

TEXTURES



**Co-funded by
the European Union**



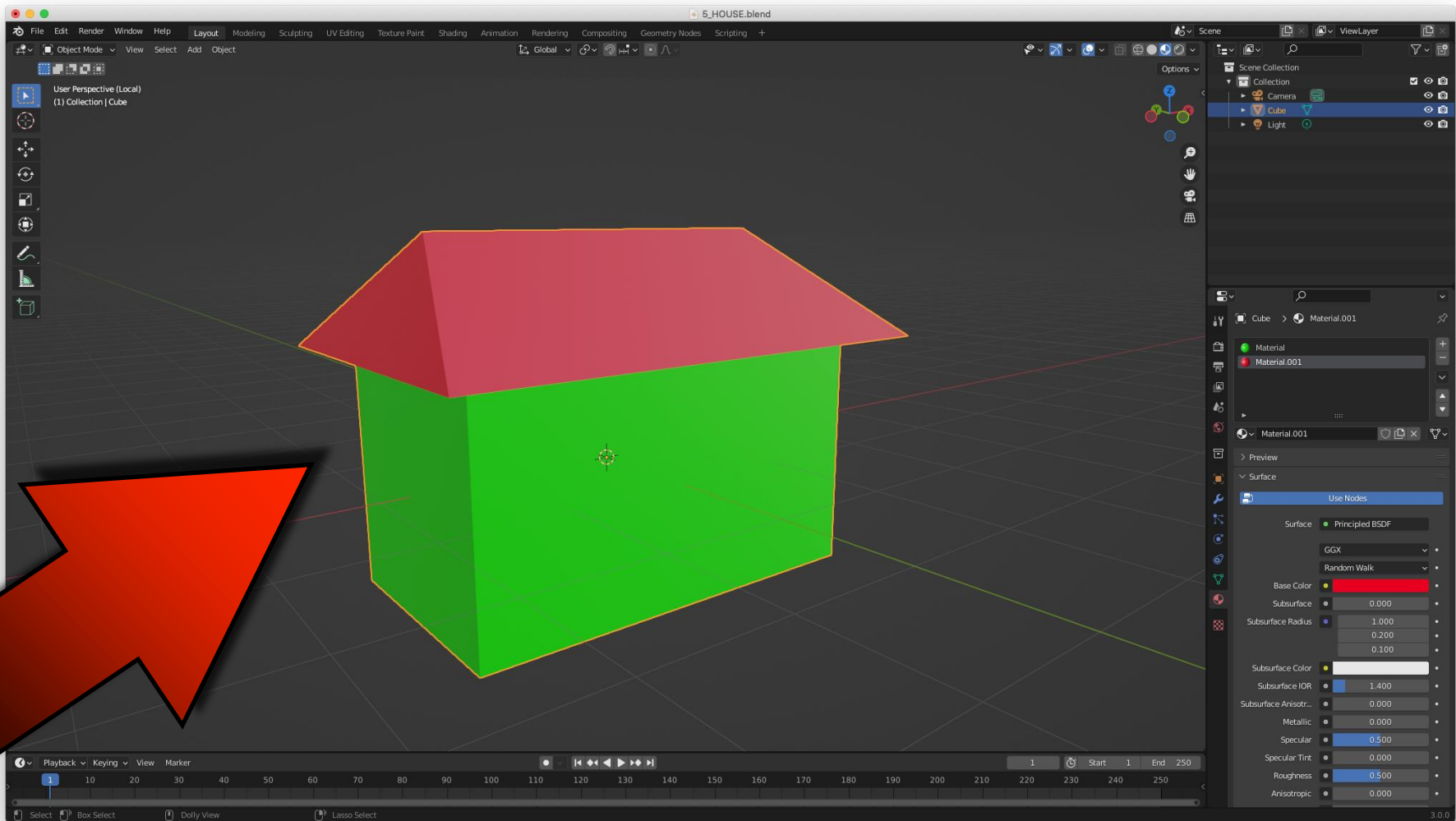
2024-1-PL01-KA220-VET-000243150



POWER OF AR AND VR

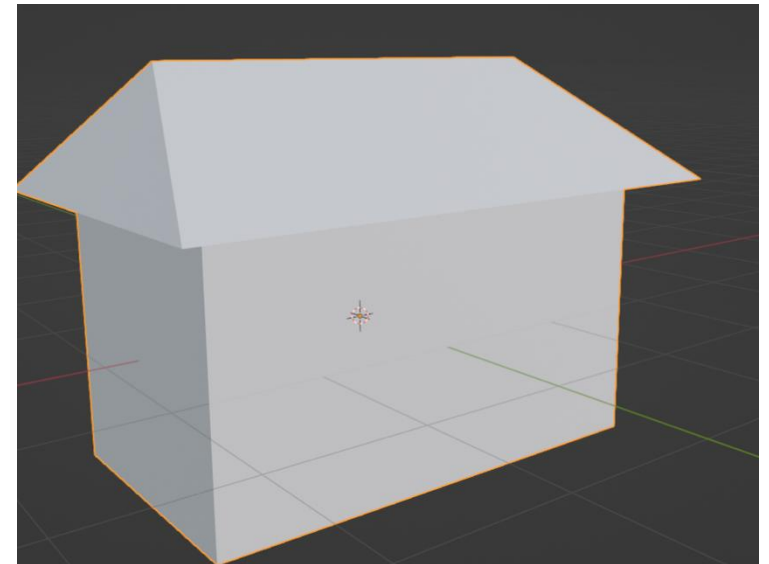
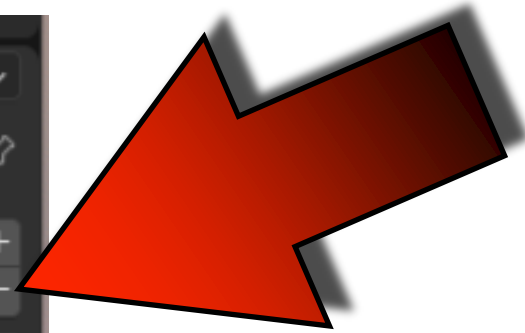
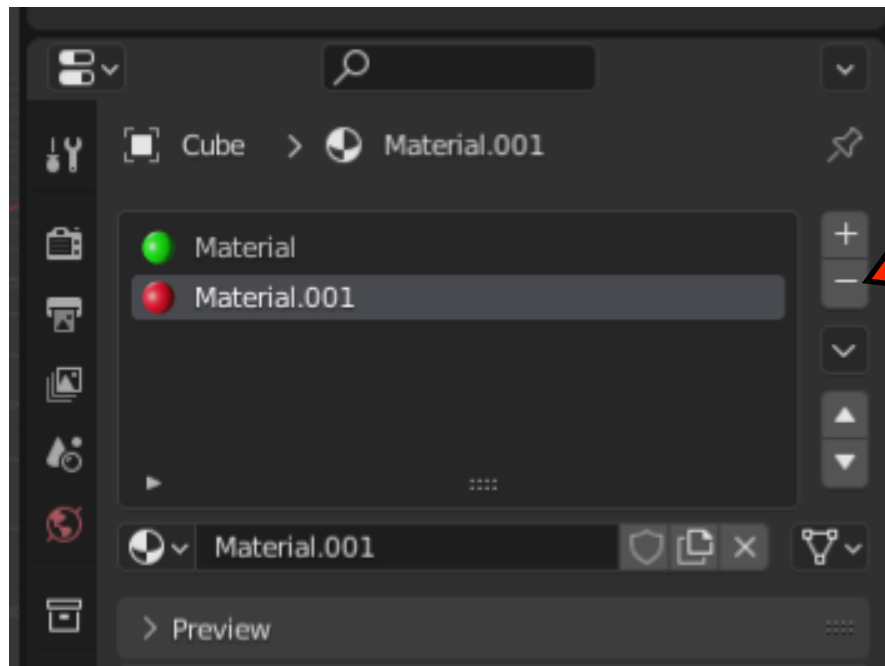


OPEN THE FILE FROM PREVIOUS EXERCISE

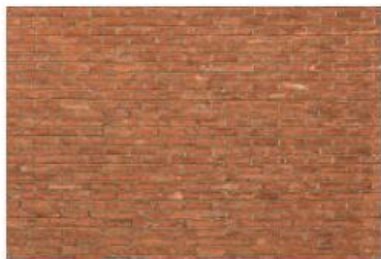


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DELETE MATERIALS



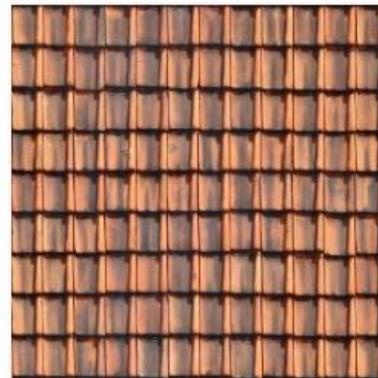
SAVE THE FILE IN THE SAME PLACE AS THE TEXTURE



BRICK.jpg



STONES.jpg



TILE.jpg

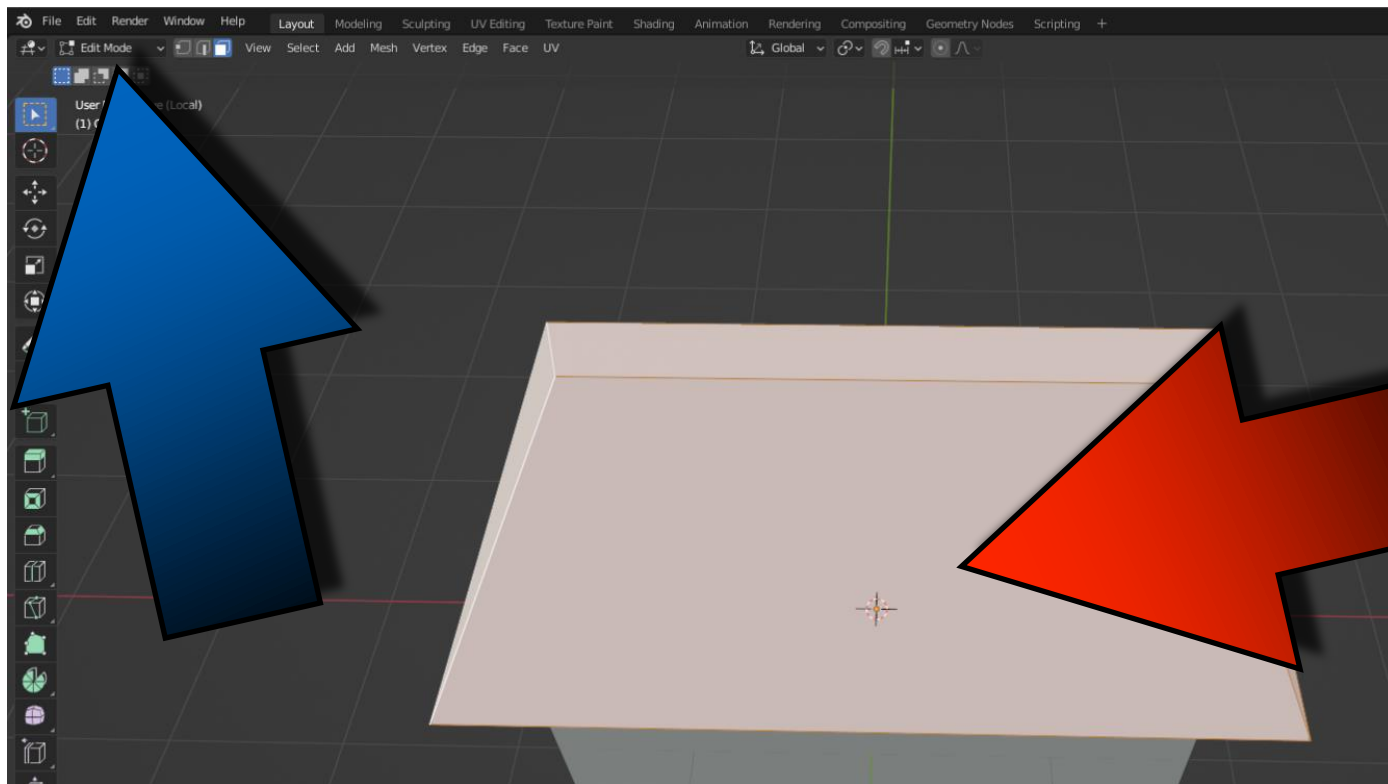


WALLS.jpg

POWER OF AR AND VR

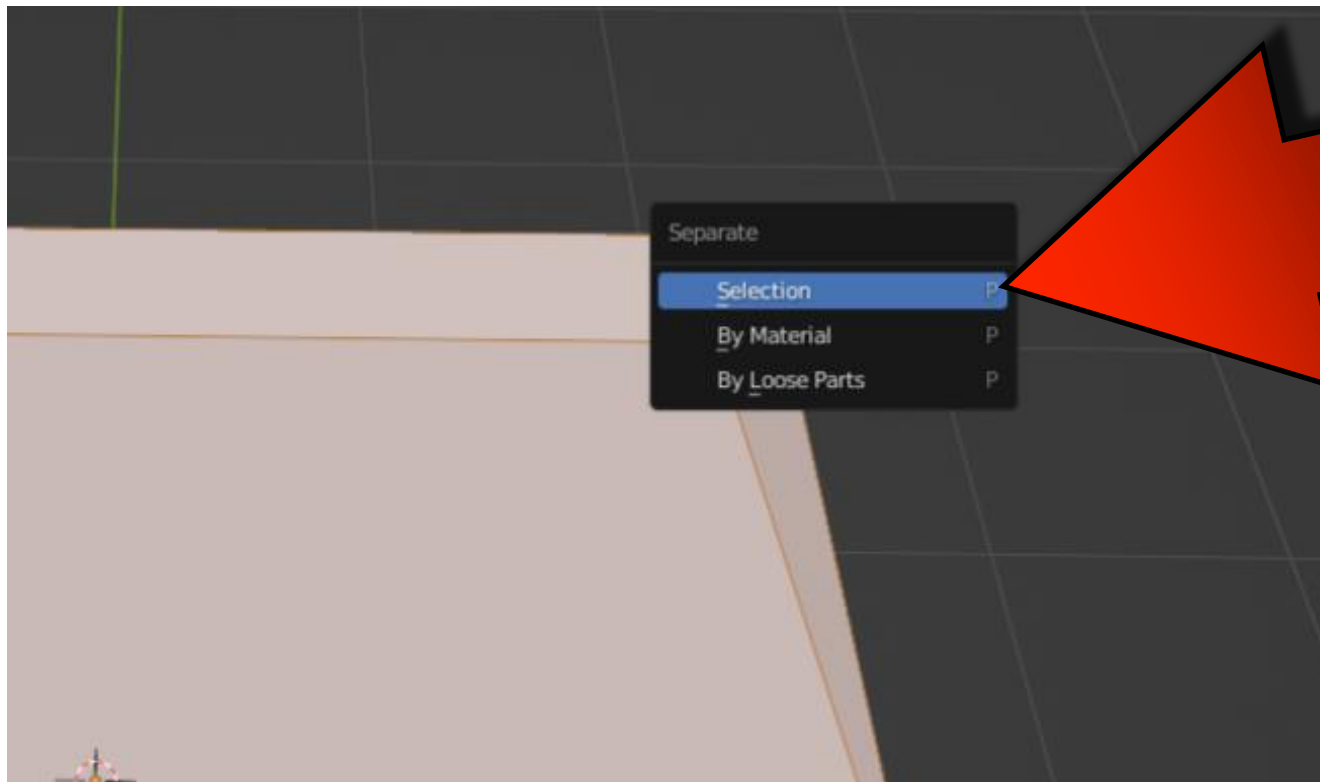
SELECT

THE FOUR ROOF ELEMENTS IN EDIT MODE

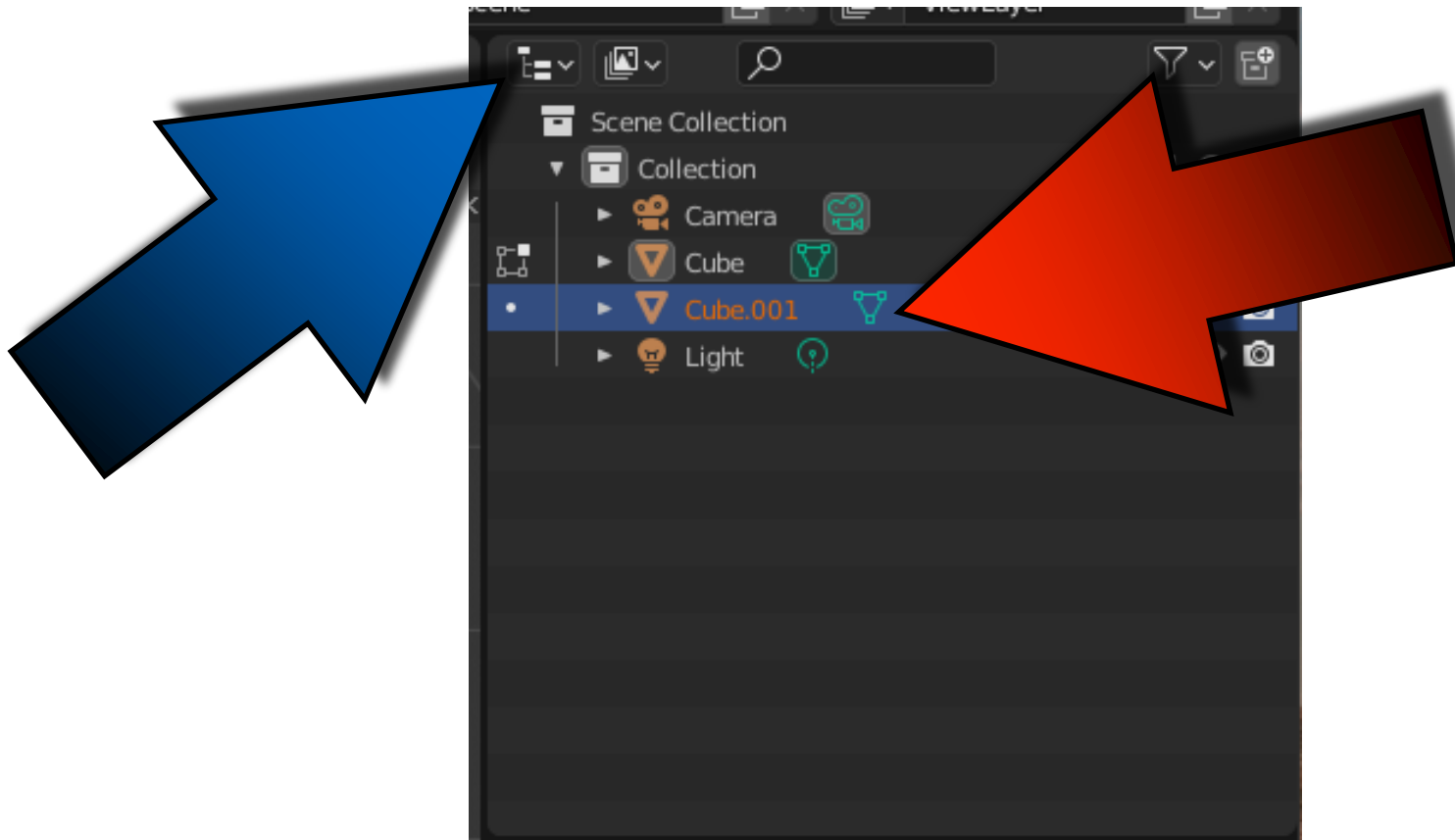


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**PRESS THE P KEY AND SELECT
SELECTION TO SEPARATE THE
ROOF TO THE HOME**

