**Starter Files**

In this lab we will take the stamp created in lab 3 and paint the texture over it. If you have your own stamp you can use that, if you have not yet finished lab 3, you can use the starter file set below

* [lab3.max](https://seneca-gam536-dps936-s20.github.io/content-s20/lab3.max)
* [lab3stamp.jpg](https://seneca-gam536-dps936-s20.github.io/content-s20/lab3stamp.jpg)

**Create stamp image file**

Skip this step if you are using the provided starter files for lab 3. To export the stamp as an image, open the UV Editor.

* In the tools menu -> Render UVW Template.
* In the popup, change width and height to 2048
* Hit the render UV template button. This will show your stamp as a an image with back background and the shapes in green/white lines. If you are happy with it, save the image as a jpg.

**Getting photoshop**

Once you have the stamp, you are ready to work with it inside photoshop. You can get adobe software through the school here: [Get Adobe Creative Cloud here](https://inside.senecacollege.ca/its/software/adobe/)

This also gives you access to other adobe software if you have interest in them. You can access it on various platforms so if you want to use a tablet for example (for a more "drawing" approach) you can do so.

**Find textures and images**

You will want to find some texture images for this exercise. One place to do this is [opengameart.org](https://opengameart.org/) - look for textures that support tiling.

**Setup**

* open photoshop with your stamp
* unlock the layer
* select the black background by using menu select->colour range
* then click somewhere that is black
* hit delete
* this layer is essentially just your stamp with a transparent background. Keep this layer as the top layer so you know where your pieces are
* I found it helpful to add a black bottom later also so that the lines show up better. create a new layer and use paint bucket to fill it with black. Keep this layer at the bottom

**Add textures**

* Once you have decided on the texture to paint a certain area do the following:
* create a new layer
* open the the texture you want as a new file, select all, copy
* go back to your own photoshop file and paste the image into the new layer
* use ctrl-t (command-t on macs) to allow transform of texture
* move the image into the correct position(which piece is suppose to be that texture?)
* select around the piece then invert the selection and delete
* note that you don't have to be really exact about this process.. even if you colour into other pieces... as long as that layer goes on top, it will be fine

**Saving the final image**

* Save the photoshop file
* turn off the black ground and the stamp layer (you don't want those green lines all over your model)
* save the texture as a jpg
* drag image onto model.