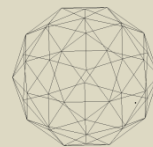


Basic 3D animation using Blender

SKANI101x



Texture

Dr. Sameer Sahasrabudhe

Nitin Ayer and Sneha Sanglikar

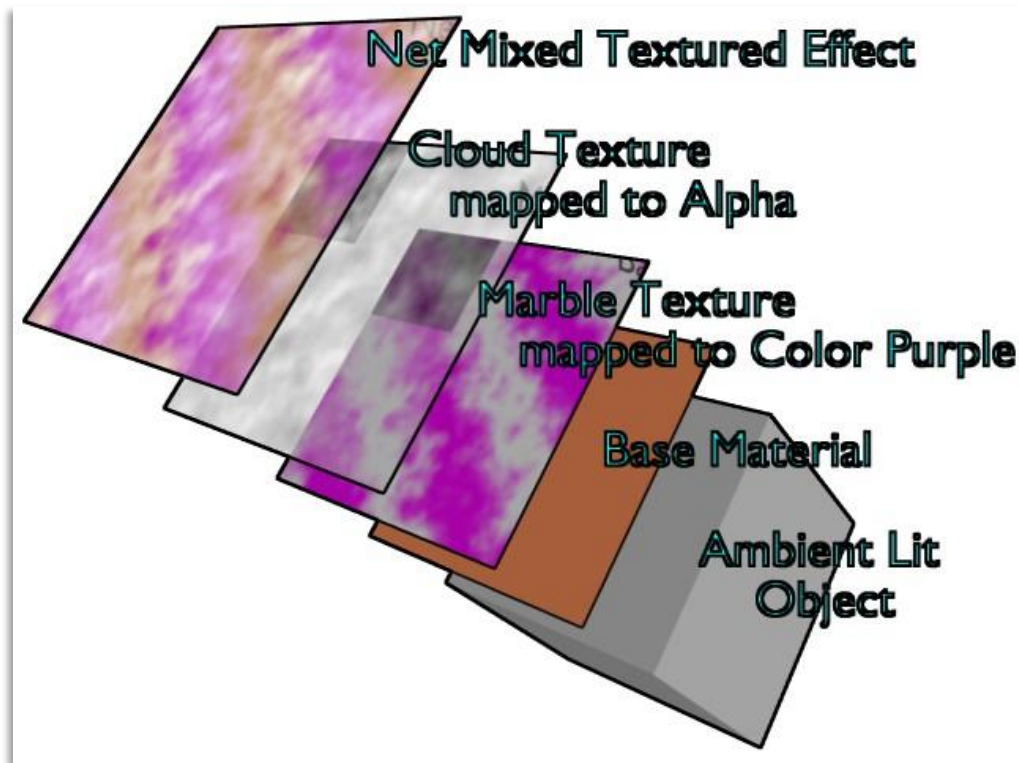
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Outline

- Texture
 - Material and Texture
 - Image as Texture
 - Apply wood texture to the Table
 - Pack external data
- Searching free images: Dos and Don'ts

Material & Texture

- Additional layers on top of the base material
- Affect one or more aspects of the object's net colouring
- Net colour is a sort of layering of effects, as shown in this sample image



Textures

- Texture mapping is a method to add detail to surfaces, by projecting images and patterns onto those surfaces.
- The projected images and patterns can be set to affect not only colour, but also specular, reflection, transparency, and even fake 3-dimensional depth.
- Most often, the images and patterns are projected during render time, but texture mapping is also used to sculpt, paint and deform objects.