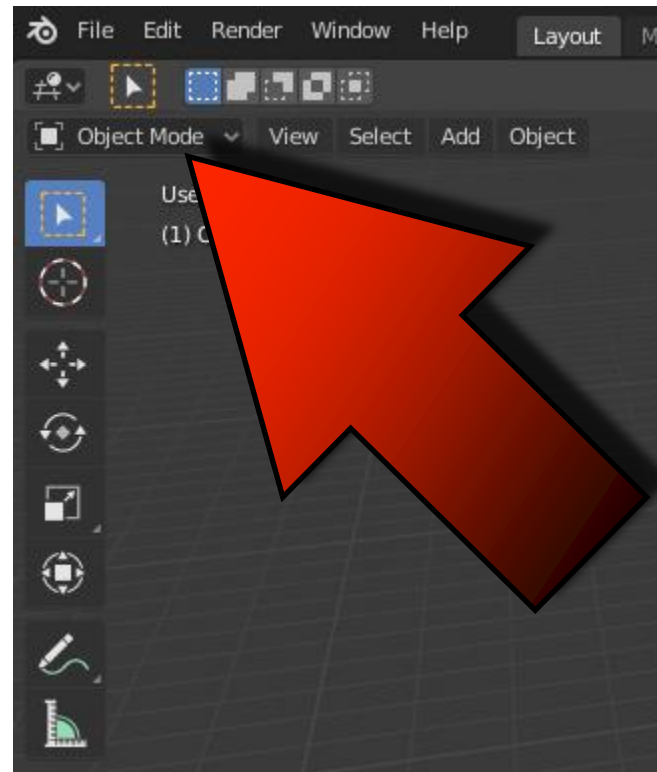


YOU WILL SEE THE APPEARANCE OF A **NEW ELEMENT** IN **OUTLINER WINDOW**

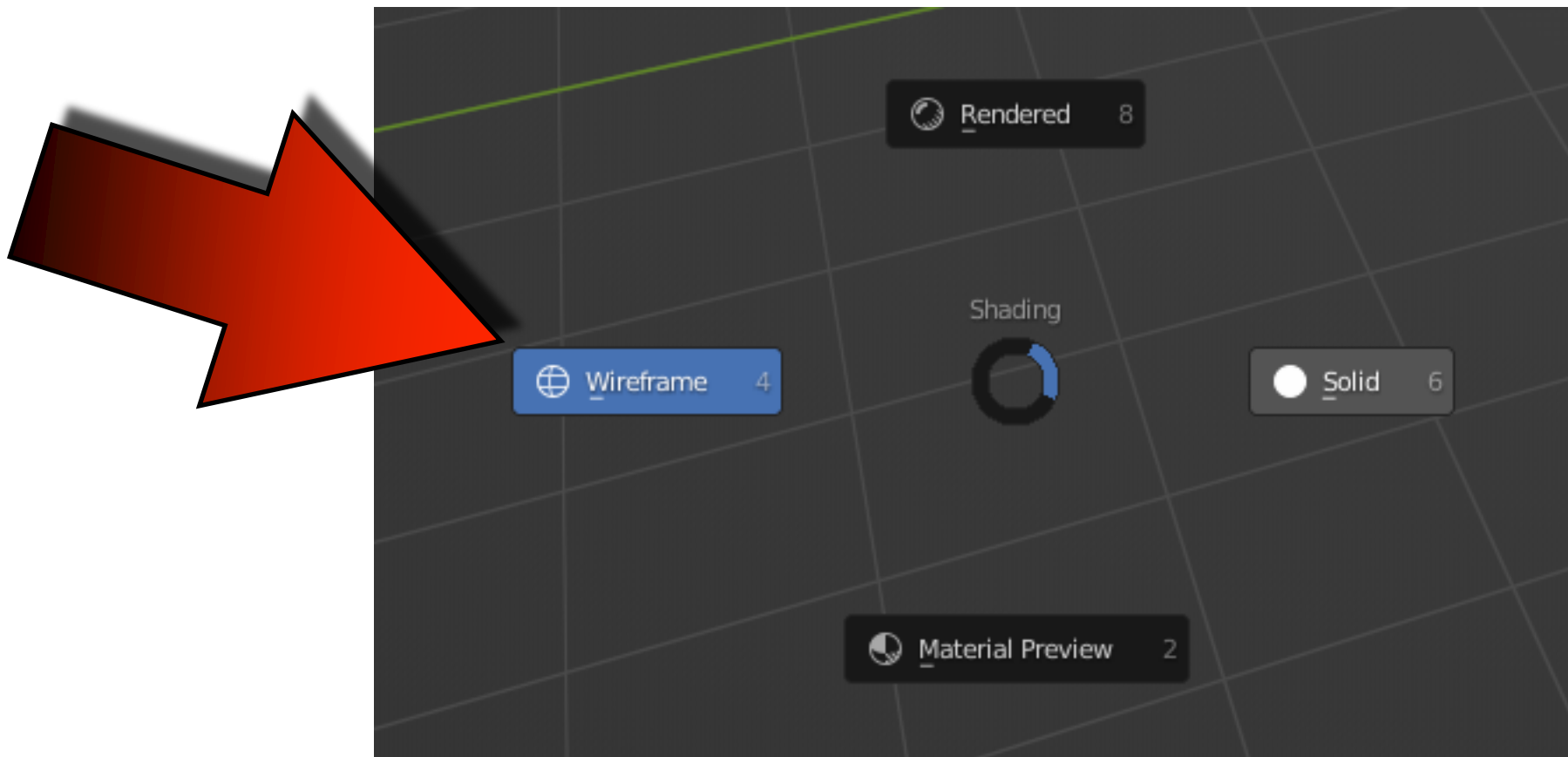


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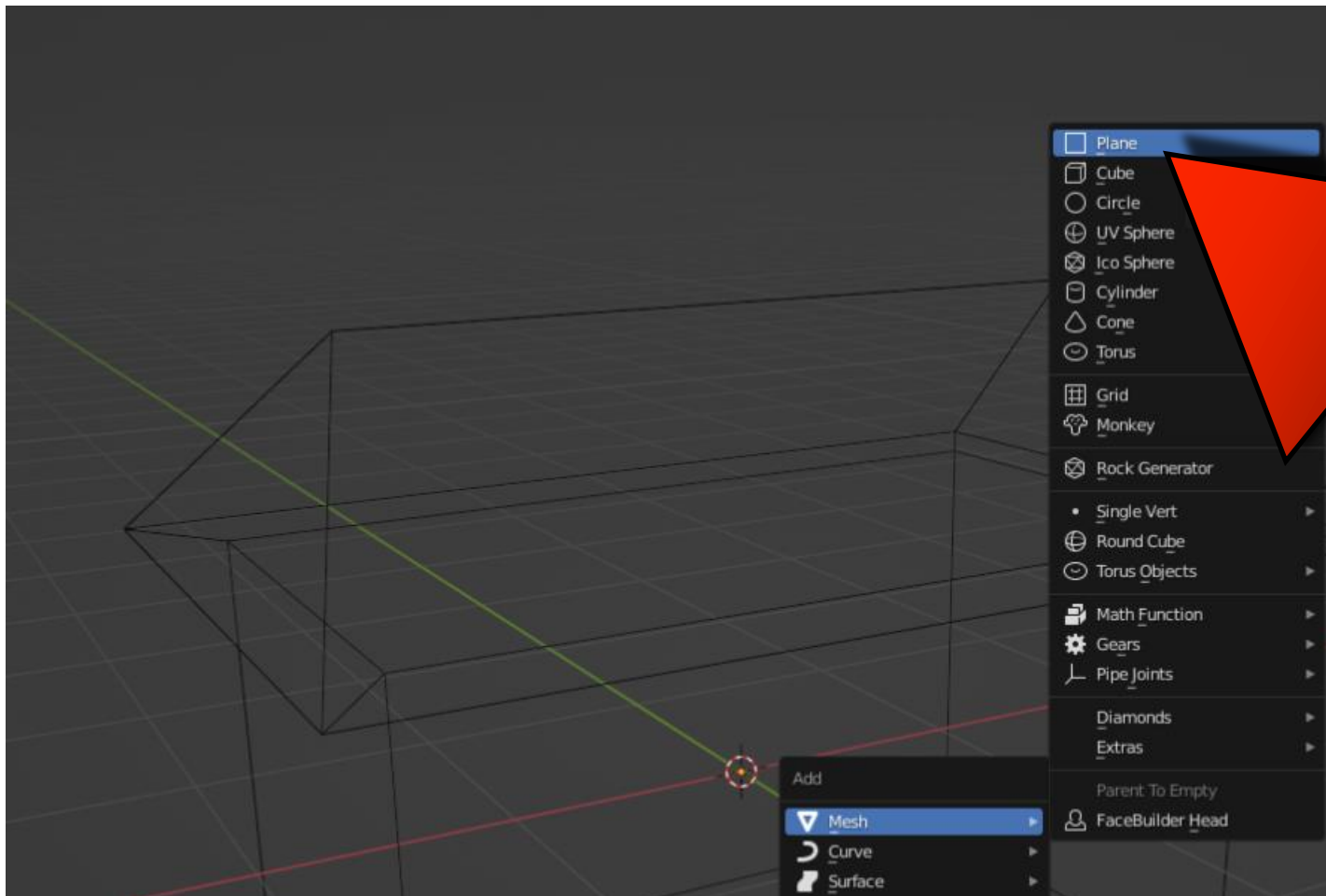
WITH THE TAB KEY GO TO OBJECT MODE



**WITH THE Z KEY, CHANGE THE
VIEW TO WIREFRAME**

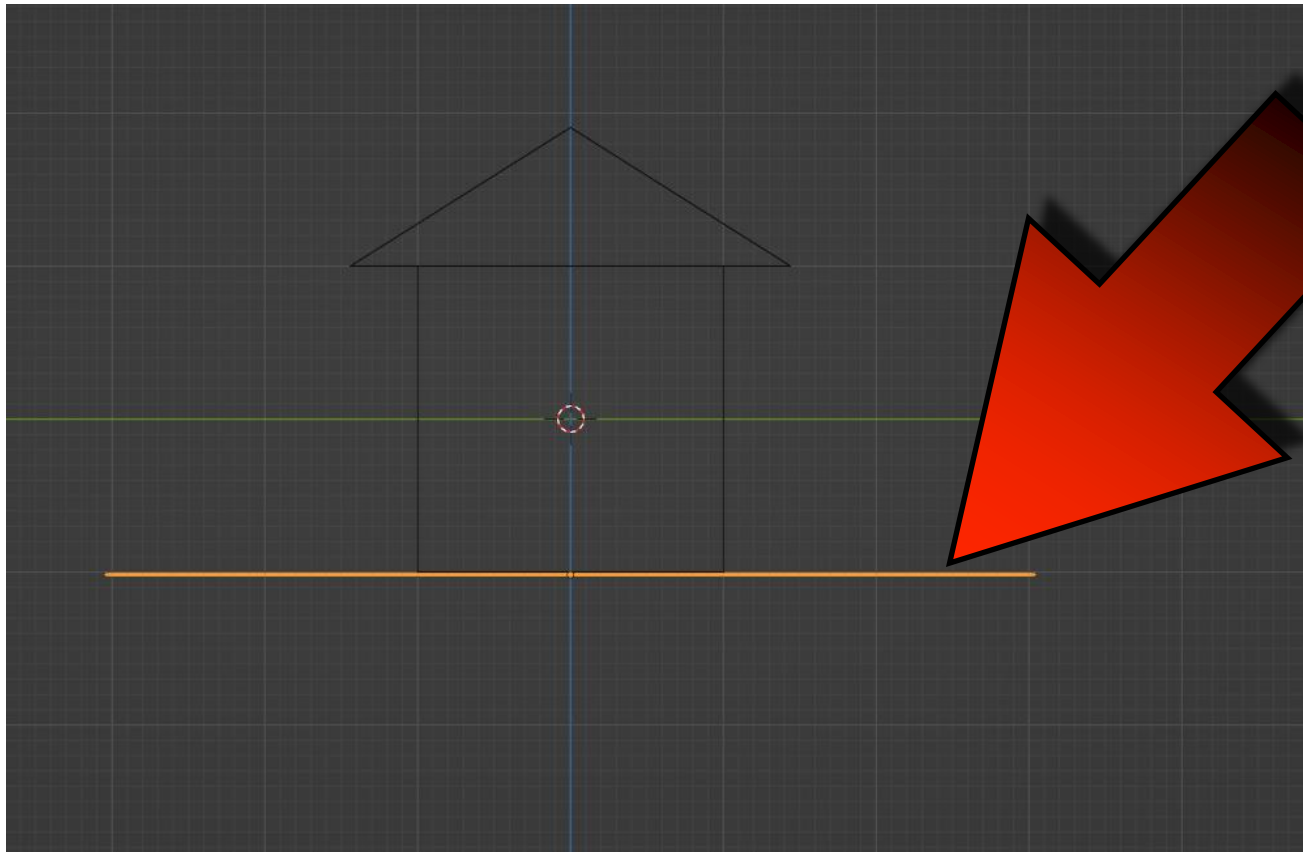


USING **SHIFT** + **A** INSERT **PLANE**



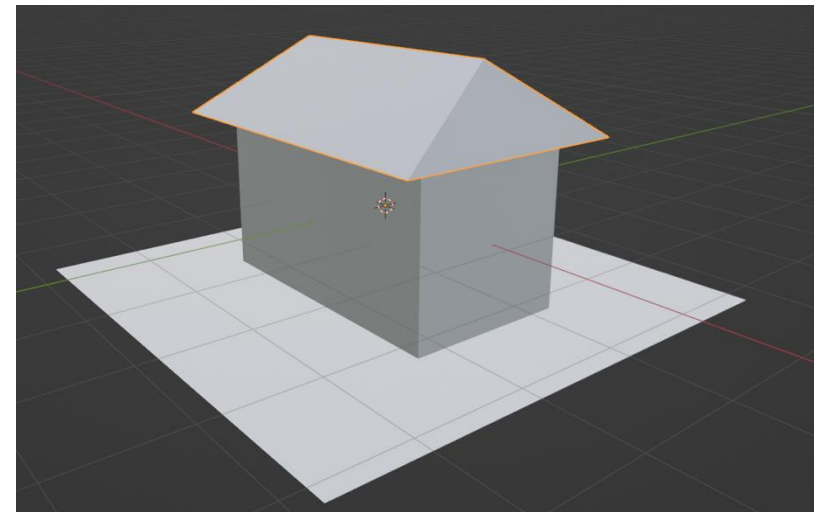
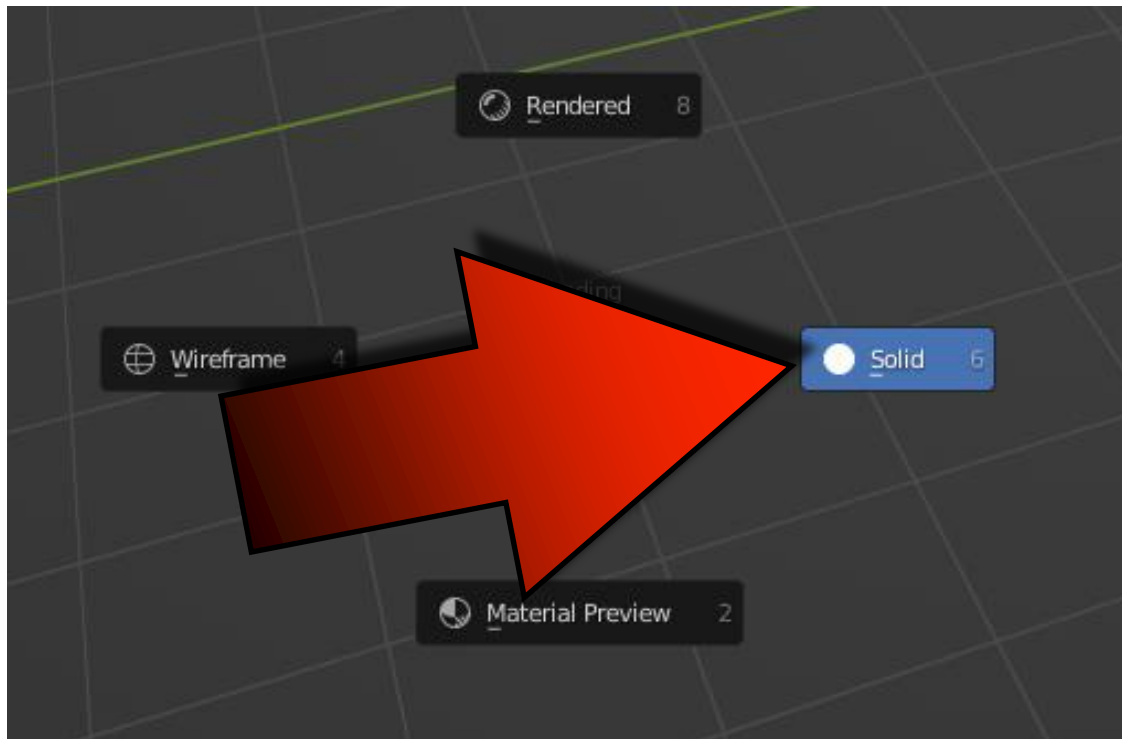
TEXTURES

