

Lighting and Texturing I

GA 262

UV unwrap II:Texturing Unwrapped Axes

Due Week05 Worth 20%

Objective:

The purpose of this assignment is to learn the final steps in the process of texturing a 3D object.

Assignment:

You are given a project folder called lastFirst_ga262_AXES.

In the scenes folder, you will find: ga262_axes_posed.mb

The scene contains 3 axes, posed with lights, background textures, and a camera. All that's missing are the texture files for the axes!

Using the existing UV layout, you will create from scratch a base resource file (as shown in class) for texturing the axe. Your resource file should be **1024 x 1024 @ 72 ppi**.

This will include the following layers **in this order**:

1. UV Layout (locked, set to Screen or Difference)
2. Color Selector
3. folders for Specular, Diffuse, and Bump maps (and Transparency, if needed)
4. a background layer (locked, all black)

Make 3 copies of this base resource file once it is complete and **store in the data folder**:

1. axe_wood_resource.psd
2. axe_metal_resource.psd
3. axe_glass_resource.psd

From each of these resource files, you will generate **3 unique sets, each containing Specular, Diffuse, and Bump maps** so that you can apply 1 set to each of the 3 axes in ga262_axe_posed.mb, each at 1024 x 1024.

Naming convention for textures: axe_wood_S.tga, axe_wood_D.tga, axe_wood_B.tga, etc.

The only rules for texturing: 1 axe primarily made of wood, 1 primarily of metal, and 1 primarily of glass/crystal.

Remember, the lighting has been set up for you: you'll have to make adjustments **so your textures look good in the final render view**.

Once you are satisfied, simply render from the existing camera and **save the image at 1400 x 1080 @ 72ppi** as: lastFirst_axeTexture.tif

Project folder set up: **lastFirst_ga262_AXES**

1. contains all subfolders
2. **data folder:** your 3 resource .psds
3. **images folder:** your final render ONLY. Delete temp files.
4. **renderData folder:** contents deleted
5. **scenes folder:** existing scene file
6. **sourceimages folder:** existing background textures, PLUS your new Specular, Diffuse, Bump, and Transparency maps

You will be graded on **naming convention, proper file management, and quality of textures**
IN THAT ORDER