Image as Texture

Apply wood texture to the Table

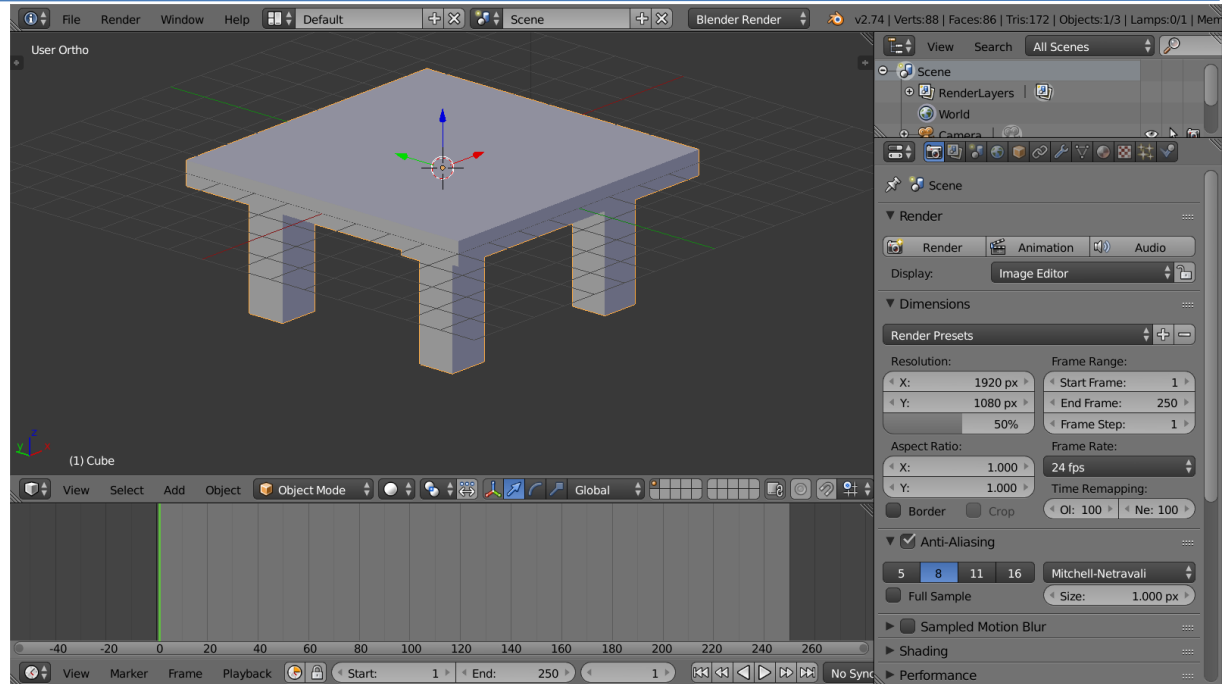


- In Blender, Textures are applied to a Material
- We **cannot** apply a Texture to any object directly without first applying a Material to it

Table Blender file

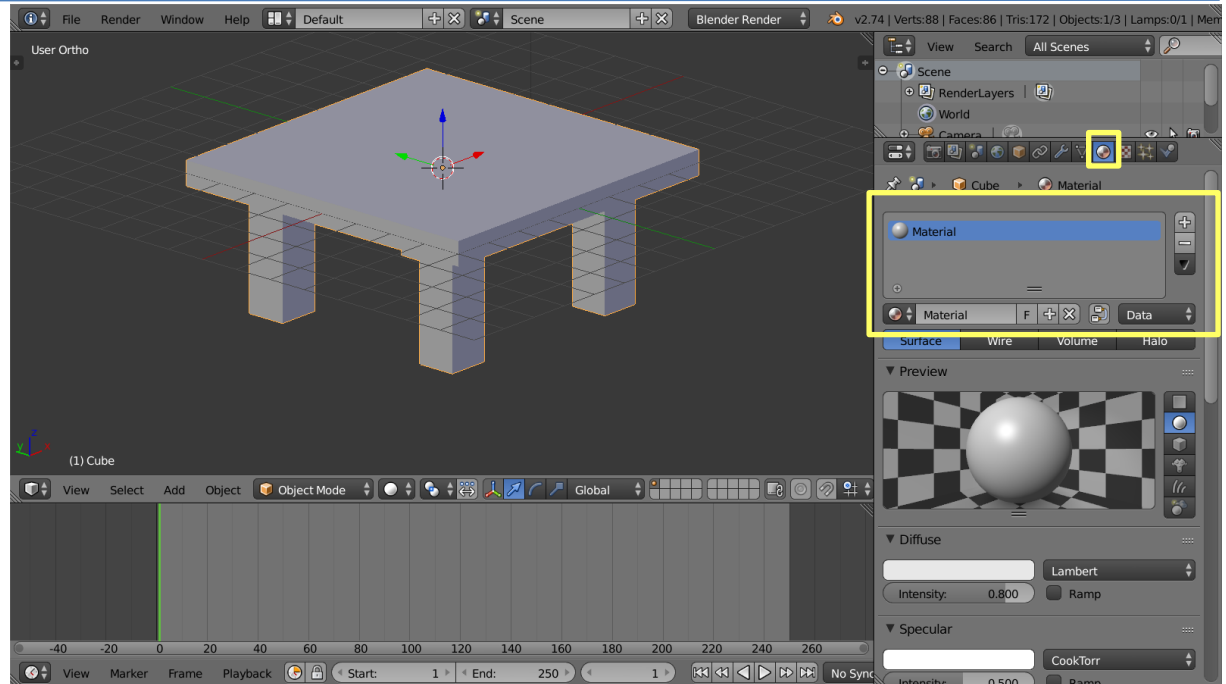
Download the wood.jpg image file from the Slides tab.