**USE THE G AND Z KEY,
MOVE IT DOWN HOME**

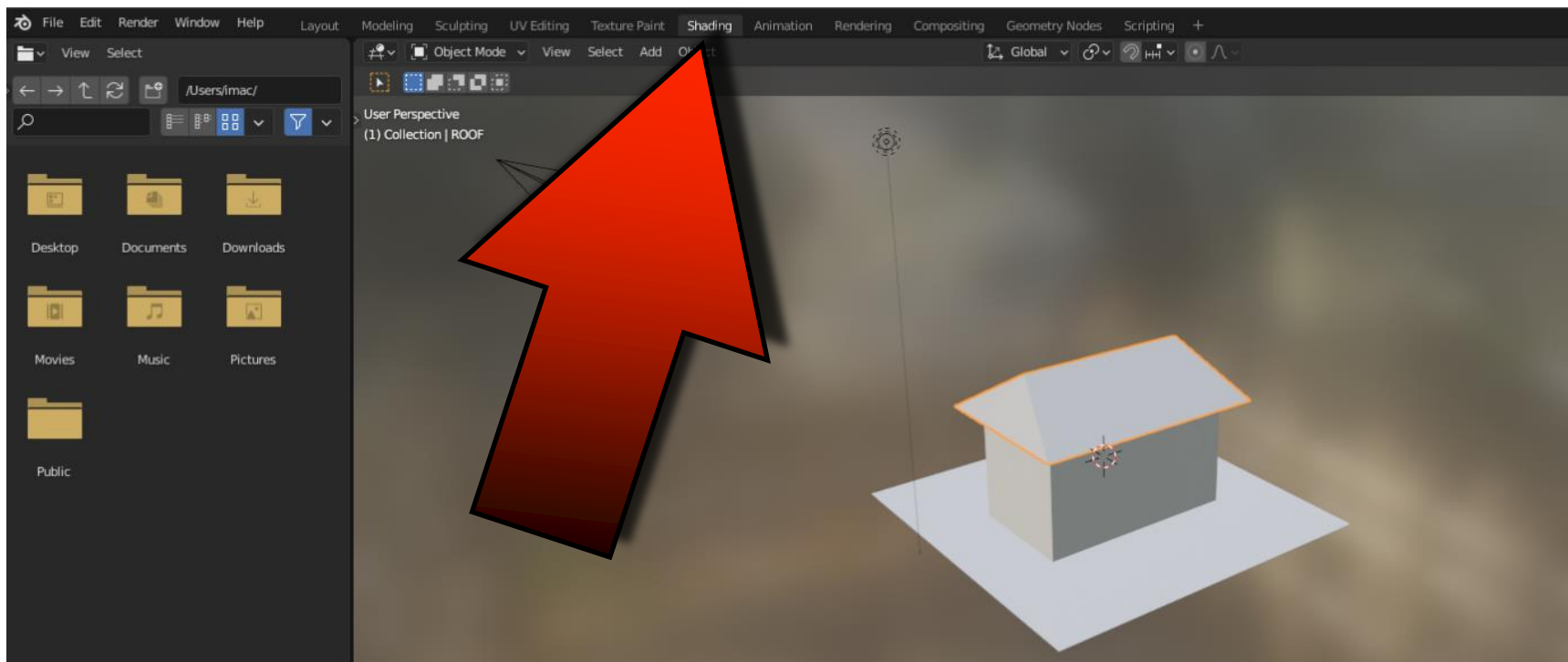


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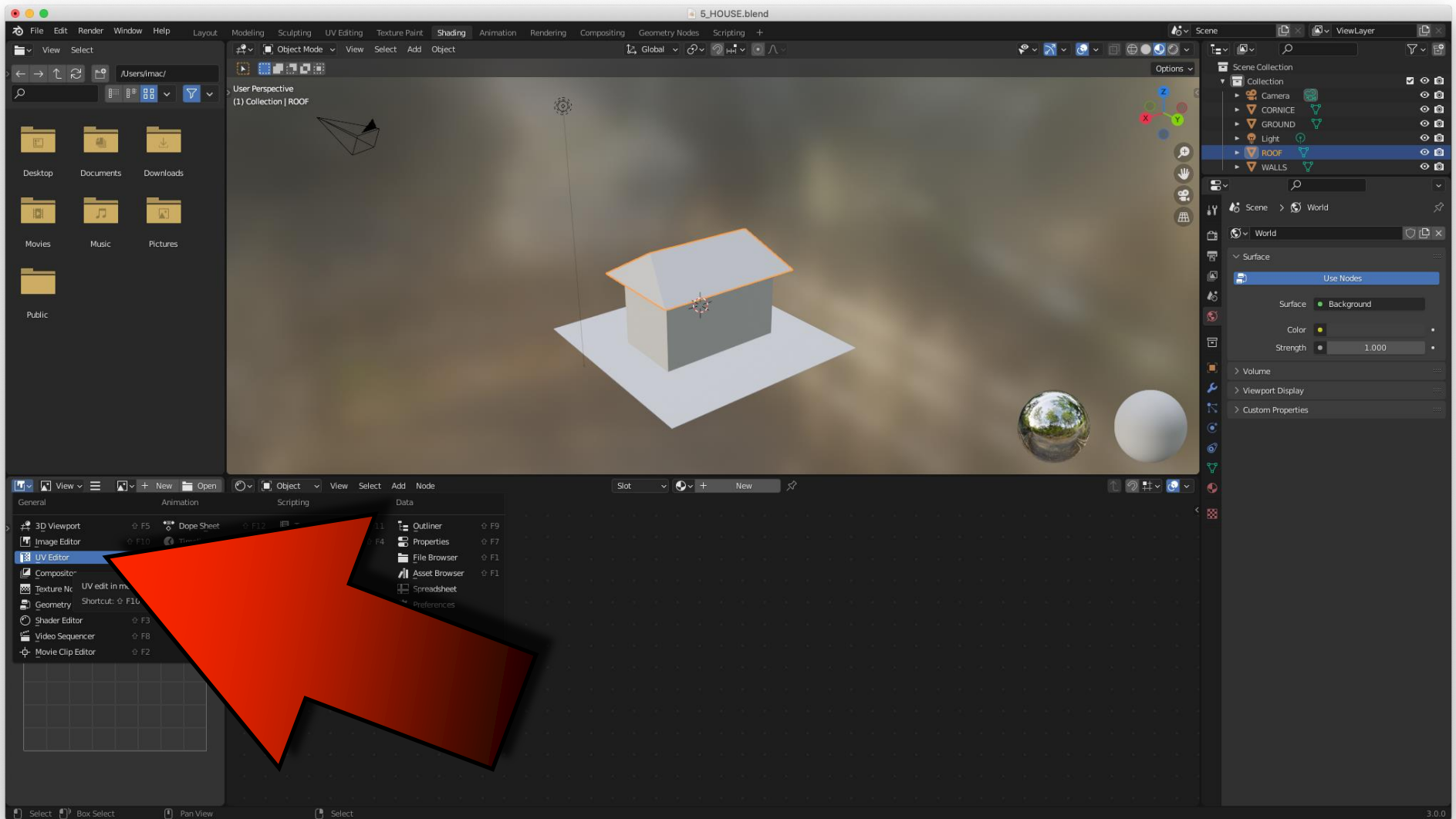
USE **THE Z KEY** CHANGE THE VIEW TO **SOLID**



GO TO **SHADING** VIEW

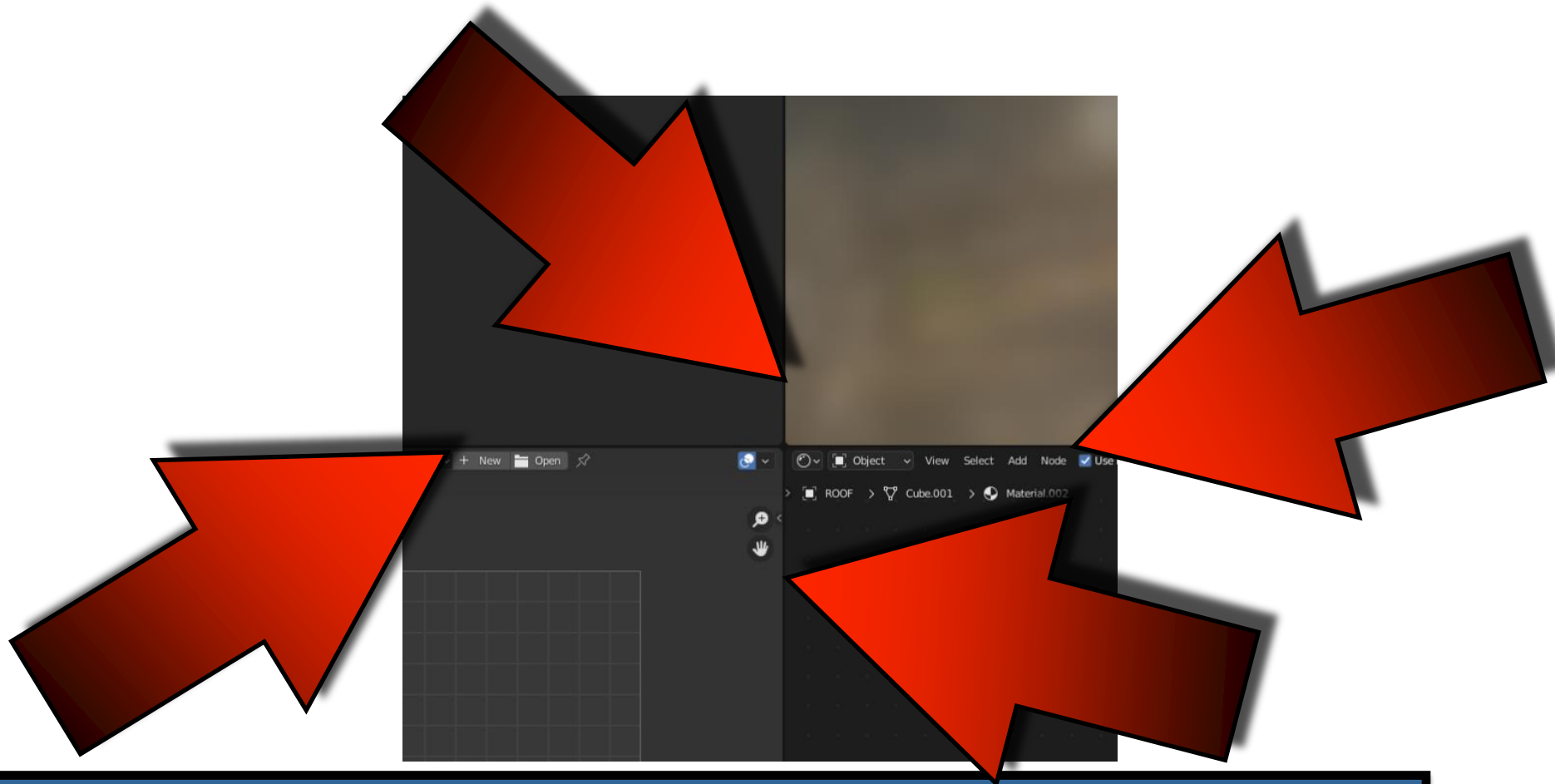


CHOOSE UV EDITOR



TEXTURES

**BY CAPTURING THE EDGES,
YOU CAN CHANGE
THE SIZE OF THE WINDOWS**



TEXTURES

POWER OF AR AND VR

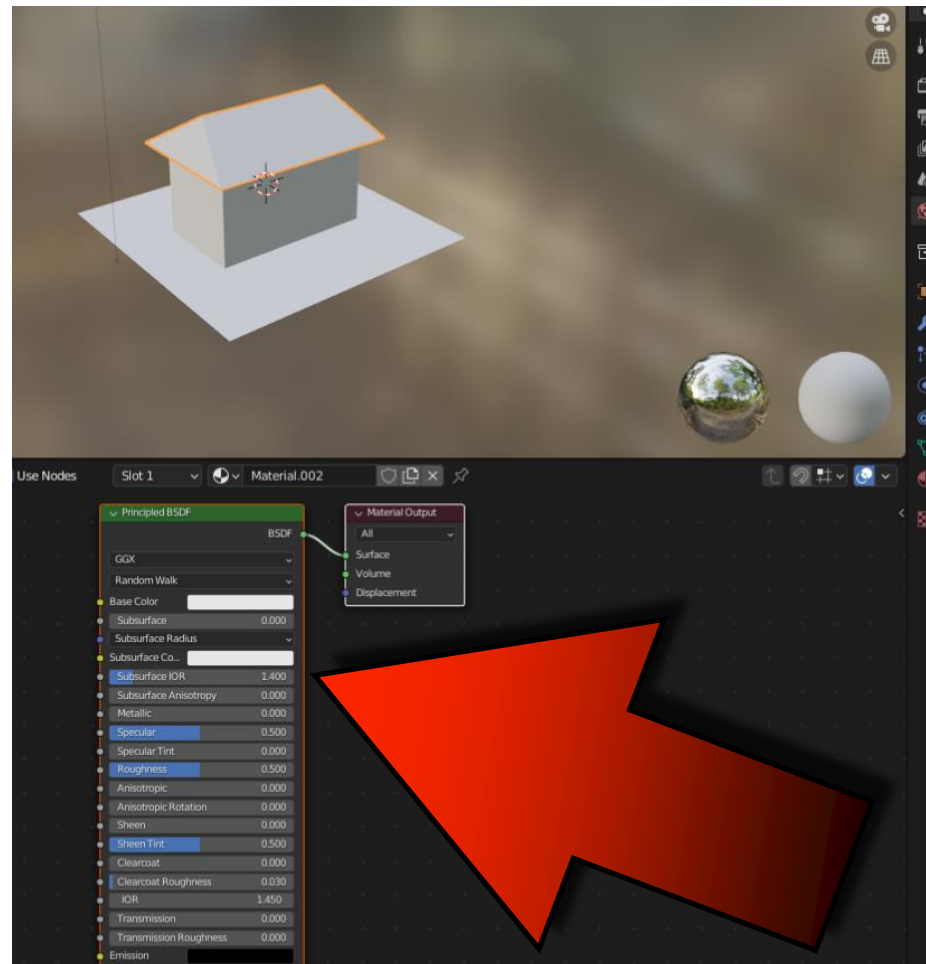
MARK THE ROOF AND CLICK ON NEW



TEXTURES

POWER OF AR AND VR

A PRINCIPLED BSDF WINDOW WILL APPEAR

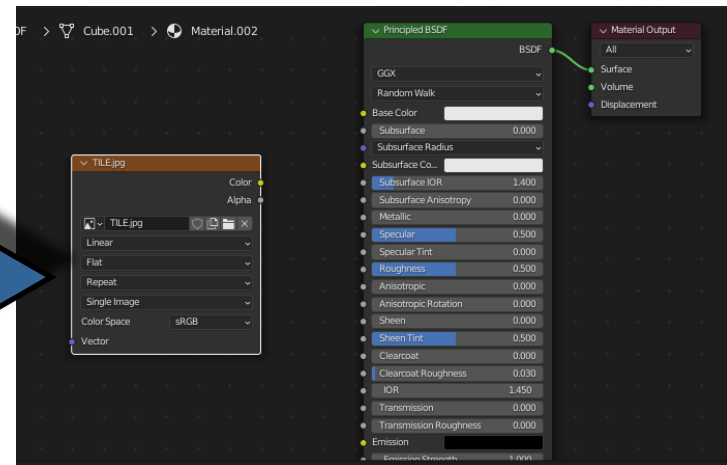
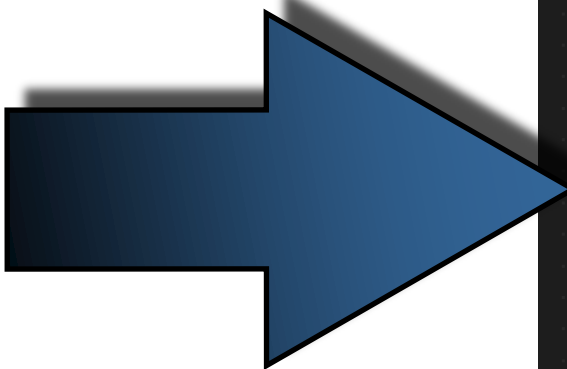
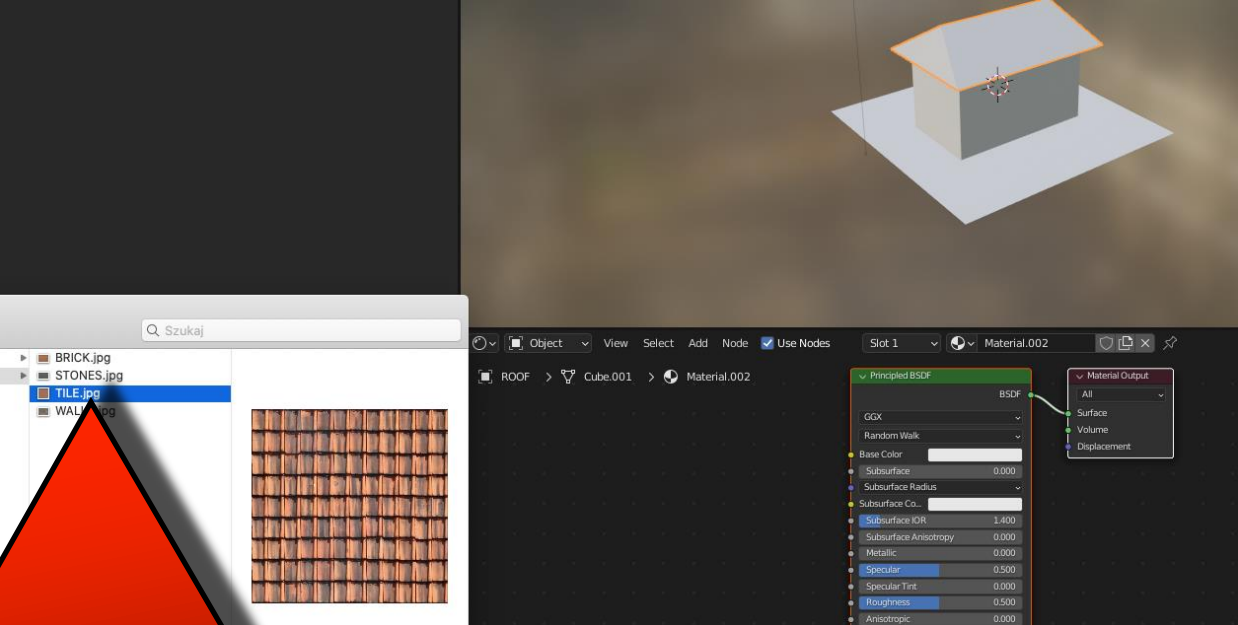


