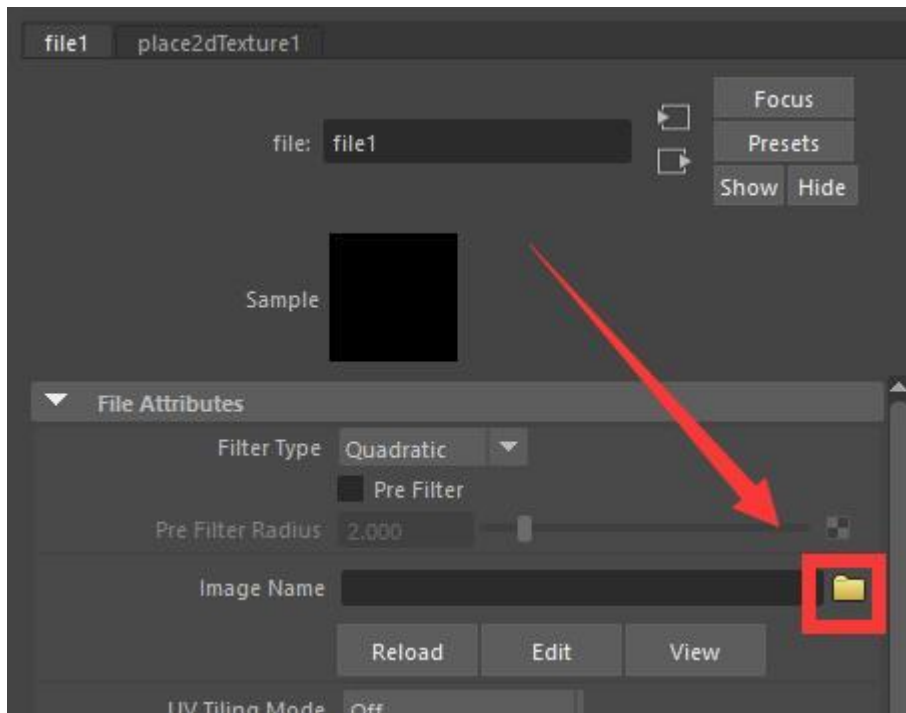Attach the recognition Image which is for printing to the model as a texture。