Save wood.jpg file in a folder named 'texture' in the same directory where Table Blender file is saved.



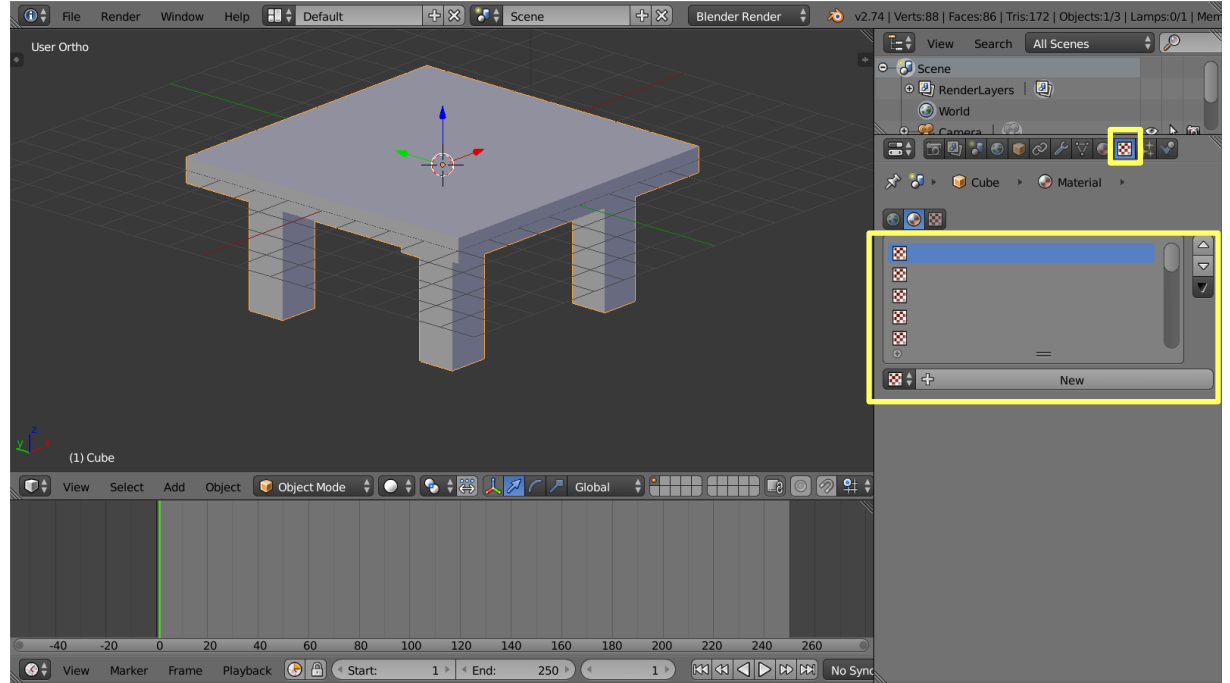
Add new Material

- Go to Material panel in Properties window
- Click on New button
- Add new Material