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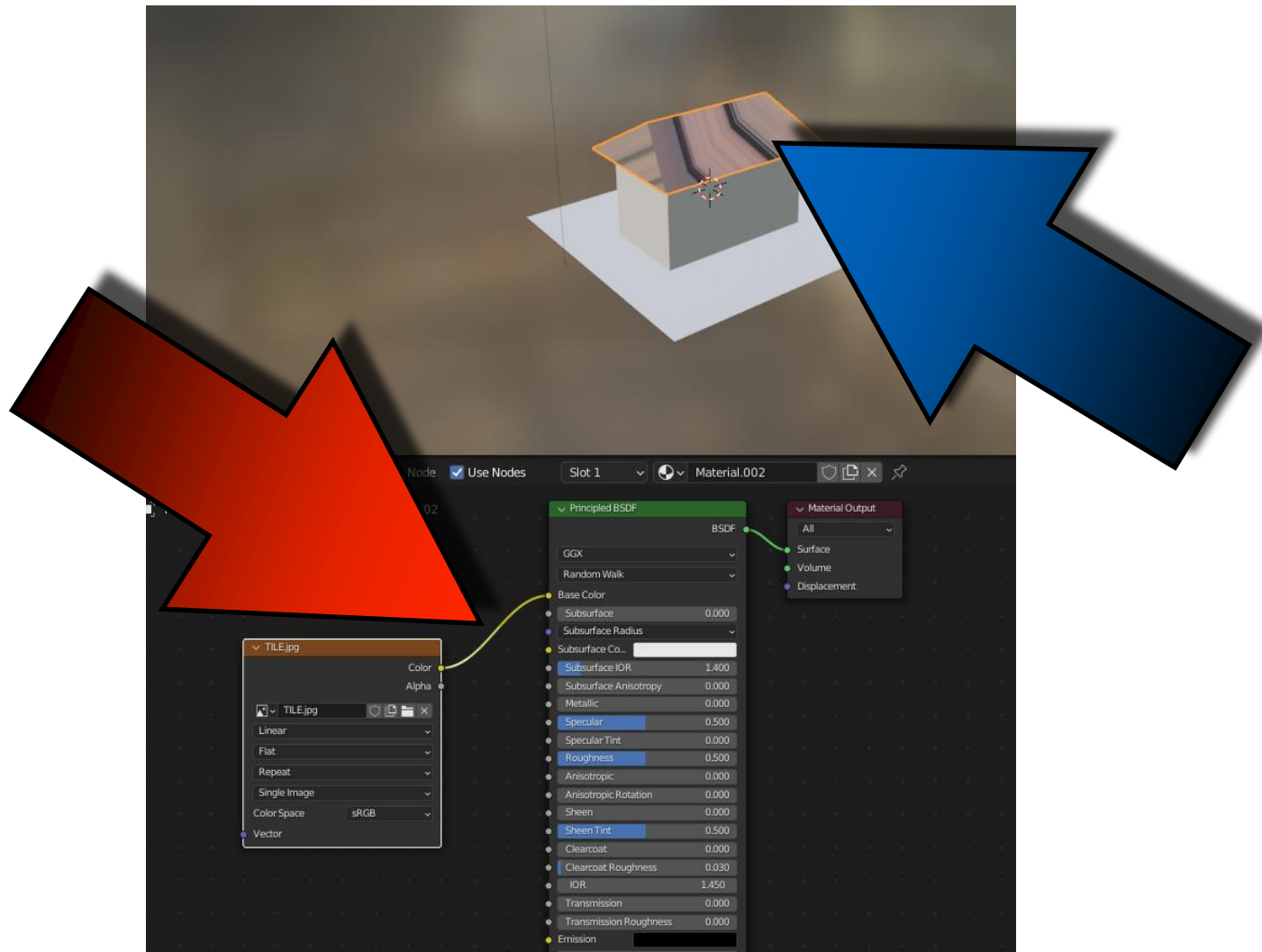
DRAG ON **TILE.JPG** FILE IN TO THE WINDOW BELLOW



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POWER OF AR AND VR

COMBINE COLOR WITH BASE COLOR

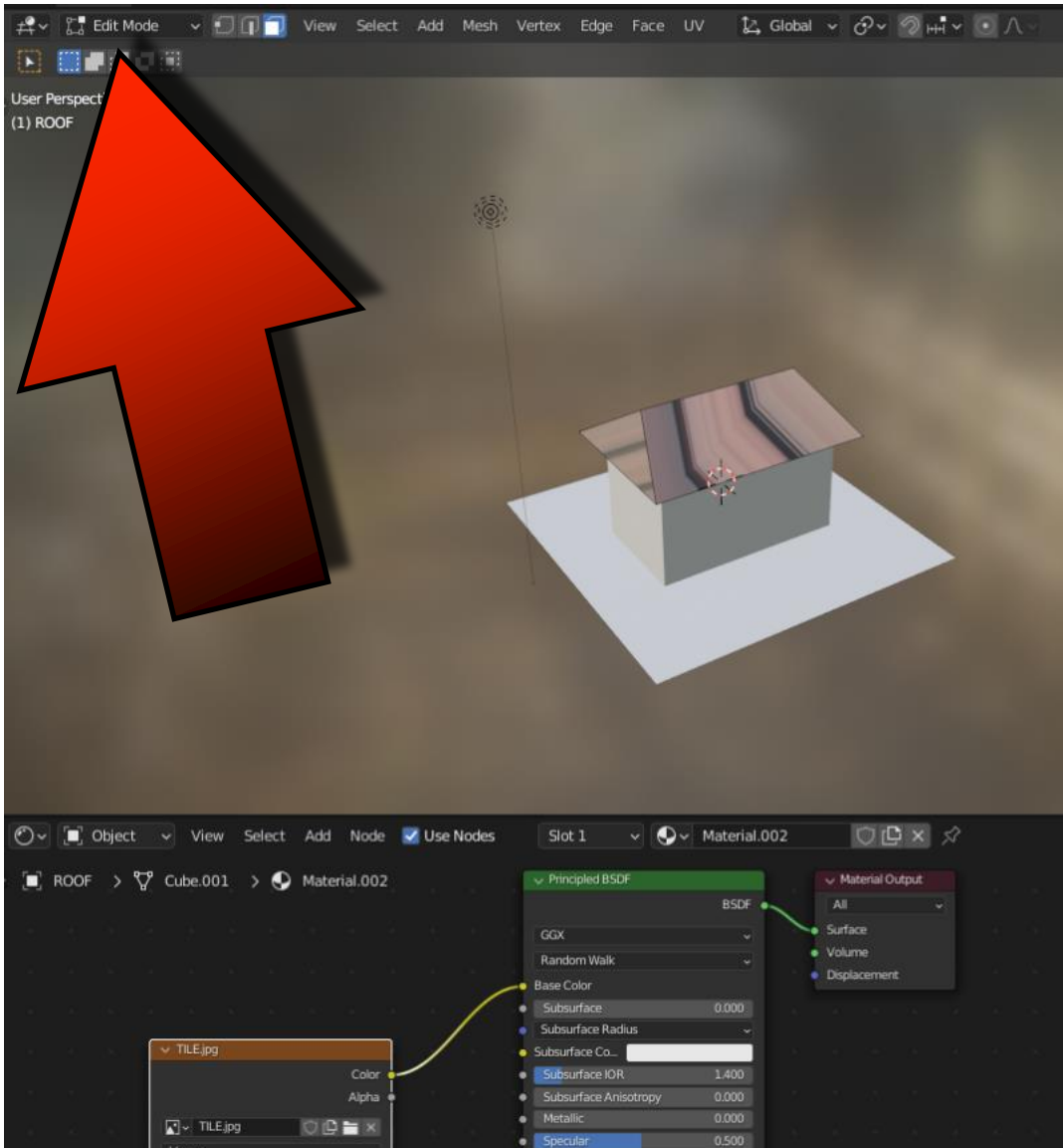


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POWER OF AR AND VR

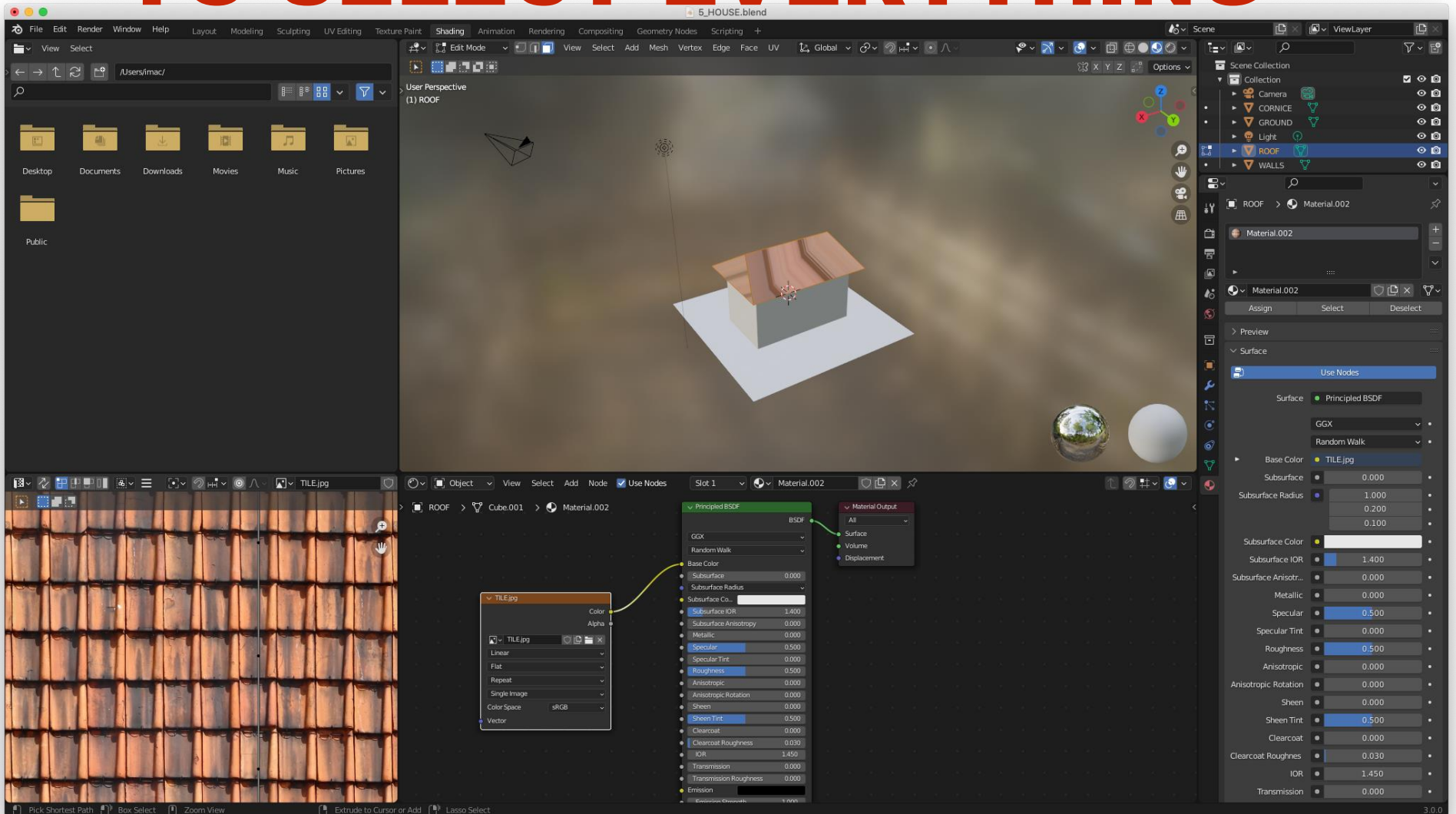
GO TO EDIT MODE



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POWER OF AR AND VR

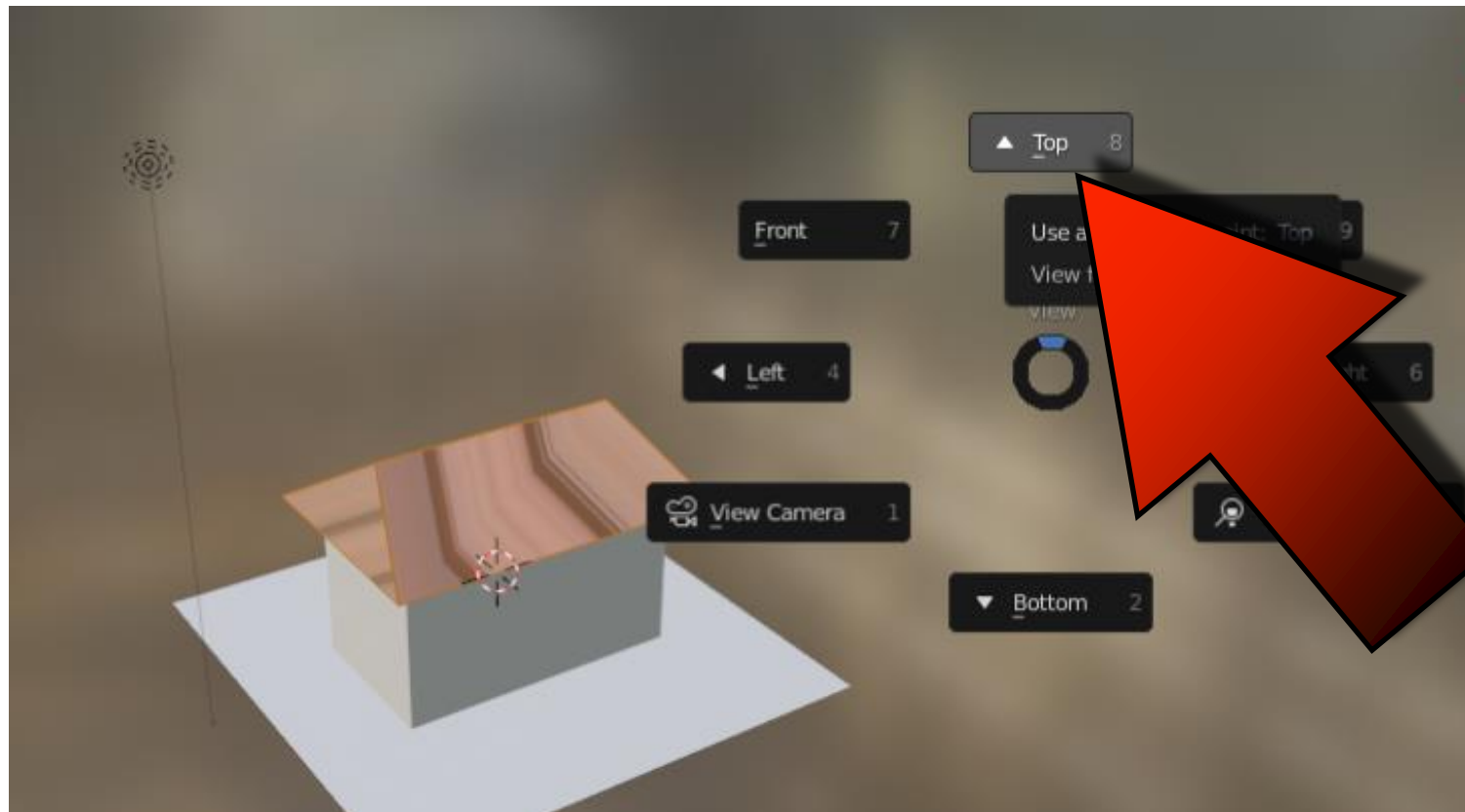
PRESS THE KEY A TO SELECT EVERYTHING



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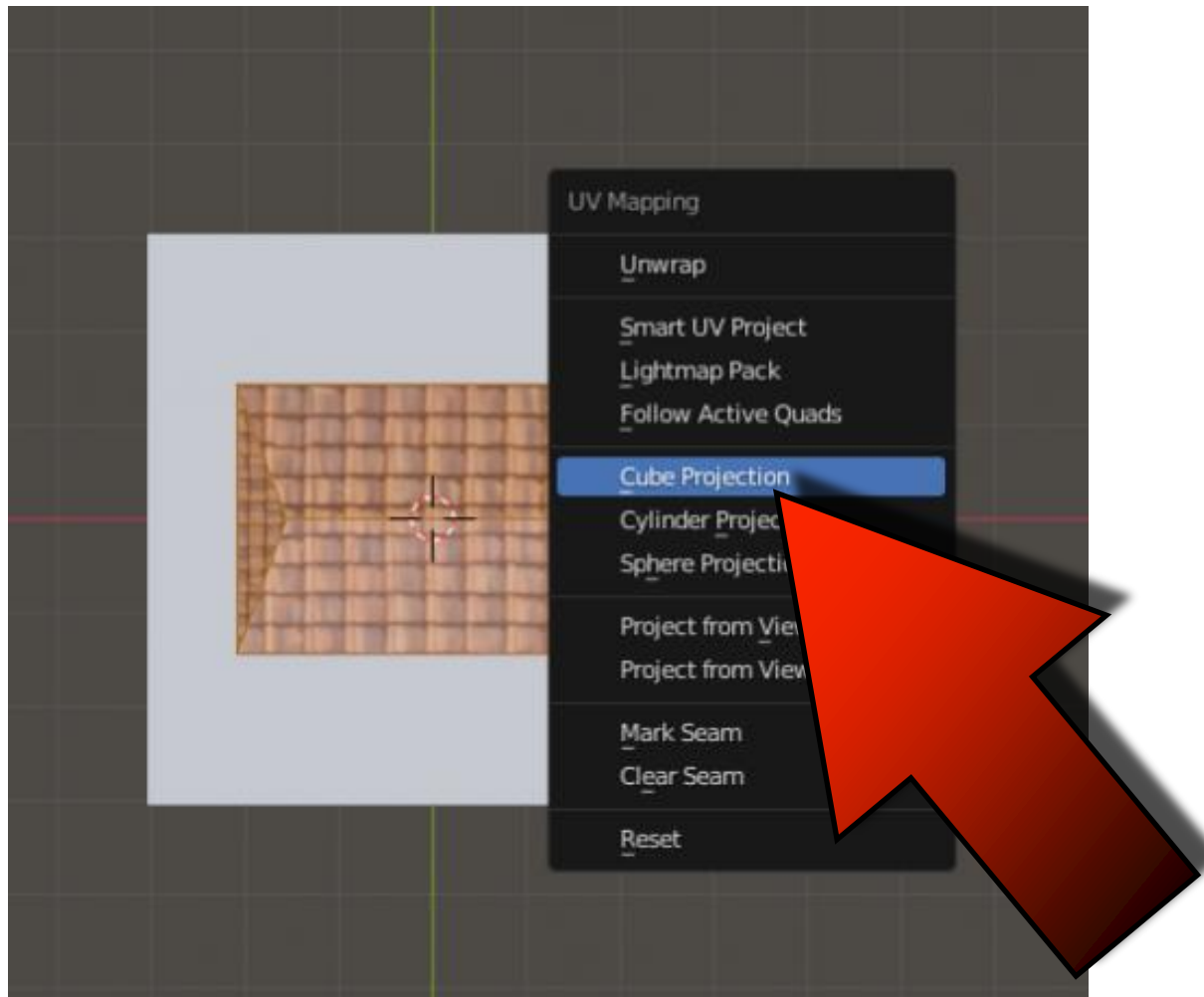
POWER OF AR AND VR

