

## Using Textures in Modeler

### **To Resurface Polygons:**

1. Select a surface.
2. Hit “q” for *Change Surface*.
3. Name the surface.

### **To Load LightWave Textures:**

1. Make sure *Texture* mode is selected in the perspective view.
2. Press *Image Editor* tool button.
3. Press the *Load* button in *Image Editor*.
4. Navigate to the Images folder (or another location where you have saved jpeg texture images).

### **To Place Textures on Surfaces:**

1. Press *Surface Editor* tool button.
2. Select the surface to apply the texture to from the *Surface Name* panel.
3. Click on the *T* button next to *Color*.
4. Look for the *Image* drop down menu.
5. Select a loaded texture from the *Image* drop down menu.
6. Change the *Projection* drop down menu to the shape of the surface.
7. Change the *Texture Axis* to the correct orientation.
8. Size the texture appropriately on the surface by pressing *Automatic Sizing* or use the arrows in the *Scale* tab.
9. Press *Use Texture* button to complete.

Name: \_\_\_\_\_

Period: \_\_\_\_\_

## Texturing a Breakfast Table

You will be adding more realistic textures to your breakfast table. All objects should already have named surfaces, so applying textures will not be very difficult. You may use supplied LightWave textures, or, if you feel ambitious, find or build your own textures to apply.

Each textured part of your breakfast table will be graded on four criteria for a total of 100 points each.

1. Texture image is correctly loaded in *Surface Editor* (25 points).
2. An Appropriate texture is used - i.e.: wood texture used on table (25 points).
3. The Appropriate projection is used (25 points).
4. The texture is sized appropriately (25 points).

1. \_\_\_\_\_ **Table Texture (100 points):** Apply a wood grain texture to the table. Make the projection of the textures as realistic as possible.

2. \_\_\_\_\_ **Utensil Texture (100 points):** The utensils should have a metallic look to them. You may have to adjust the surface attributes rather than applying an actual texture to give the appearance of metal.

3. \_\_\_\_\_ **Tableware Texture (100 points):** Apply a ceramic or other appropriate texture to the plate, bowl, cup, and teapot. HINT: a basic surface color with an adjustment of the surface attributes (i.e. reflectivity) will give the look of ceramic.

## Using an Image to Build and Texture a Seahorse

All images used as textures and backdrops in LightWave should be jpeg images. You will be using a jpeg image as a template to build a seahorse and then texture it.

### 1. Load the Backdrop Image:

- Open “Display Options” (Modeler button > Options > Display Options, or, hit the “d” key)
- Select the “Backdrop” tab
- Select a Viewport (Back-right (BR) is most appropriate)
- Load the Seahorse.jpg image (Image > load image > navigate to seahorse.jpg)
- Change Size to 5 m
- Change Image Resolution to 1024

### 2. Create the Seahorse Shape:

- Make sure “Points” mode is selected
- Select the Points tool (Create tab > Points)
- Right-mouse button click points around the contour of the seahorse backdrop image (be precise and use a lot of points)
- Make the points into a polygon (Create tab > Make Pol, or, “p” key)
- Extrude the polygon to give it thickness (Multiply tab > Extrude)

### 3. Apply Texture to the Seahorse Shape:

- Change the view mode to Texture in the perspective view
- Open “Surface Editor”
- Open “Texture Editor” (under Basic tab, click the T button next to color)
- Load the seahorse texture (Image > load image > navigate to seahorse.jpg)
- Make sure Projection is set to Planar
- Adjust Texture Axis until the seahorse image is up and down (there may be multiple small seahorses)
- Click the Automatic Sizing button
- Under the “Position” tab, make all coordinates 0
- Under the “Scale” tab, adjust coordinates to fit the texture to the seahorse shape

HINT: If you accidentally activate the Graph Editor (by hitting the E button next to the coordinates) close it and then hold down the shift key and Left-mouse click on the E next to the coordinates to reactivate them.

### 4. Adjusting the Seahorse Shape:

- Divide the seahorse shape into multiple polygons (Triple, Bandsaw, Julienne, etc.)
- Use Subpatch to round the edges.