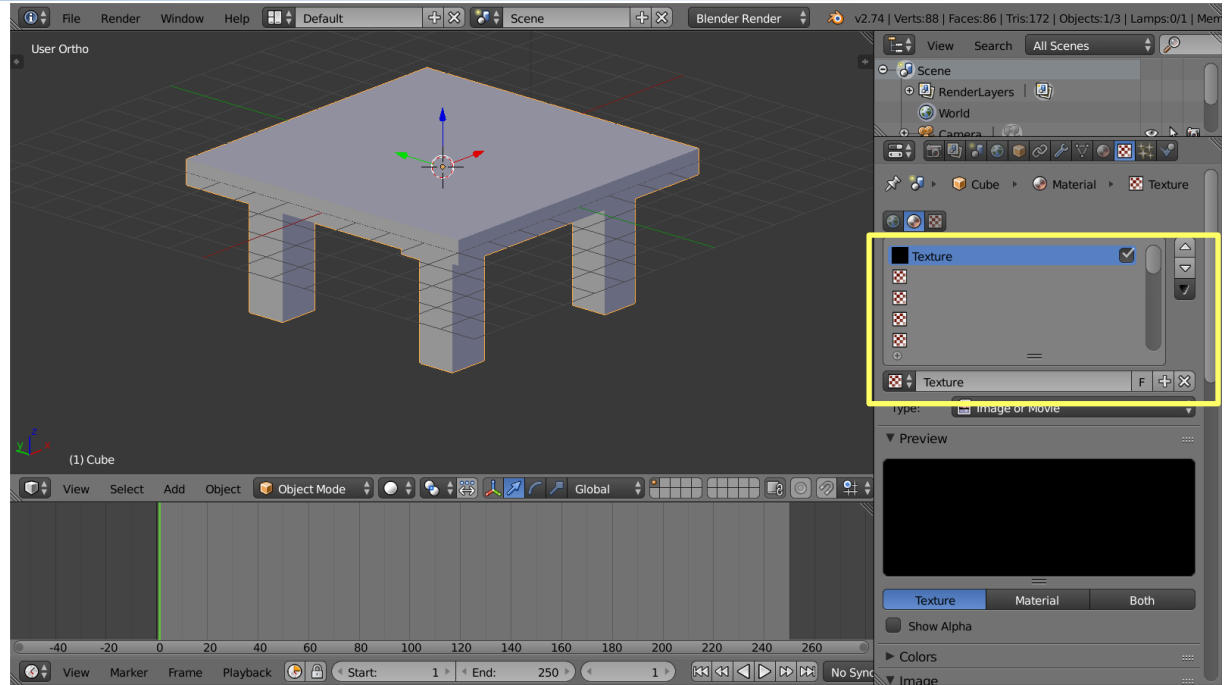
Texture Panel

- Go to Texture panel (beside Material panel) in the Properties window
- Click on New button, to add a new Texture