**MOVE THE MOUSE CURSOR ABOVE
THE 3D WINDOW
AND PRESS THE Z KEY
TO SELECT TOP**



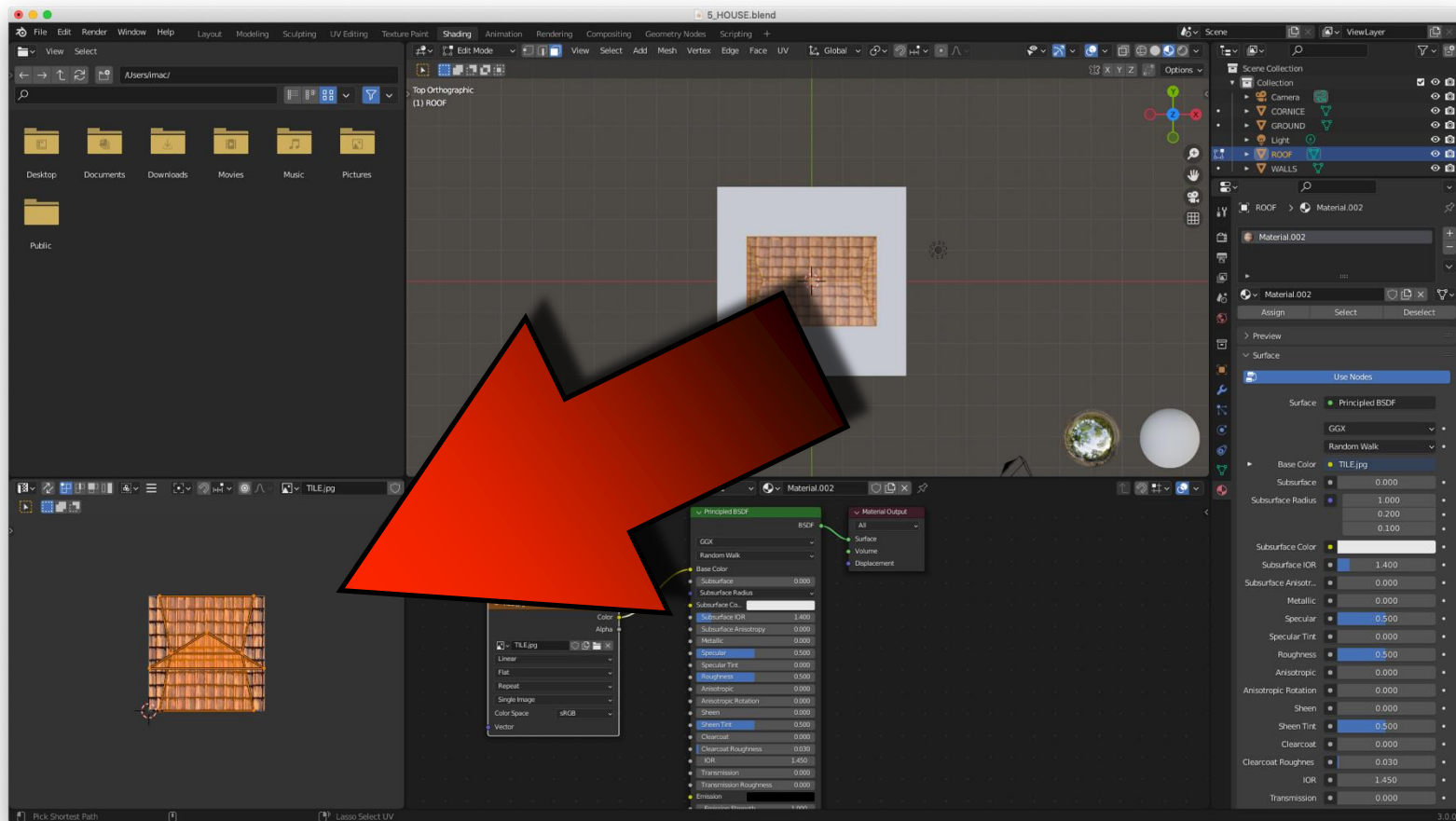
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**PRESS THE U KEY AND CHOOSE
CUBE PROJECTION**



TEXTURES

**MOVE THE MOUSE CURSOR OVER
THE UV EDITOR WINDOW
AND CLICK ON THE A KEY**



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POWER OF AR AND VR

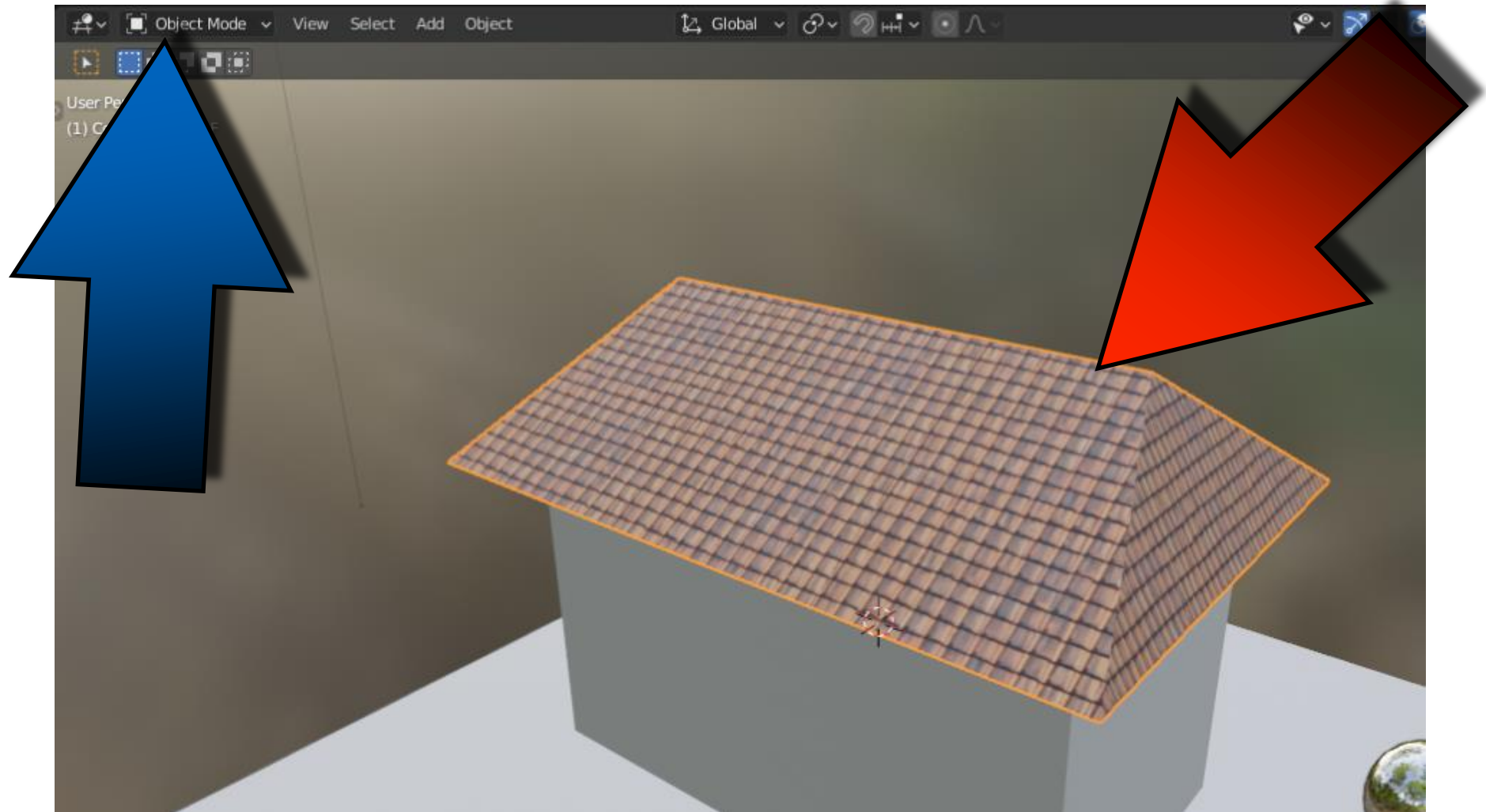
USE THE S KEY TO ENLARGE ROOF ELEMENTS

The image displays the Blender 2.80.1 interface. The top menu bar includes File, Edit, Render, Window, and Help. The main 3D Viewport shows a perspective view of a house roof with a tiled texture. The Properties panel on the right shows the material settings for 'Material.002', which is a Principled BSDF material. The Material Editor at the bottom shows the material's properties, including Base Color, Subsurface, and Specular. A large blue arrow points from the 3D Viewport to the Properties panel, and a large red arrow points from the Properties panel to the Material Editor.

