

## GA262A Lighting & Texturing Final 50% of course grade

Read this completely through

**Milestone Three: Four texture sets completed** and assigned to geometry **Deadline**  
**for this milestone is week 10 (the start of class)**

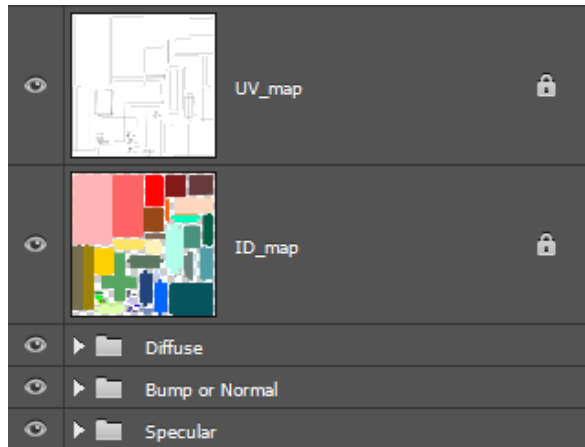
*Plan on making detailed textures that work with the mood and style of your lighting.*

**Create four resource files.** These are required for this milestone and for the final.

- UV layout
- ID map
- Diffuse
- Bump or Normal
- Specular

*\*Transparency and incandescence can be used, but is not required*

Save your four *layered resource files* organized into folders and named as seen below.



Name each PSD file: lastFirst\_*name*Resource.psd  
example:

1. zappaFrank\_*ceiling*Resource.psd
2. zappaFrank\_*floor*Resource.psd
3. zappaFrank\_*sideWall*Resource.psd
4. zappaFrank\_*backWall*Resource.psd

Save out your texture files as 24bit targas unless you are using an alpha channel.

**From each resource file, save out your texture files.** Connect them to a blinn or phong shader in Maya and apply them to the geometry. Each texture set must include:

- **Diffuse:** \**name*\_D.tga example: backWall\_D.tga
- **Bump** or Normal: \**name*\_B.tga or *name*\_N.tga example: backWall\_B.tga or backWall\_N.tga
- **Specular :** \**name*\_S.tga example: backWall\_S.tga

**\* The names are up to you, but they must use D, B or N and S for each map type.** Turn in another mini-project folder to the data drive as directed.