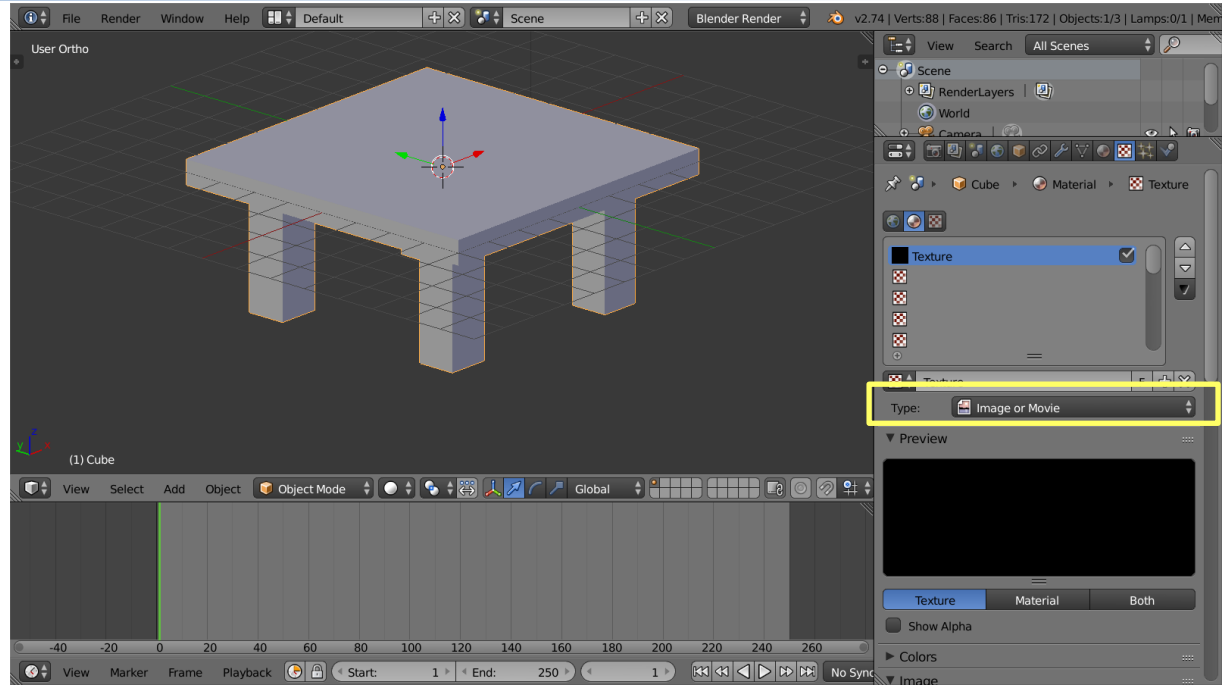
New Texture

- Click on New button, to add new Texture



Select Texture type

- Click on drop-down menu to select the texture type

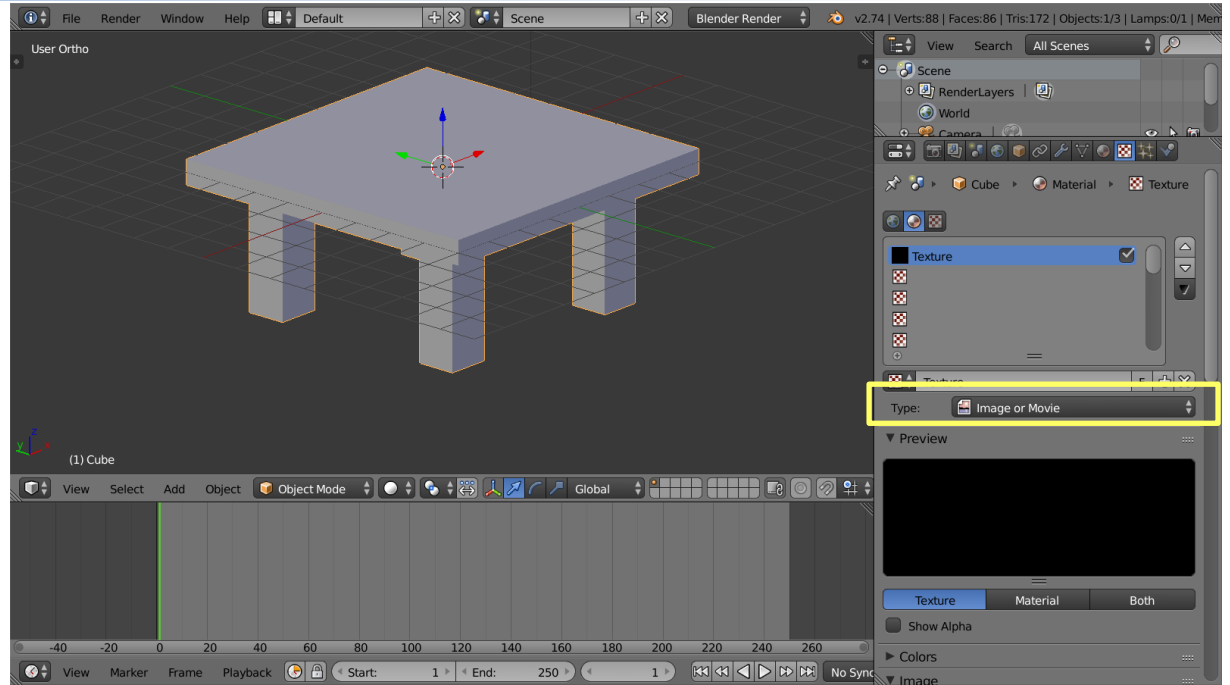


Texture type



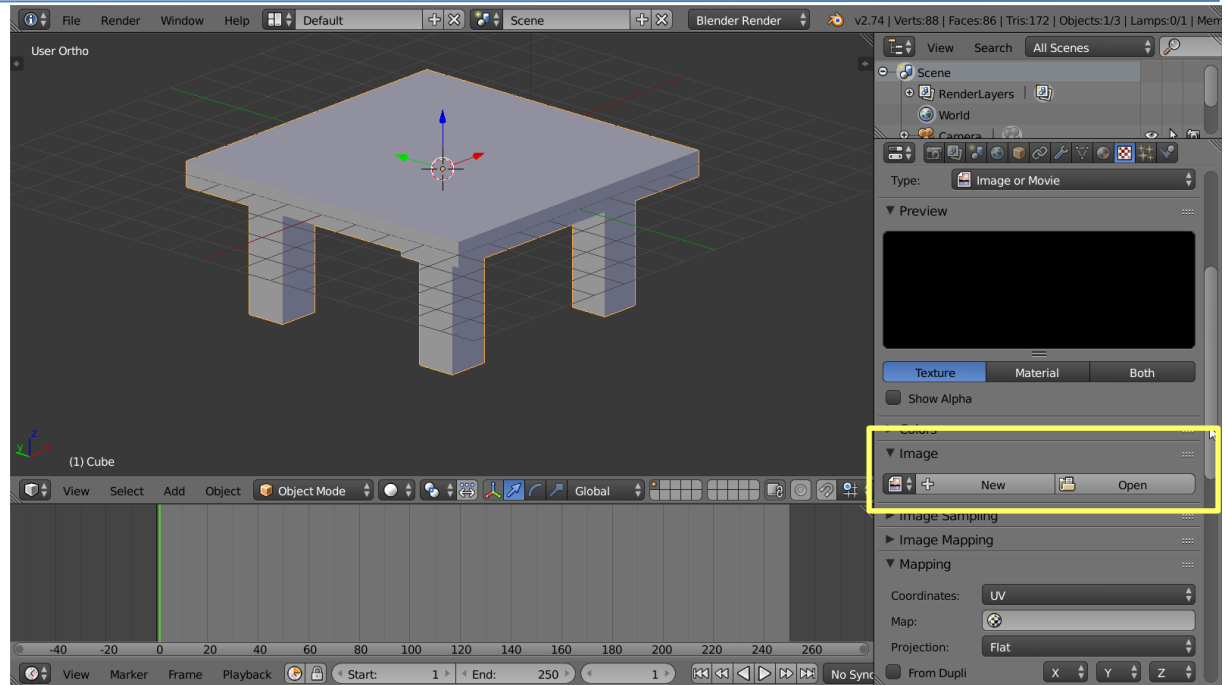
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- Select 'Image or Movie'