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POWER OF AR AND VR

IN THE OBJECT MODE,
YOU SEE THE END EFFECT

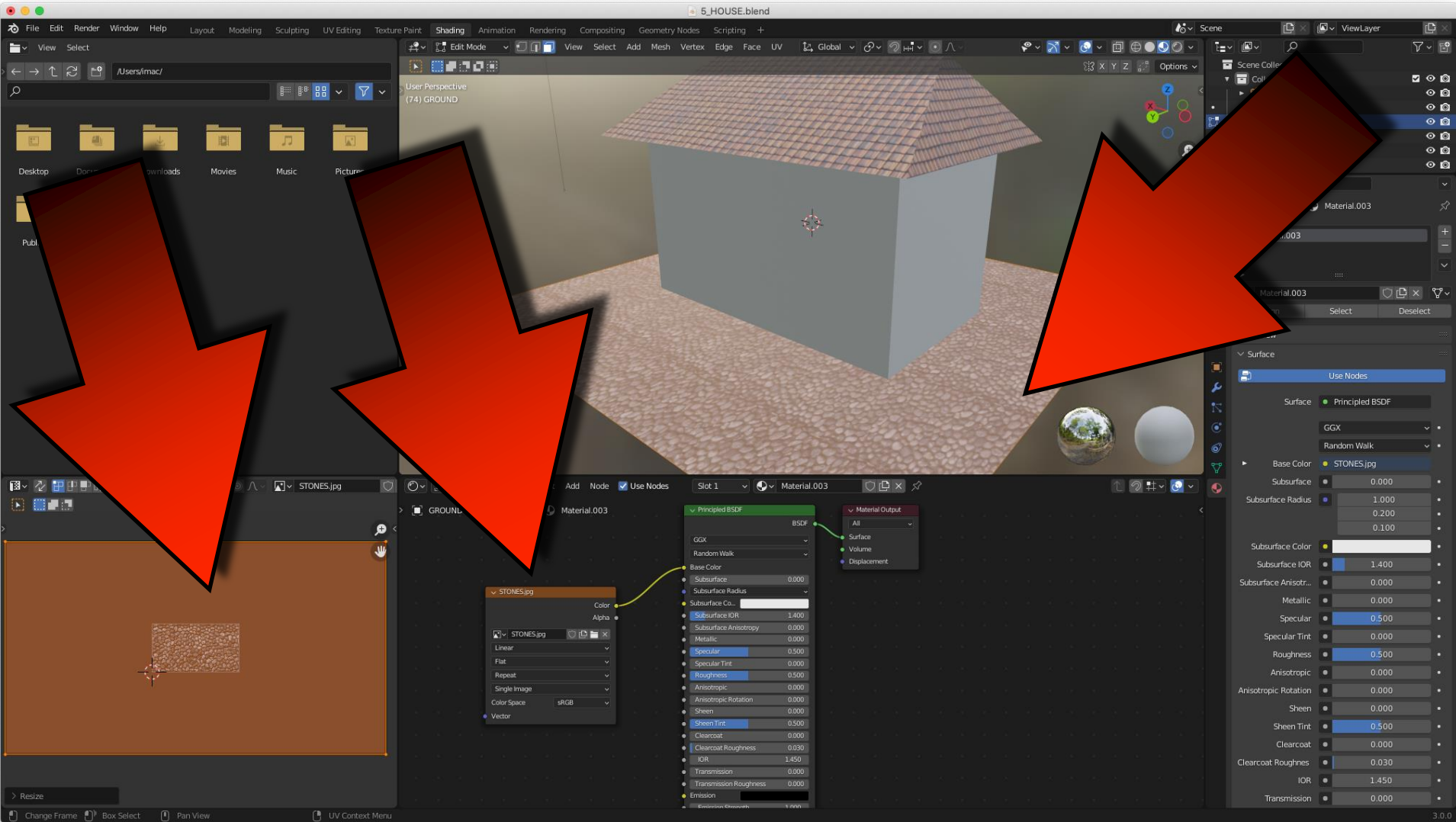


TEXTURES



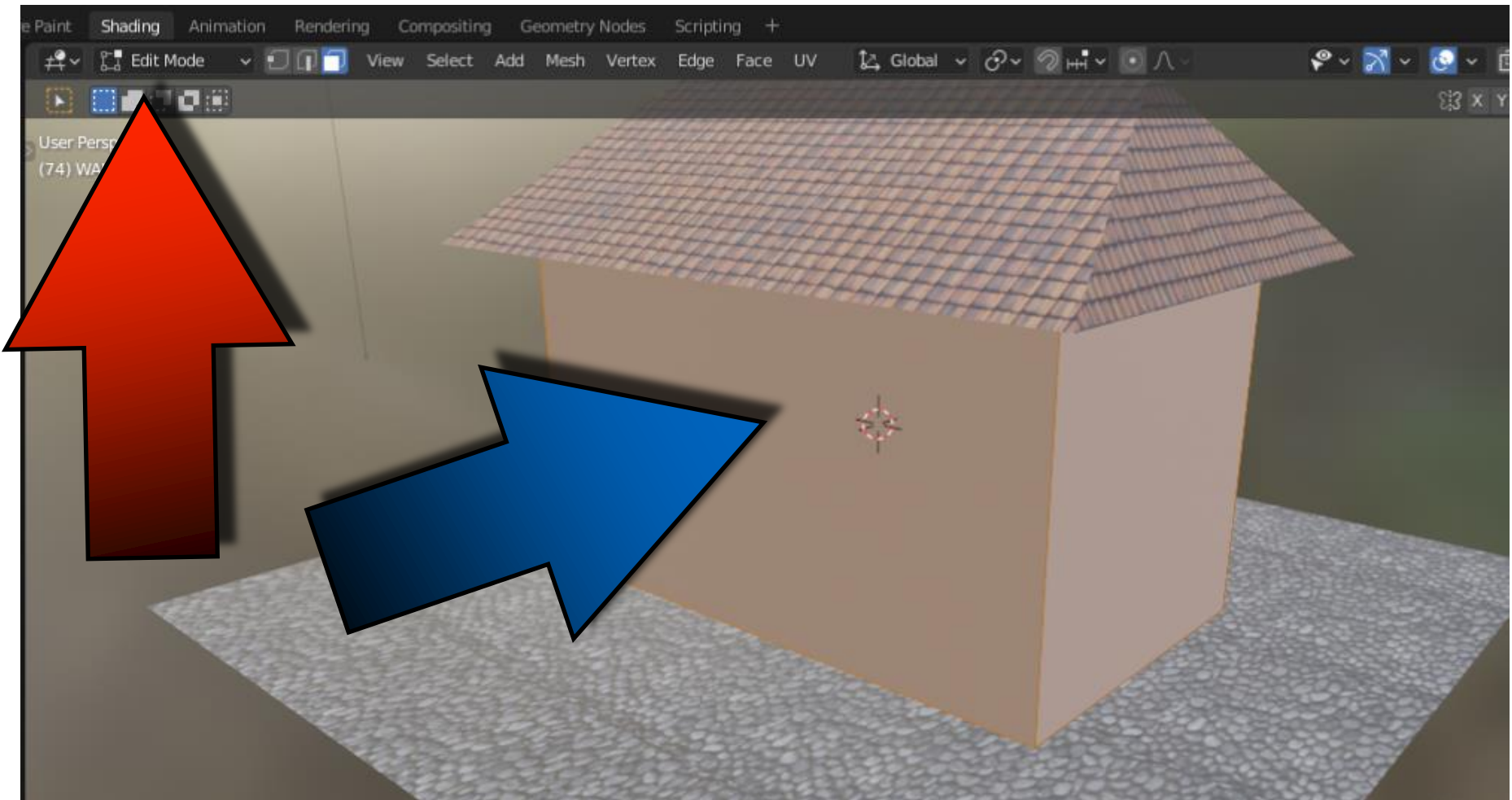
POWER OF AR AND VR

DO IT YOURSELF WITH STONES.JPG FILE



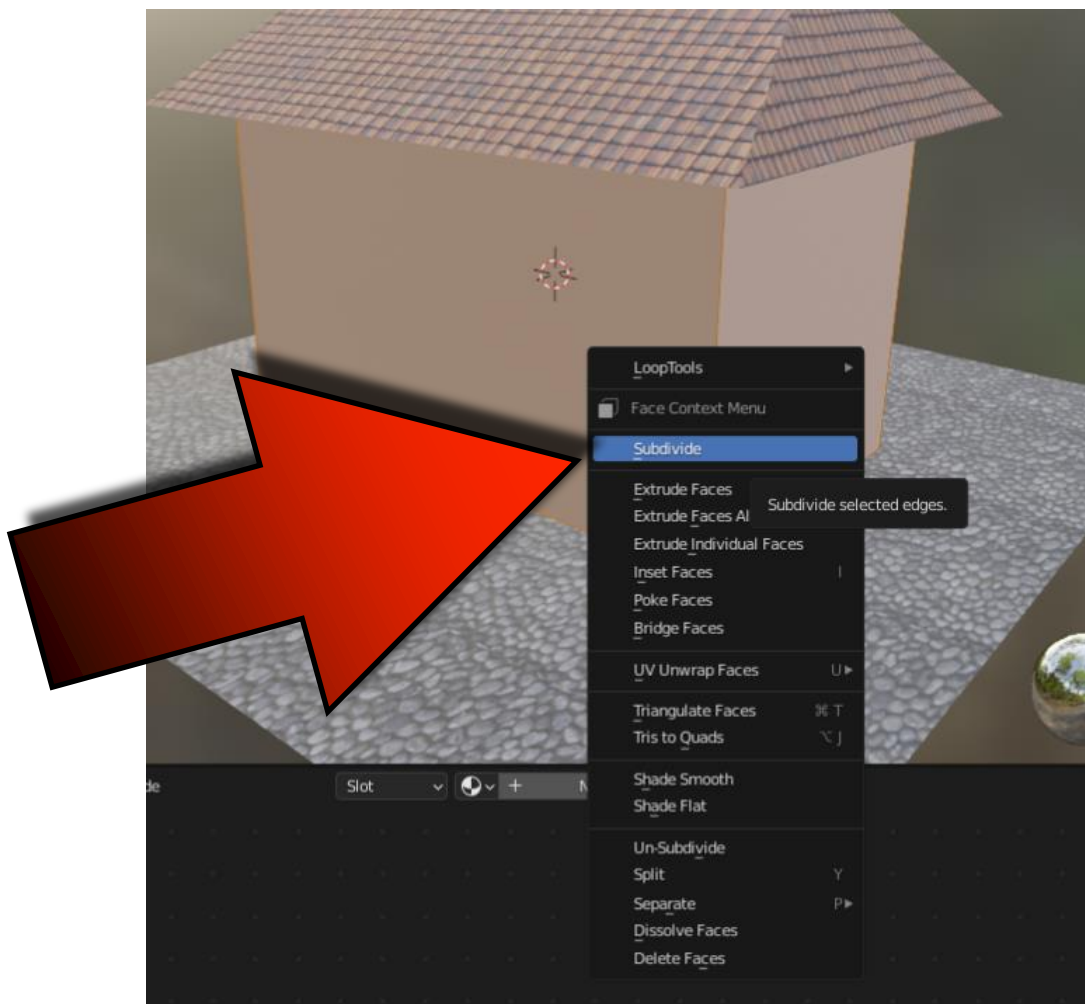
TEXTURES

**GO TO WALL EDIT MODE
AND PRESS THE A KEY**

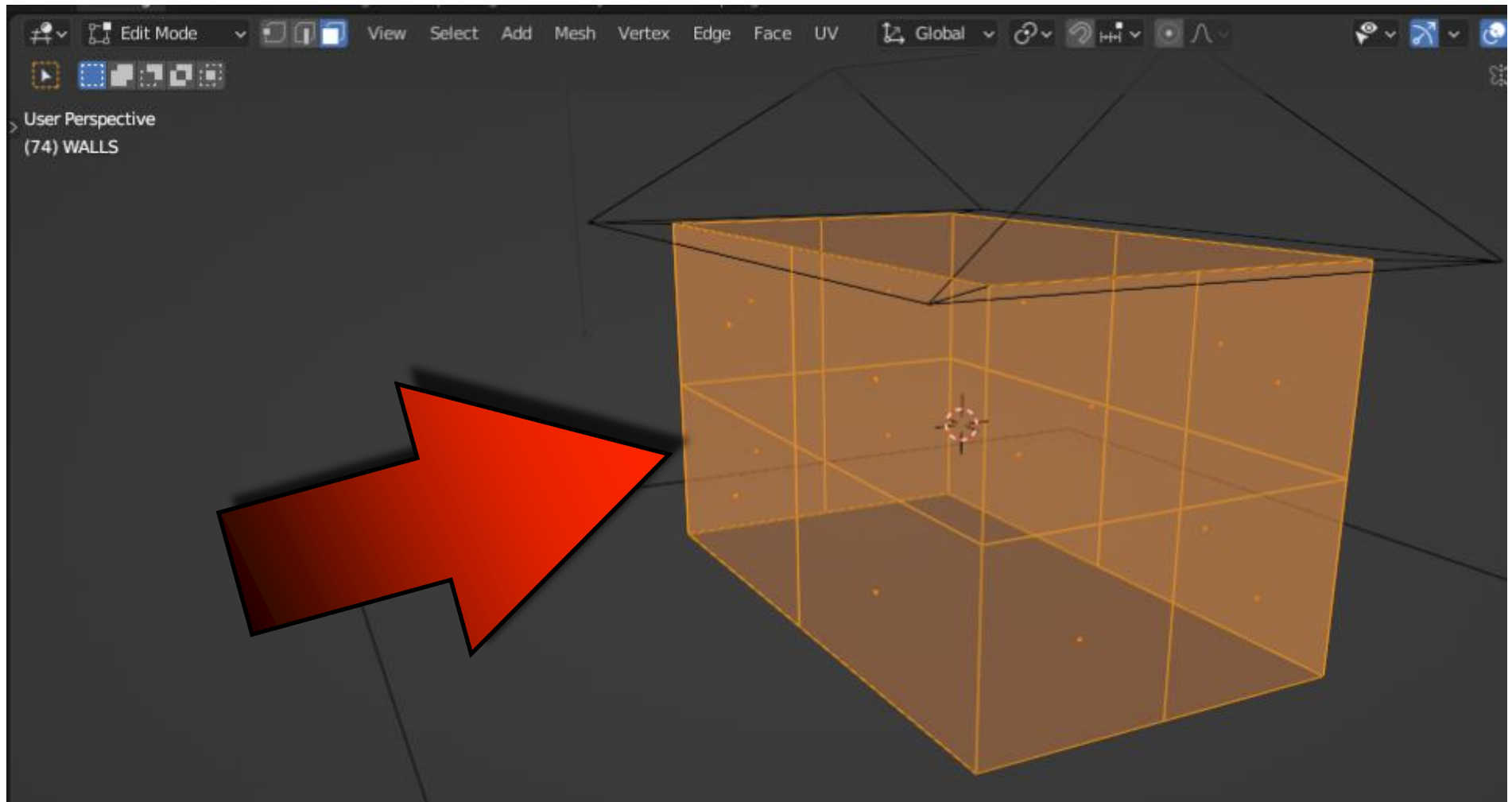


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CLICK **RIGHT MOUSE KEY** AND SELECT **SUBDIVIDE**

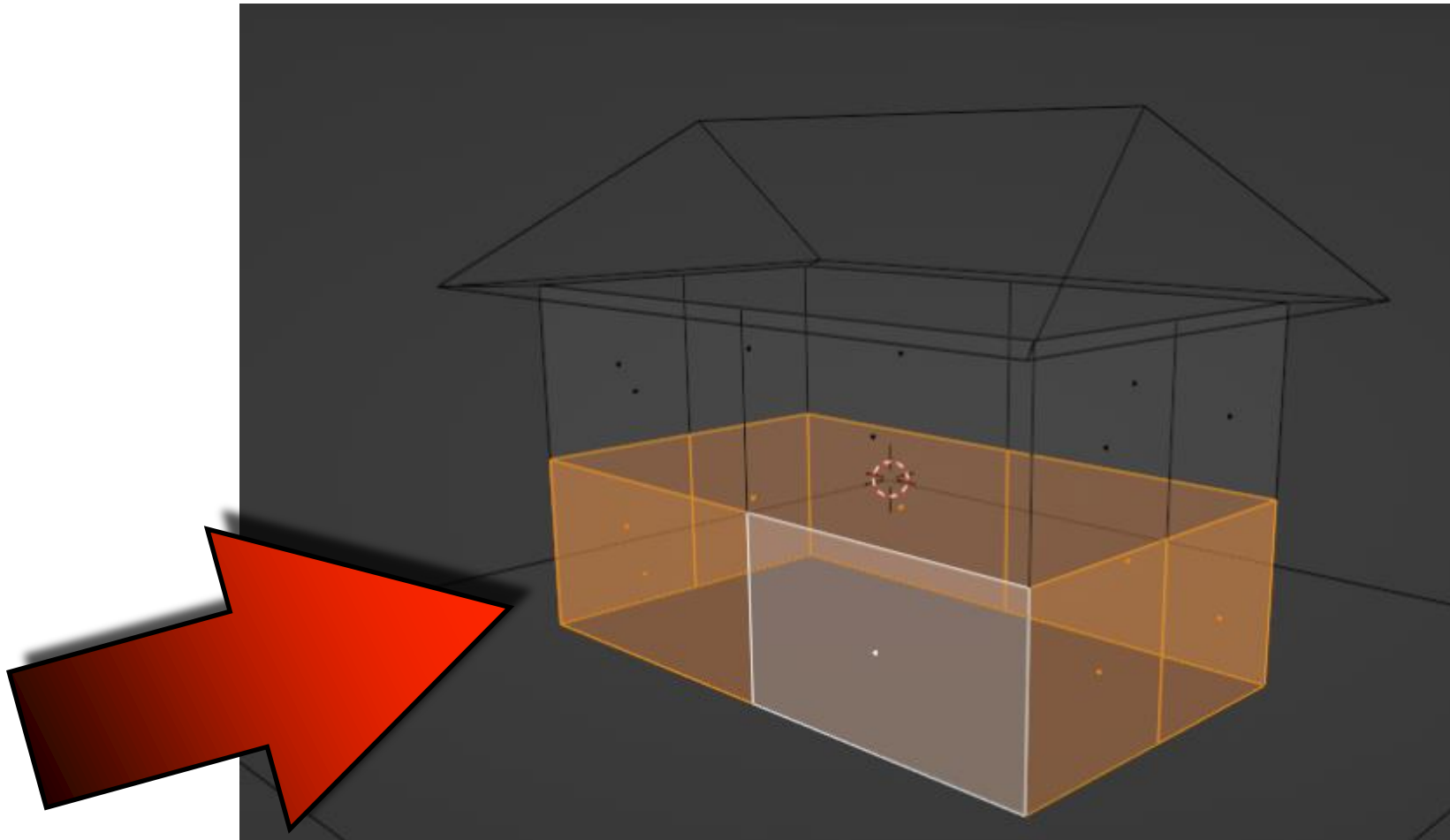


WE HAVE **DIVIDED** EACH WALL INTO **FOUR PARTS**



TEXTURES

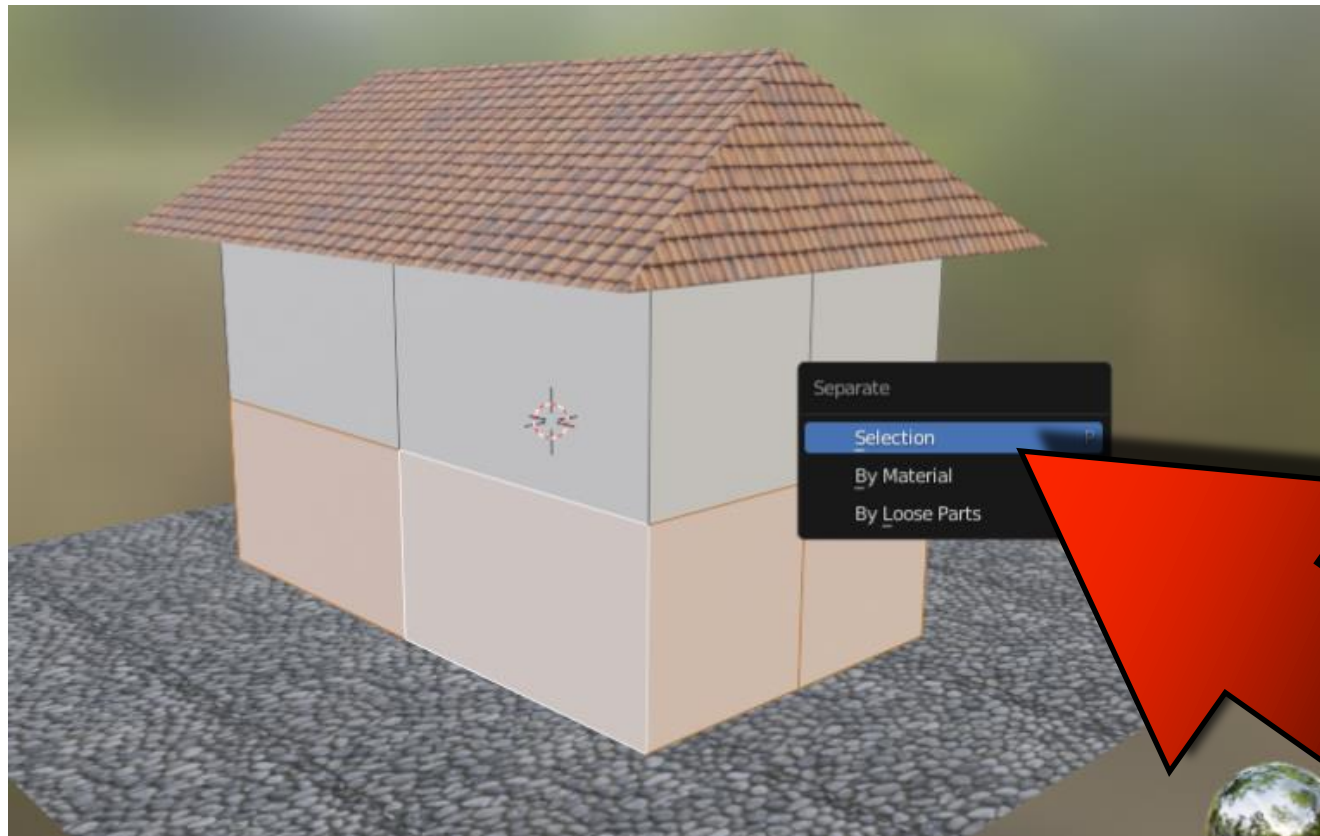
**WITH THE SHIFT KEY,
MARK THE BOTTOM WALLS**



TEXTURES

POWER OF AR AND VR

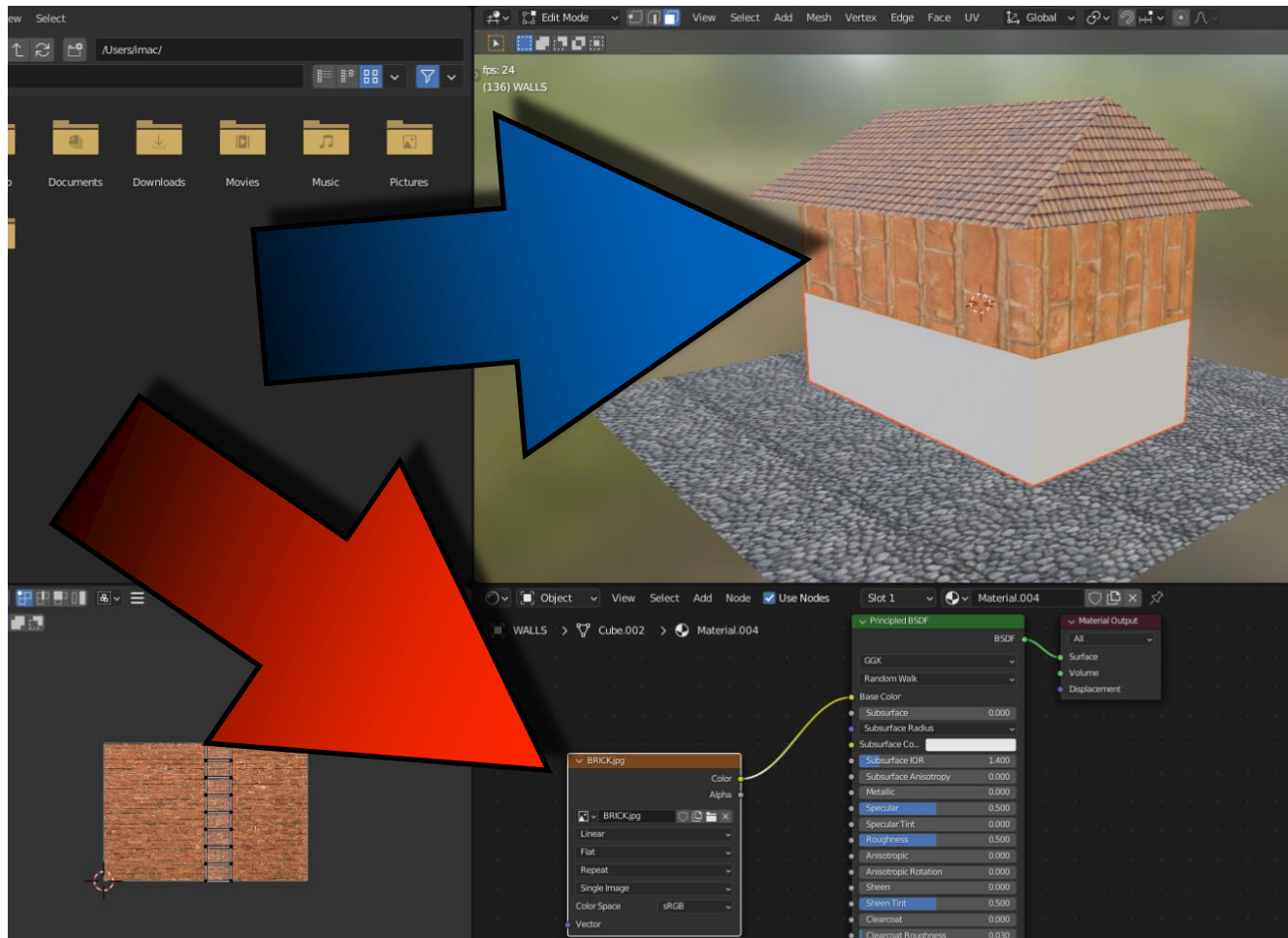
WITH THE P KEY,
SEPARATE THE BOTTOM WALLS



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ADD **THE BRICK.JPG FILE** TO THE **TOP WALLS**

