TEXTURES



Co-funded by the European Union



2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK





OPEN THE FILE FROM PREVIOUS EXERCISE









DELETE MATERIALS

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5	> Preview		
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SAVE THE FILE IN THE SAME PLACE AS THE TEXTURE



BRICK.jpg



STONES.jpg



TILE.jpg



WALLS.jpg







SELECT THE FOUR ROOF ELEMENTS IN EDIT MODE









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









WITH THE TAB KEY GO TO OBJECT MODE









WITH THE Z KEY, CHANGE THE VIEW TO WIREFRAME









USING SHIFT + A INSERT PLANE









USE THE G AND Z KEY, MOVE IT DOWN HOME









USE THE Z KEY CHANGE THE VIEW TO SOLID











GO TO SHADING VIEW









CHOOSE UV EDITOR









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



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Node ZI

Select Add

ROOF > 🖓 Cube.001 > 🕥 Material 0

+ New 🔚 Open 🛒















A PRINCIPLED BSDF WINDOW WILL APPEAR







POWER OF AR AND VR DRAG ON TILE.JPG FILE IN TO THE WINDOW BELLOW





TEXTURES













POWER OF AR AND VR GO TO EDIT MODE











PRESS THE KEY A TO SELECT EVERYTHING

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PRESS THE U KEY AND CHOOSE CUBE PROJECTION









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









USE THE S KEY TO ENLARGE ROOF ELEMENTS









IN THE OBJECT MODE, YOU SEE THE END EFFECT









DO IT YOURSELF WITH STONES.JPG FILE









GO TO WALL EDIT MODE AND PRESS THE A KEY









CLICK RIGHT MOUSE KEY AND SELECT SUBDIVIDE









WE HAVE DIVIDED EACH WALL INTO FOUR PARTS









WITH THE SHIFT KEY, MARK THE BOTTOM WALLS









WITH THE P KEY, SEPARATE THE BOTTOM WALLS









ADD THE BRICK.JPG FILE TO THE TOP WALLS









SCALE AND ROTATE ELEMENTS IN UV EDITOR









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

IN EDITING MODE, WE SEE THAT THE WALLS ARE SEPARATED

PRESS THE A KEY TO SELECT EVERYTHING

PRESS THE M KEY AND SELECT BY DISTANCE

VERTEX WILL BE CONNECTED

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

THANK YOU FOR YOUR ATTENTION

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