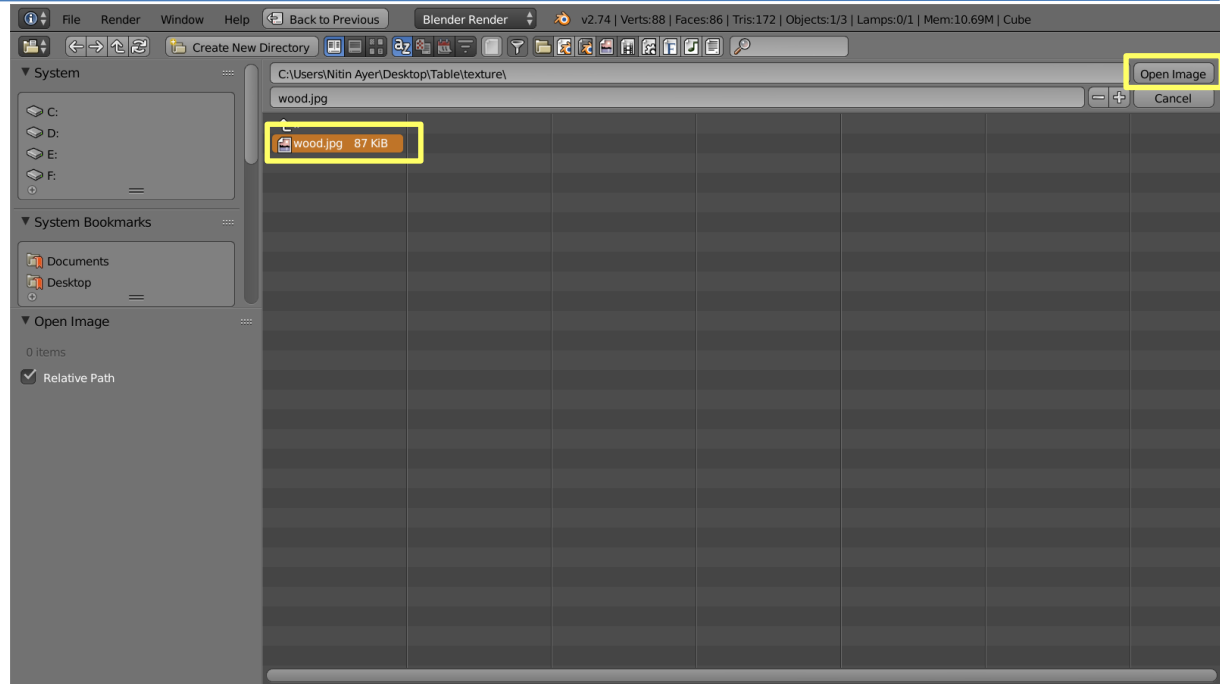
Open texture file

- In Image panel, click on the 'Open' button to browse the wood texture file



Select wood.jpg file

- Browse and select the wood.jpg texture file
- Click on 'Open Image' button

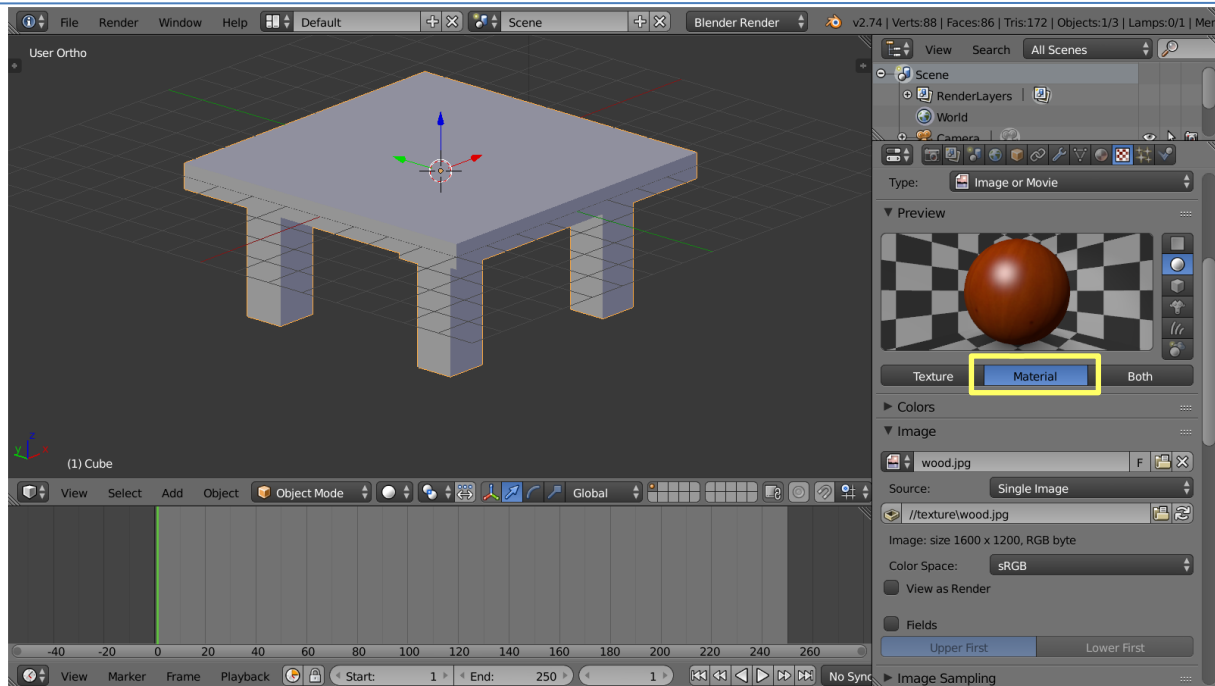


Preview panel



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- Texture is applied