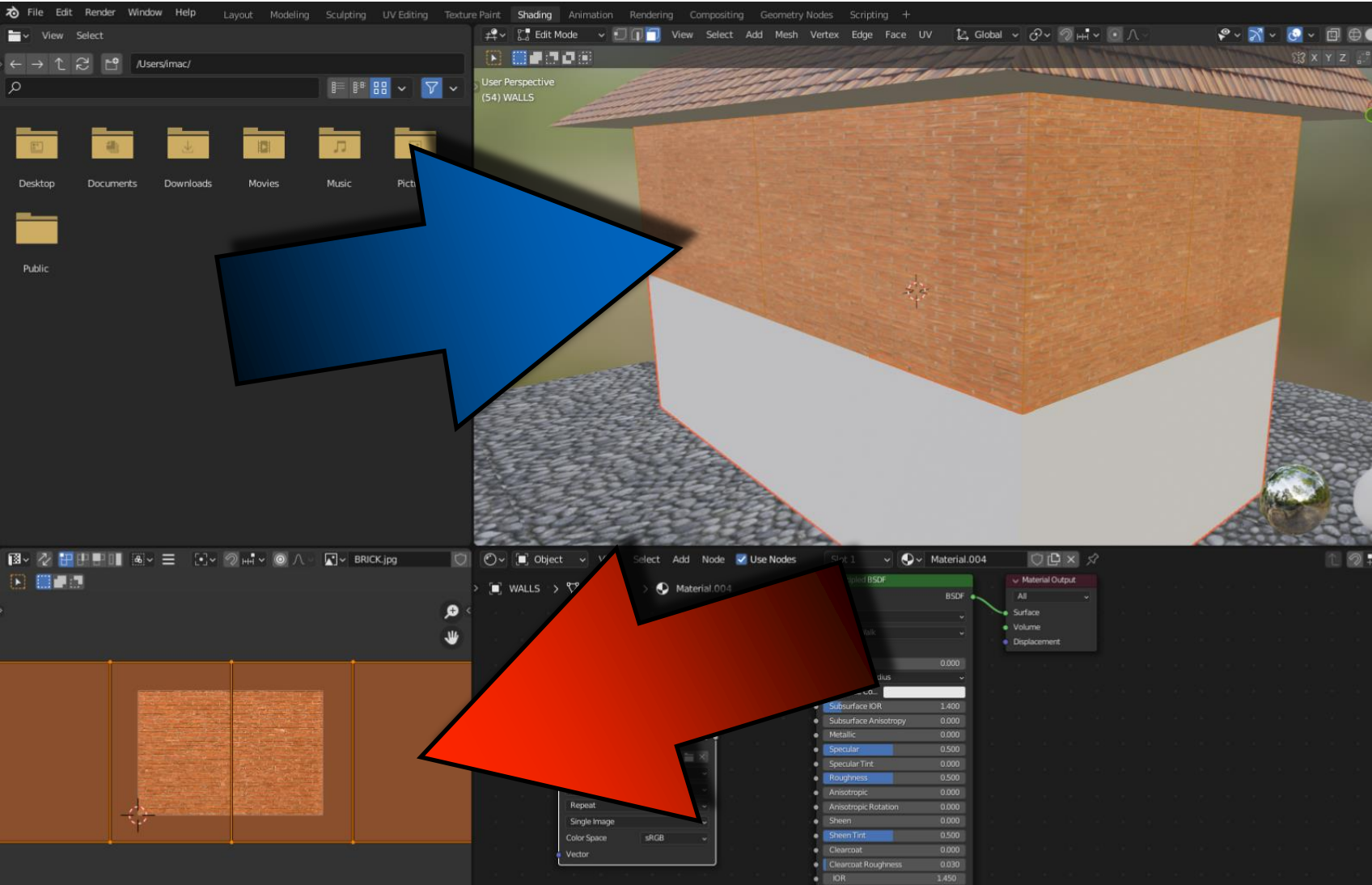


TEXTURES



POWER OF AR AND VR

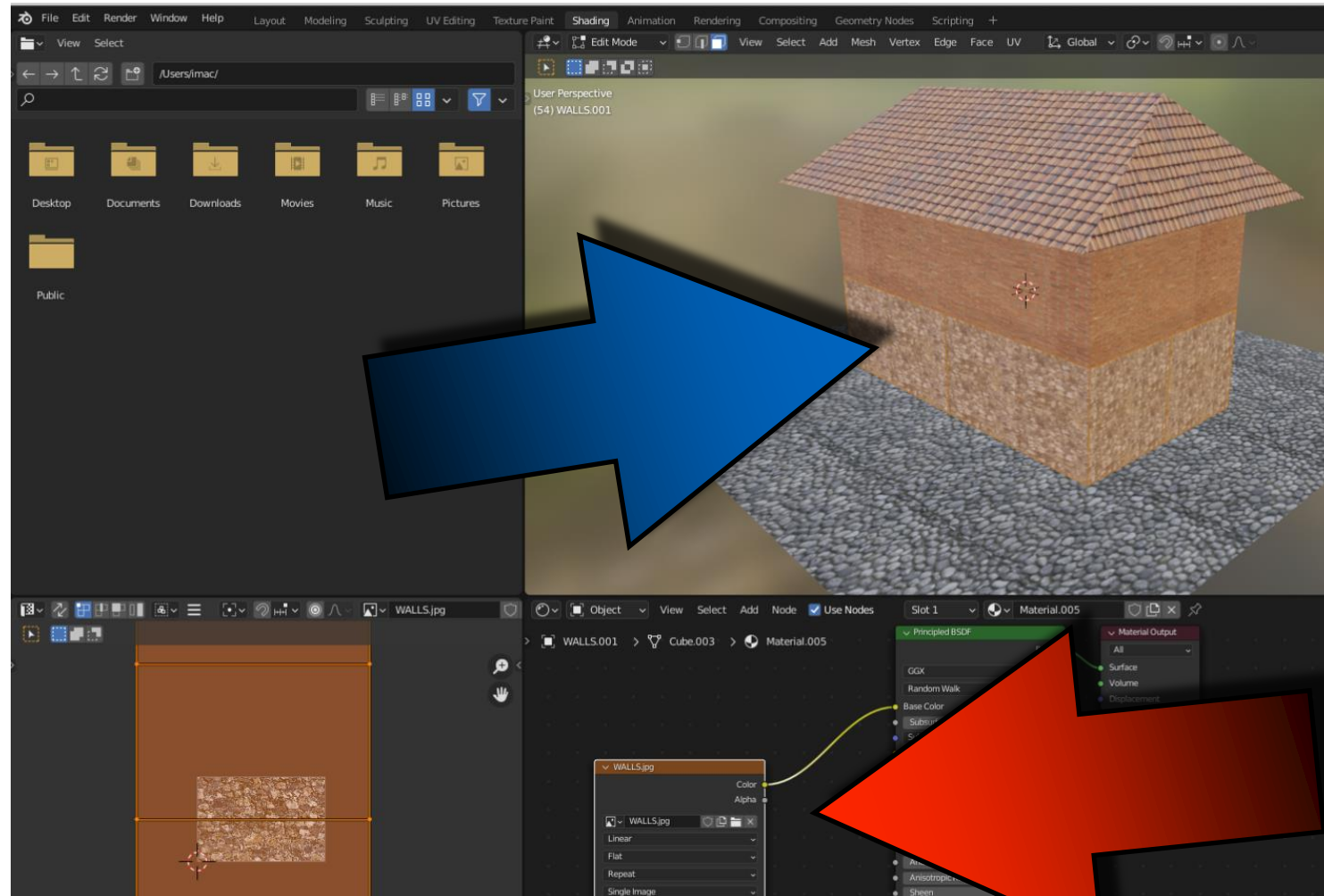
SCALE AND ROTATE ELEMENTS IN UV EDITOR



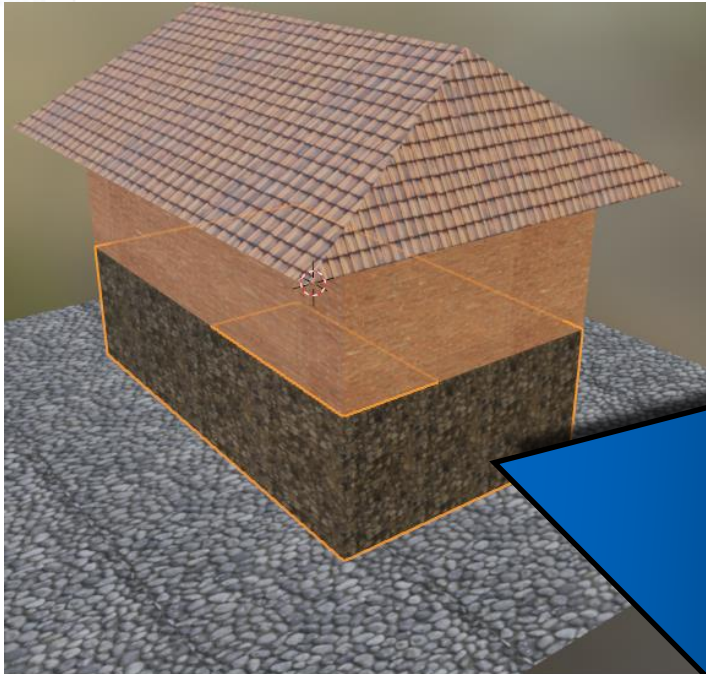
TEXTURES

POWER OF AR AND VR

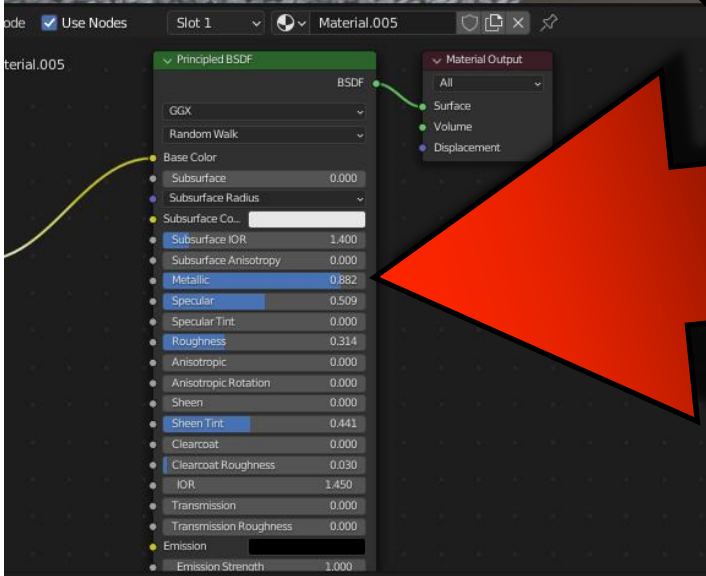
ADD **THE WALLS.JPG FILE** TO **THE BOTTOM WALLS**



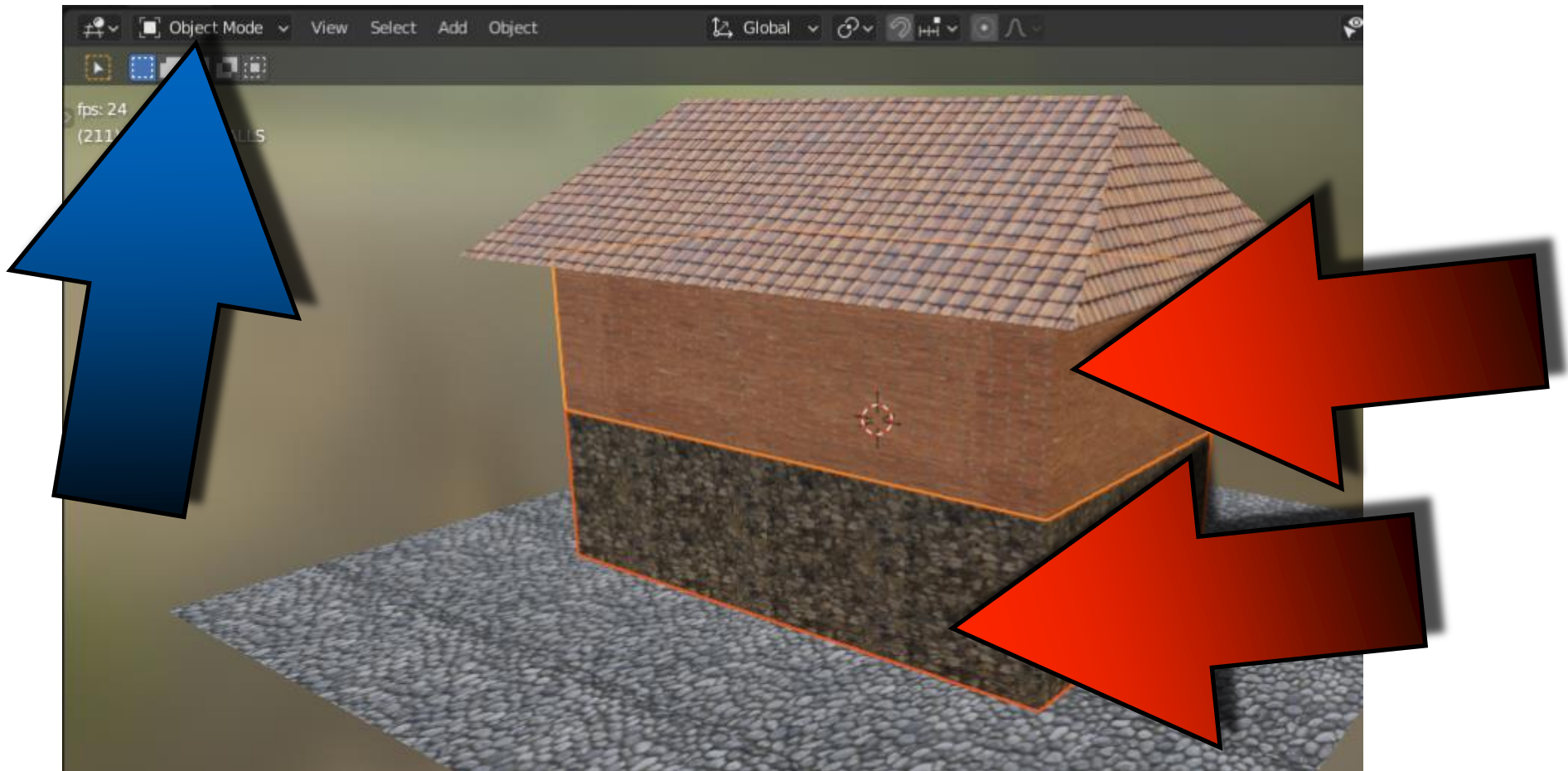
TEXTURES



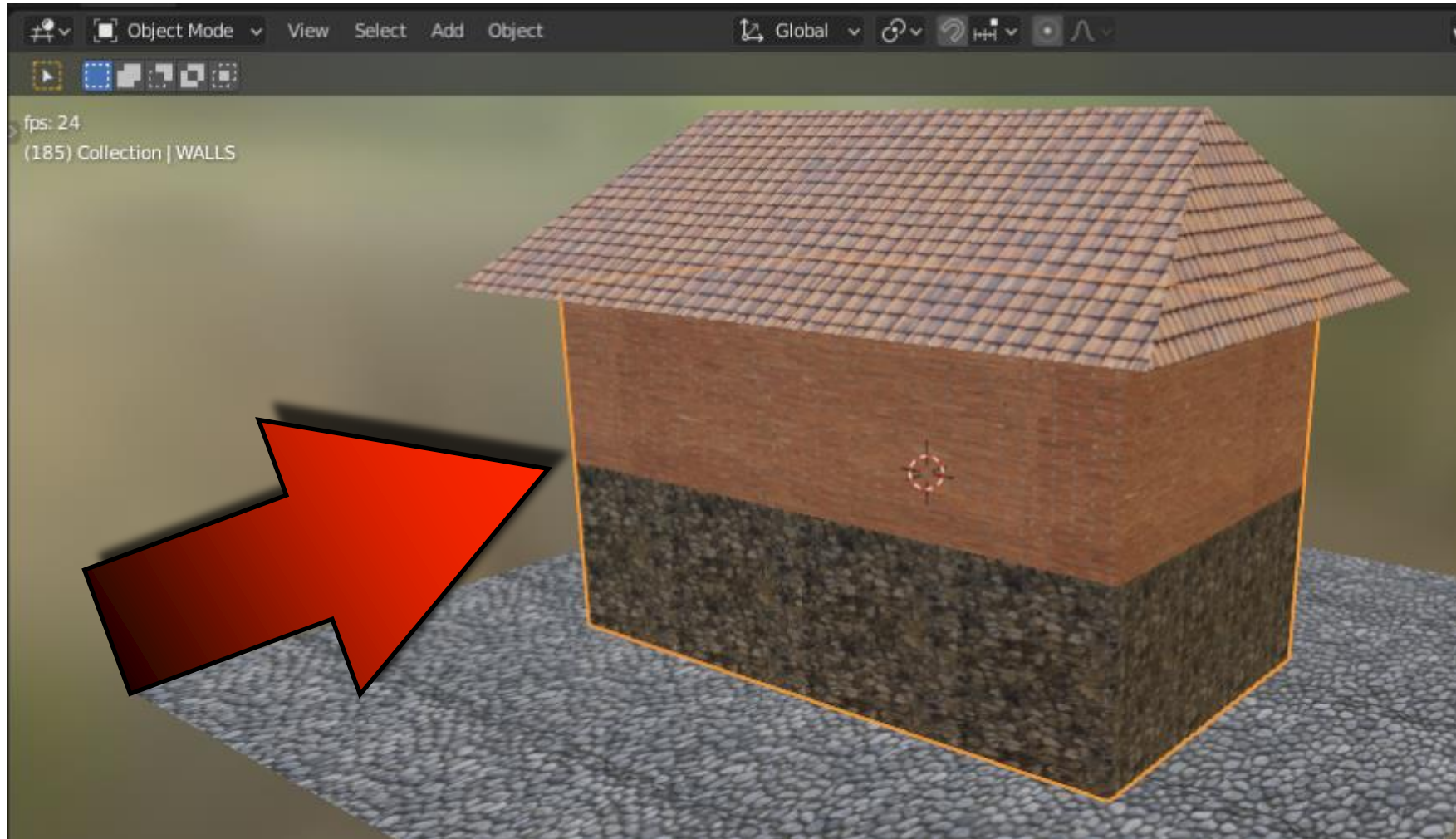
**YOU CAN CHANGE
THE PARAMETERS,
FOR EXAMPLE
METALIC**