Select the model, press Alt + A on the keyboard to switch the right attribute bar, and find the Lambert material label. Find Color in this label and click the assignment button at the back.
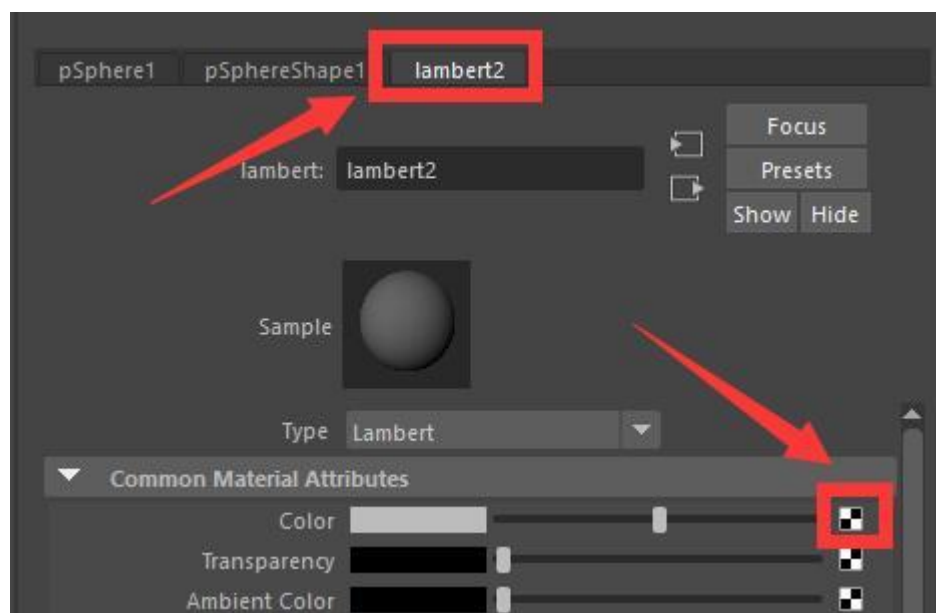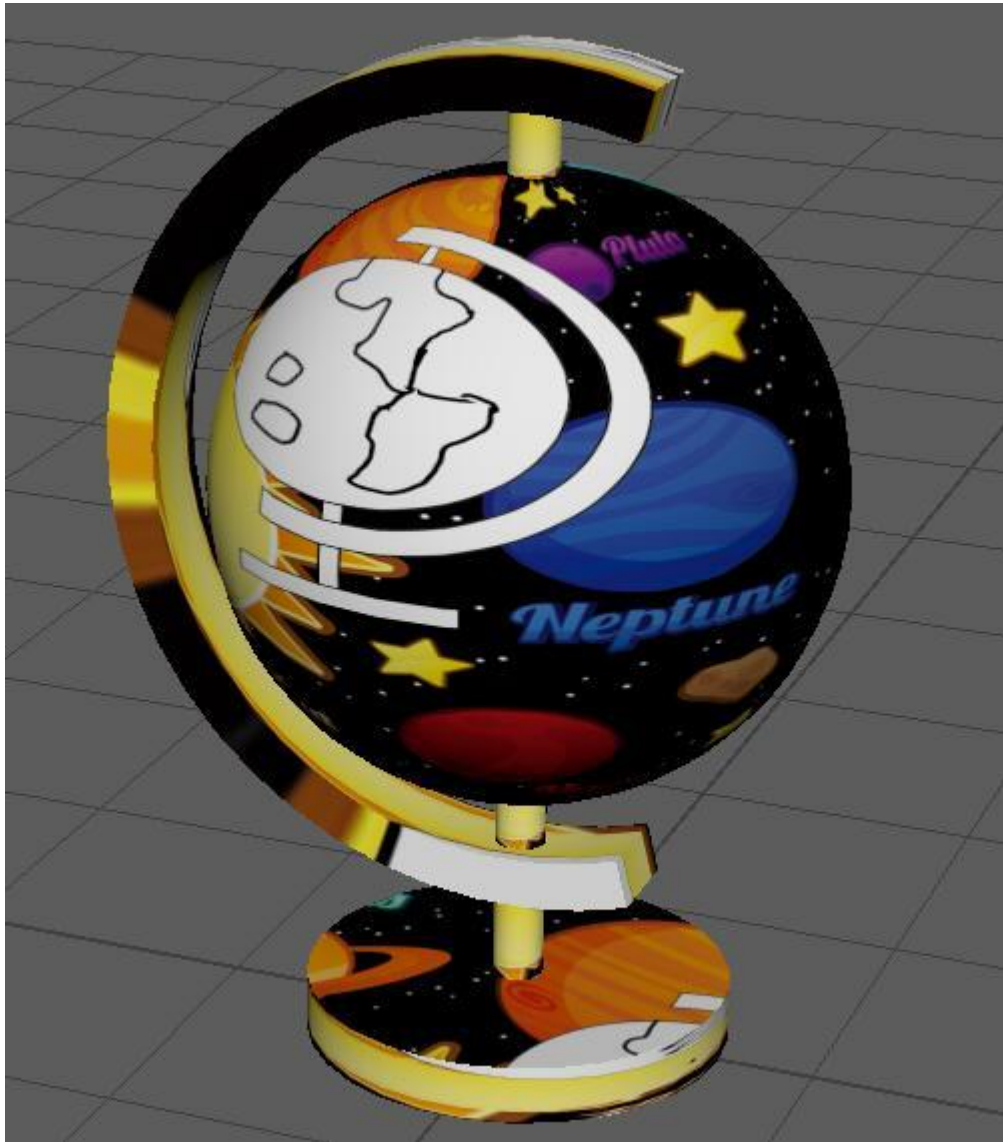

Select File from the pop-up menu.
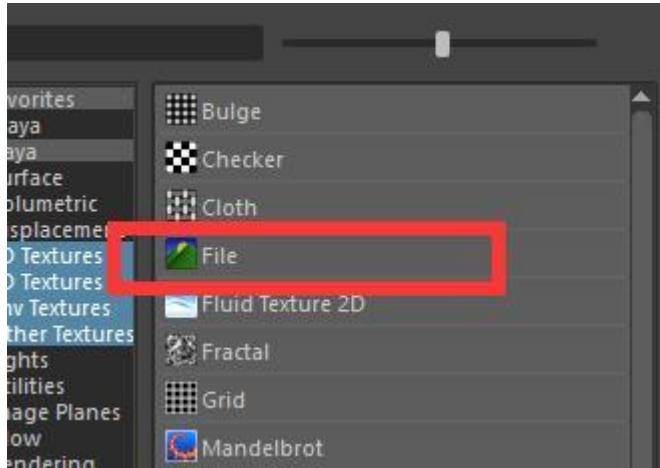
At this point, the property bar on the right side shows the folder icon after selecting Image Name as shown in the figure.

Select the previous recognition Image which is for printing and click on the number 6 of the keyboard to enter the mapping mode. At this time, the model shows the color of the mapping.

At this time, the mapping on the model shows disorder because the UV and the texture have not been matched well.