- Click on 'Material' option in Preview panel to see how wood texture is applied to the material



Render



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Applied texture can only be viewed after rendering the object

- Set Camera angle (Ctrl + Alt + 0)
- Render (F12)

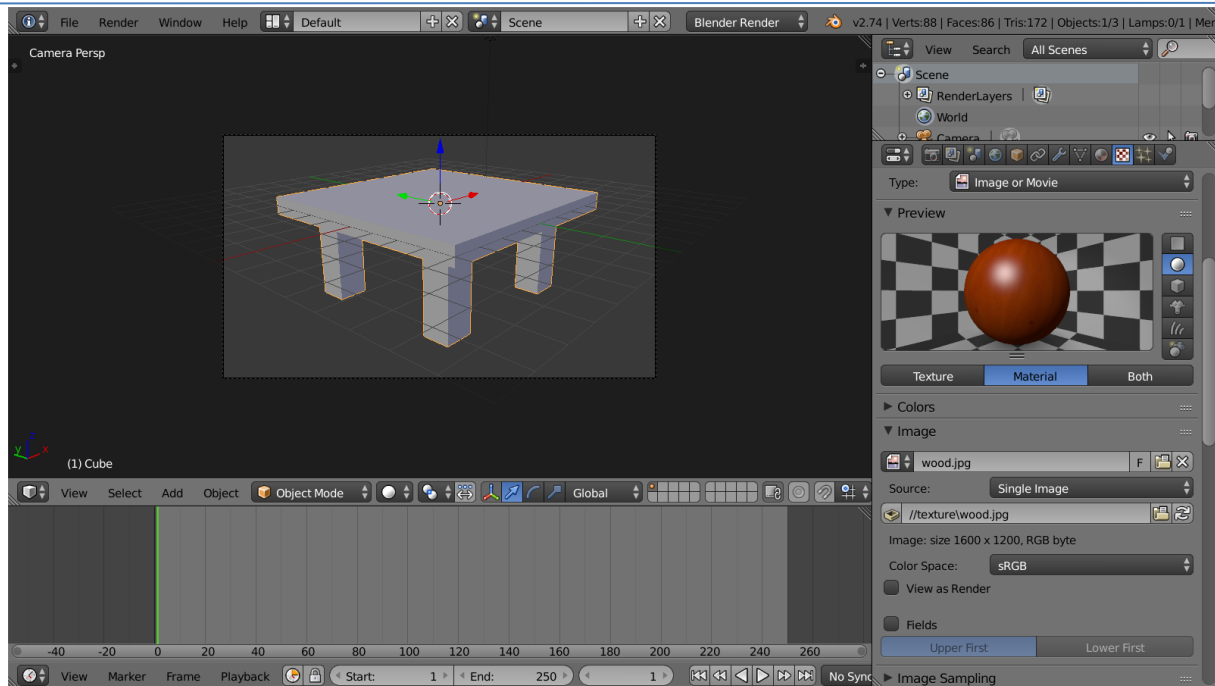


Table with wood texture

- Save render image (F3)