TO MARK WALLS IN OBJECT MODE WITH THE SHIFT KEY SELECT **BOTTOM** AND THEN **UPPER**

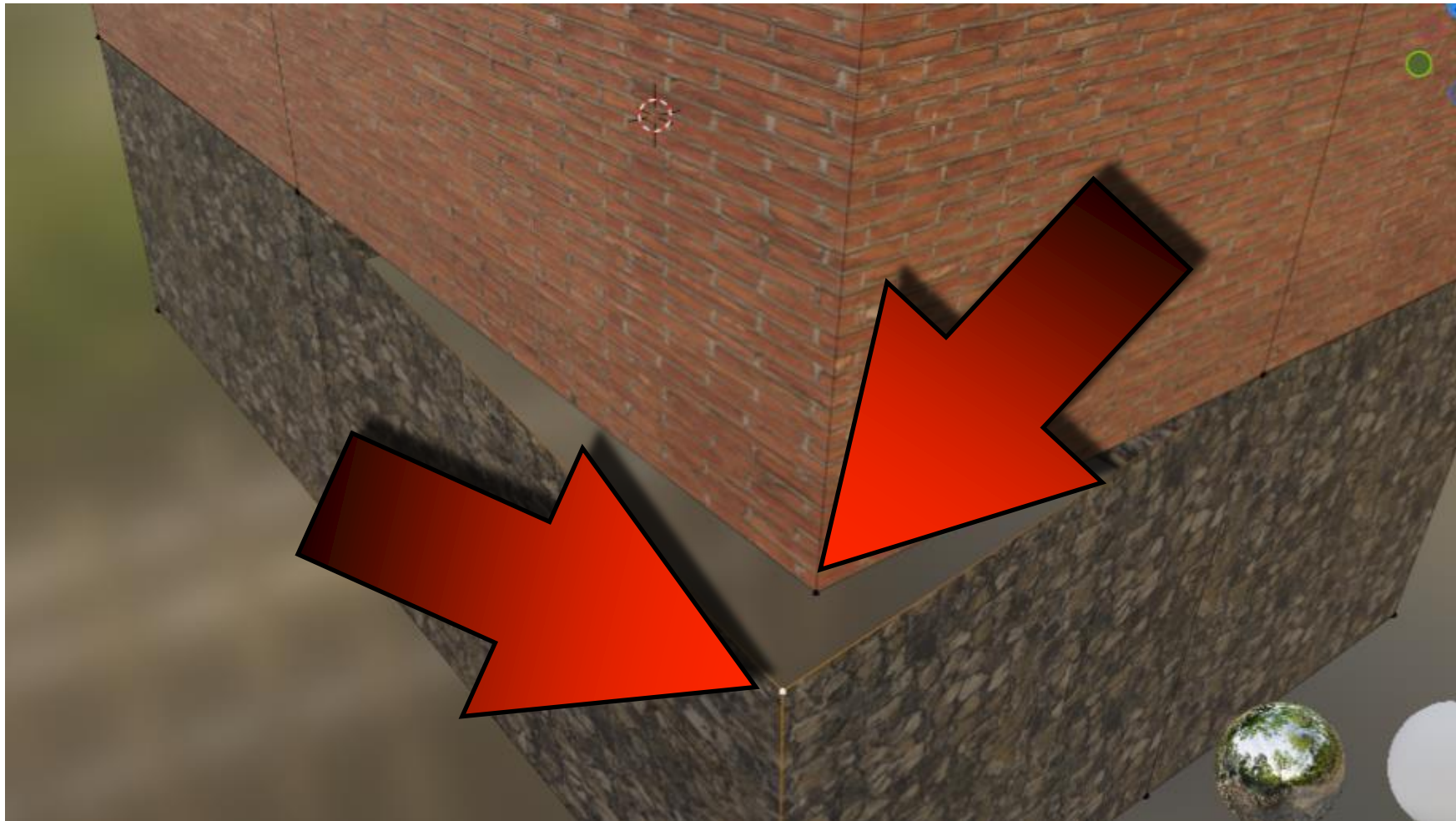


THEN PRESS **CTRL + J**



TEXTURES

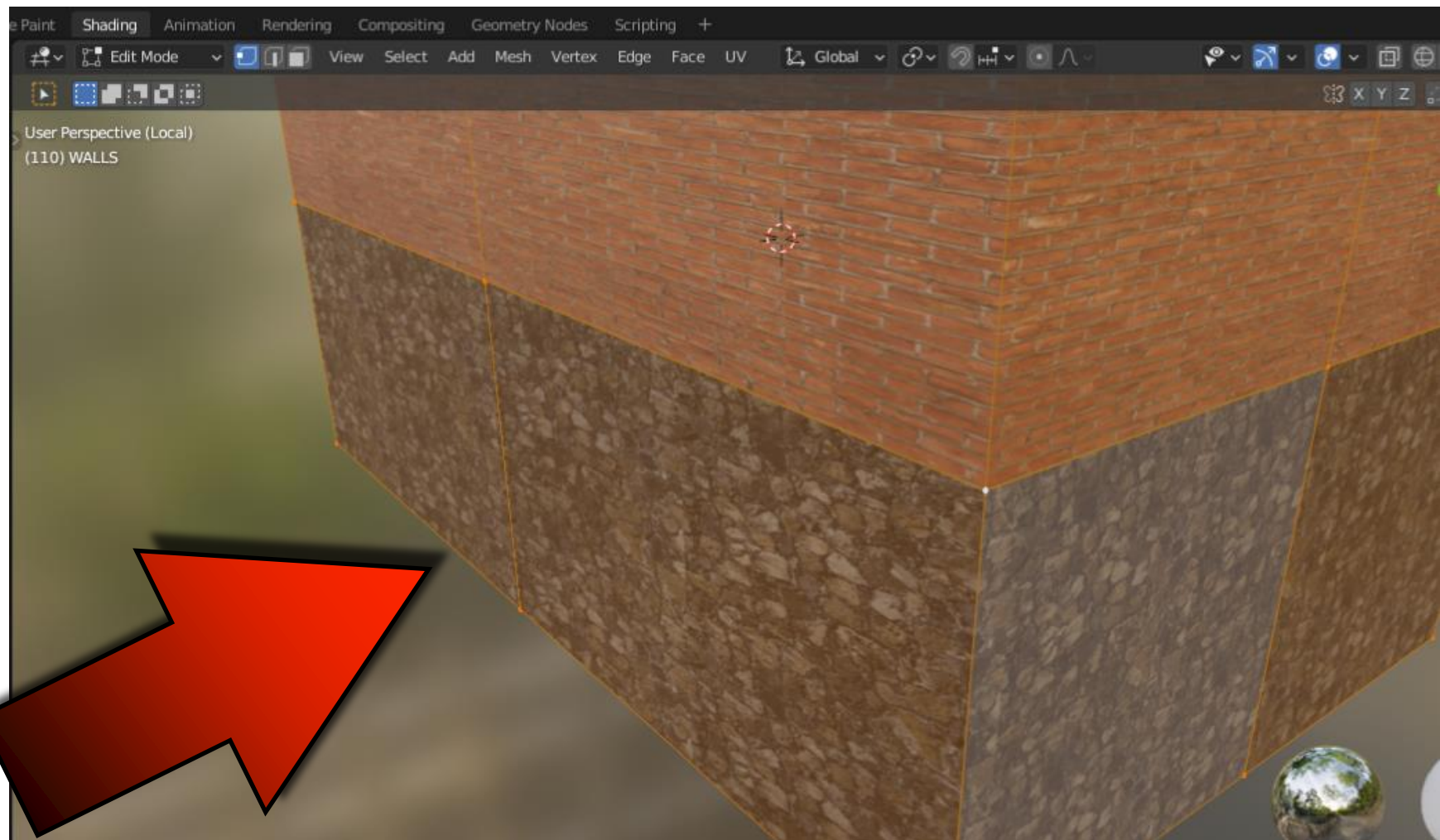
**IN EDITING MODE, WE SEE THAT
THE WALLS ARE SEPARATED**



TEXTURES

POWER OF AR AND VR

PRESS THE A KEY
TO SELECT EVERYTHING



TEXTURES

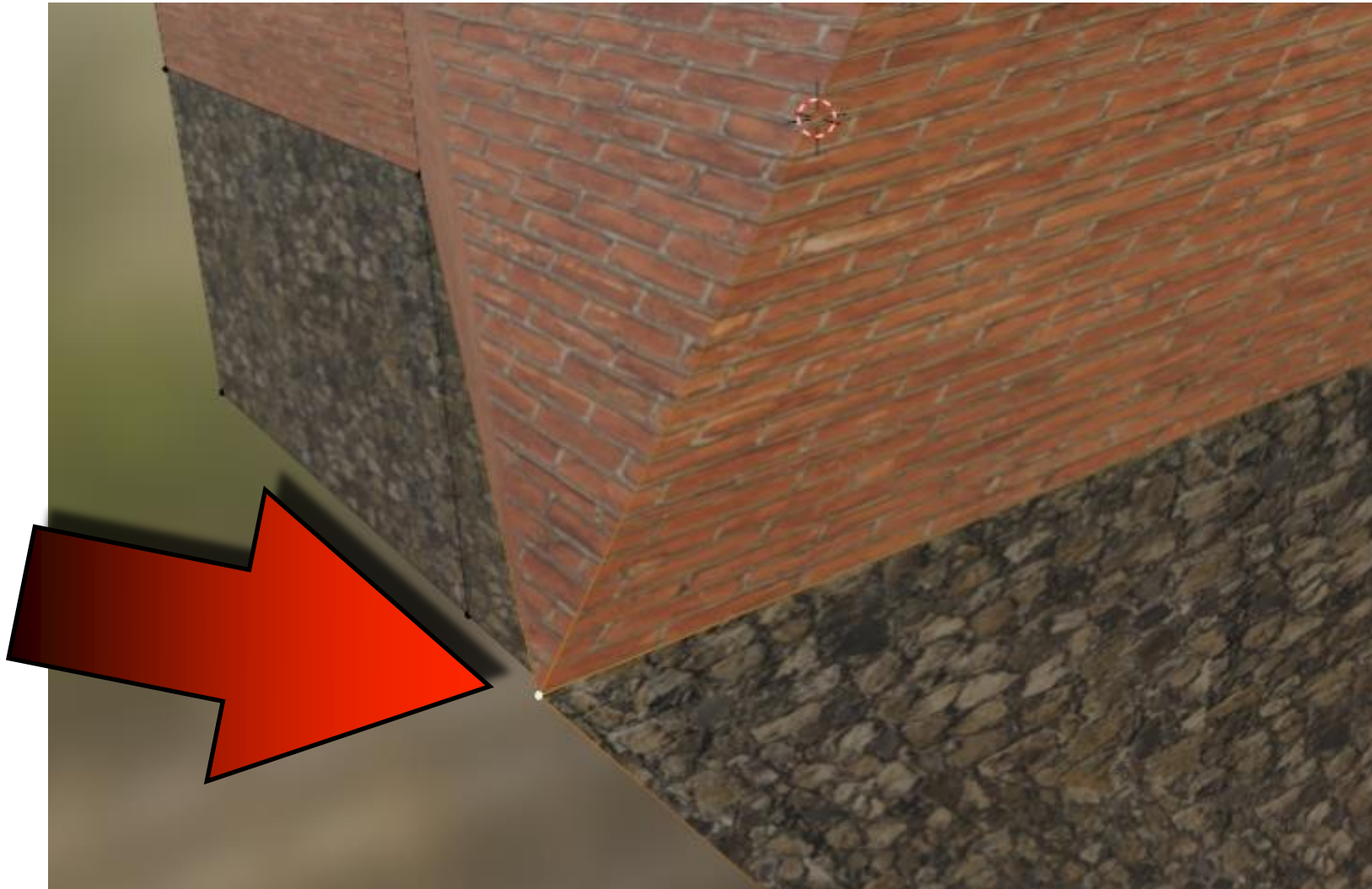
POWER OF AR AND VR

PRESS THE M KEY
AND SELECT BY DISTANCE



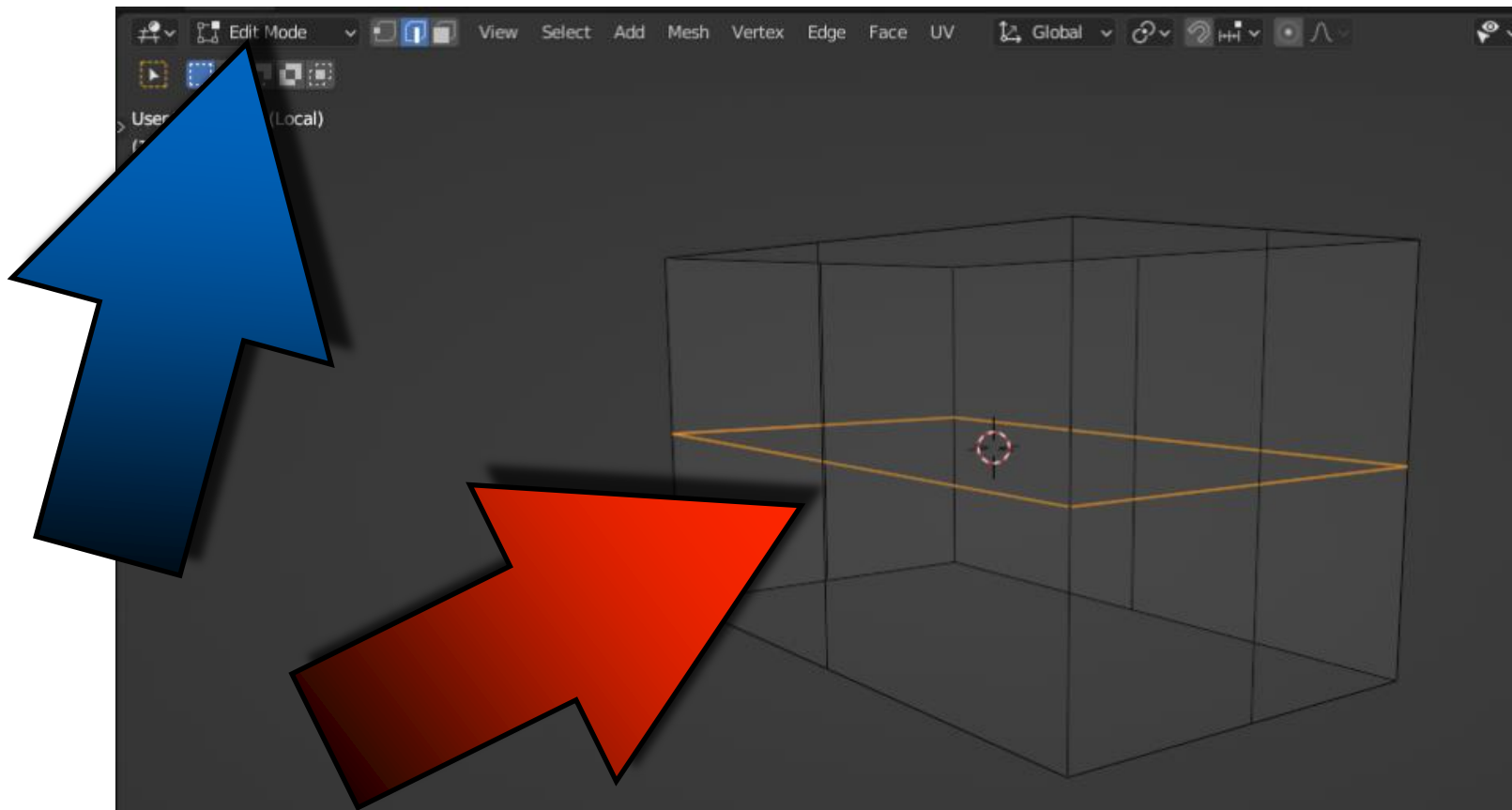
TEXTURES

VERTEX WILL BE CONNECTED

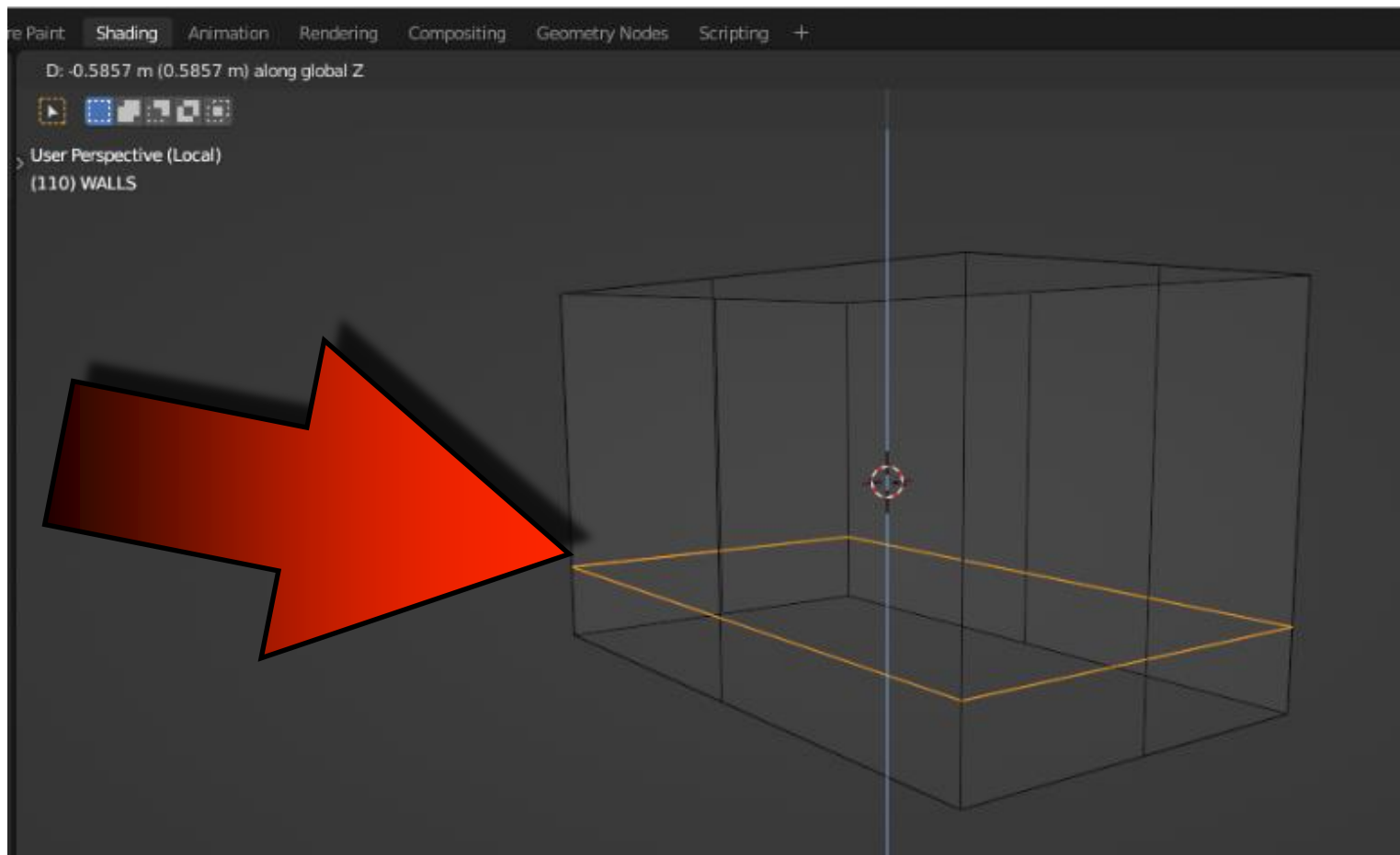


TEXTURES

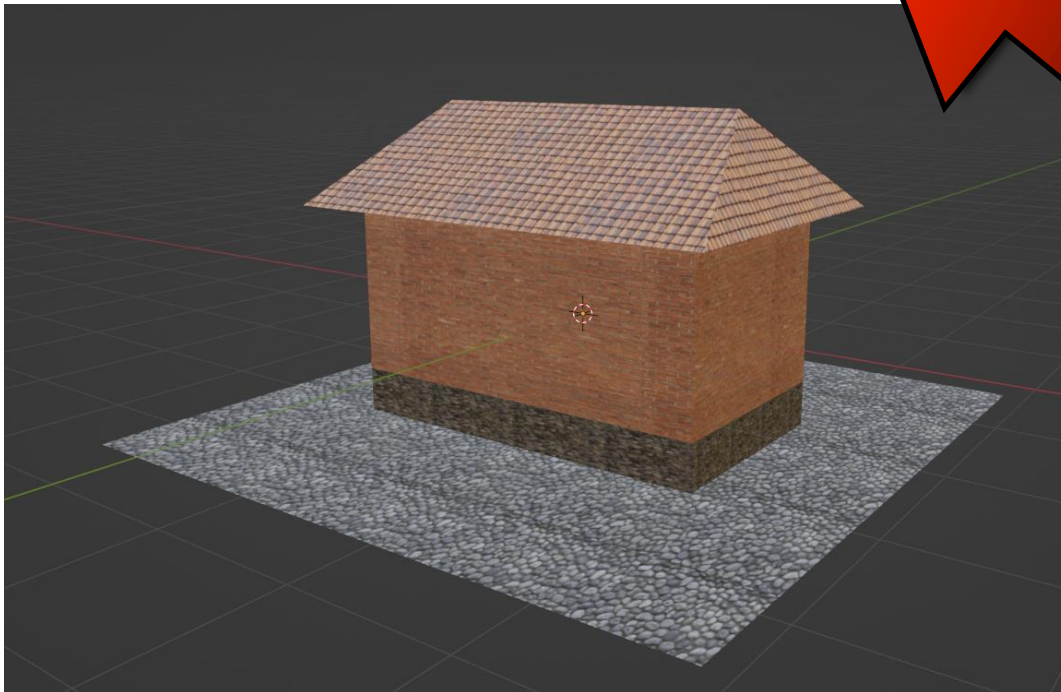
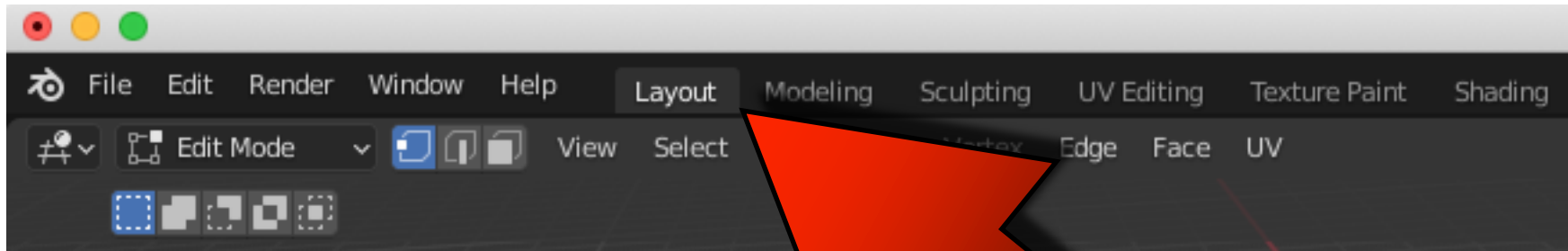
USING YOUR MOUSE AND THE **B** OR **C** KEYS SELECT THE **MIDDLE EDGES**



AND WITH THE G AND Z KEYS MOVE THE MIDDLE EDGE DOWN



ENTER **THE OBJECT MODE** AND **LAYOUT VIEW** TO SEE THE END EFFECT



TEXTURES

POWER OF AR AND VR

THANK YOU FOR YOUR ATTENTION



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JACEK KAWAŁEK