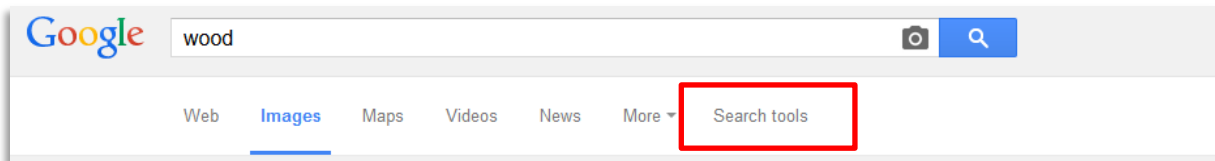
Wood texture is applied on the Table.



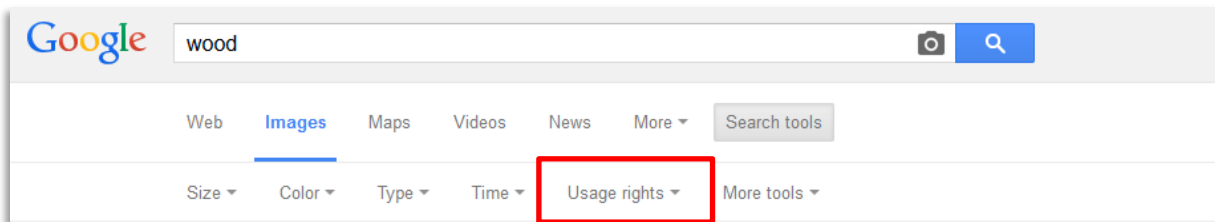
Use copyright free images

Most of the images on the internet ARE SUBJECT TO COPYRIGHT

Click on 'Search tools',
while searching an image
on Google.



In the drop-down panel,
click on 'Usage rights'.

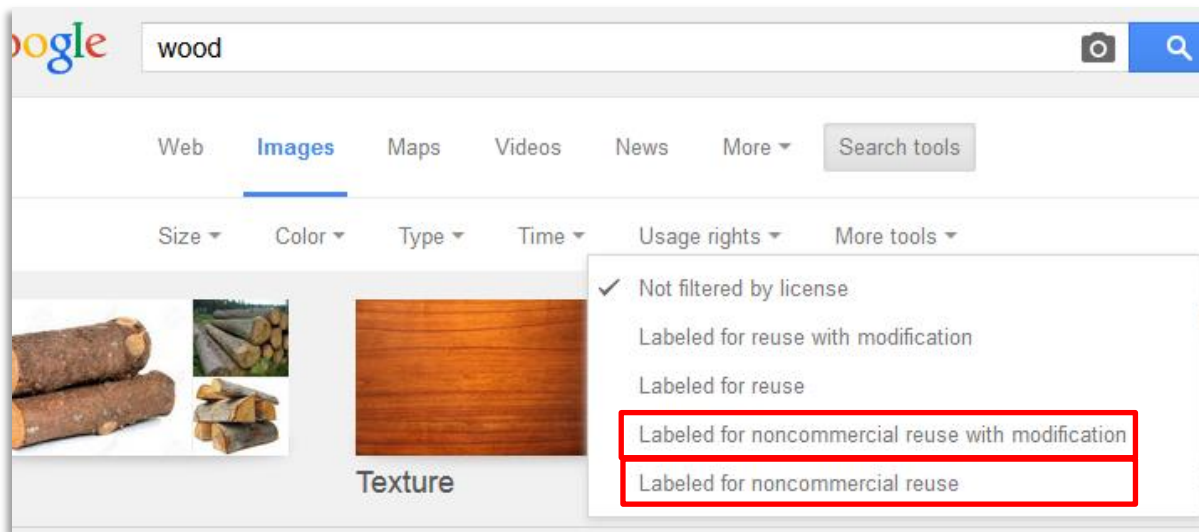


Free image search

Click on 'Usage rights' option

In the drop-down option, select 'Labeled for noncommercial reuse' if you want to use the image as it is.

Select 'Labeled for noncommercial reuse with modification' if you want to modify the image.



Give credit

Provide the names of the creators, wherever it is mandatory.

For more details on the free content, visit:

<http://creativecommons.org/tag/in>

Next session

Week 5 wrap-up