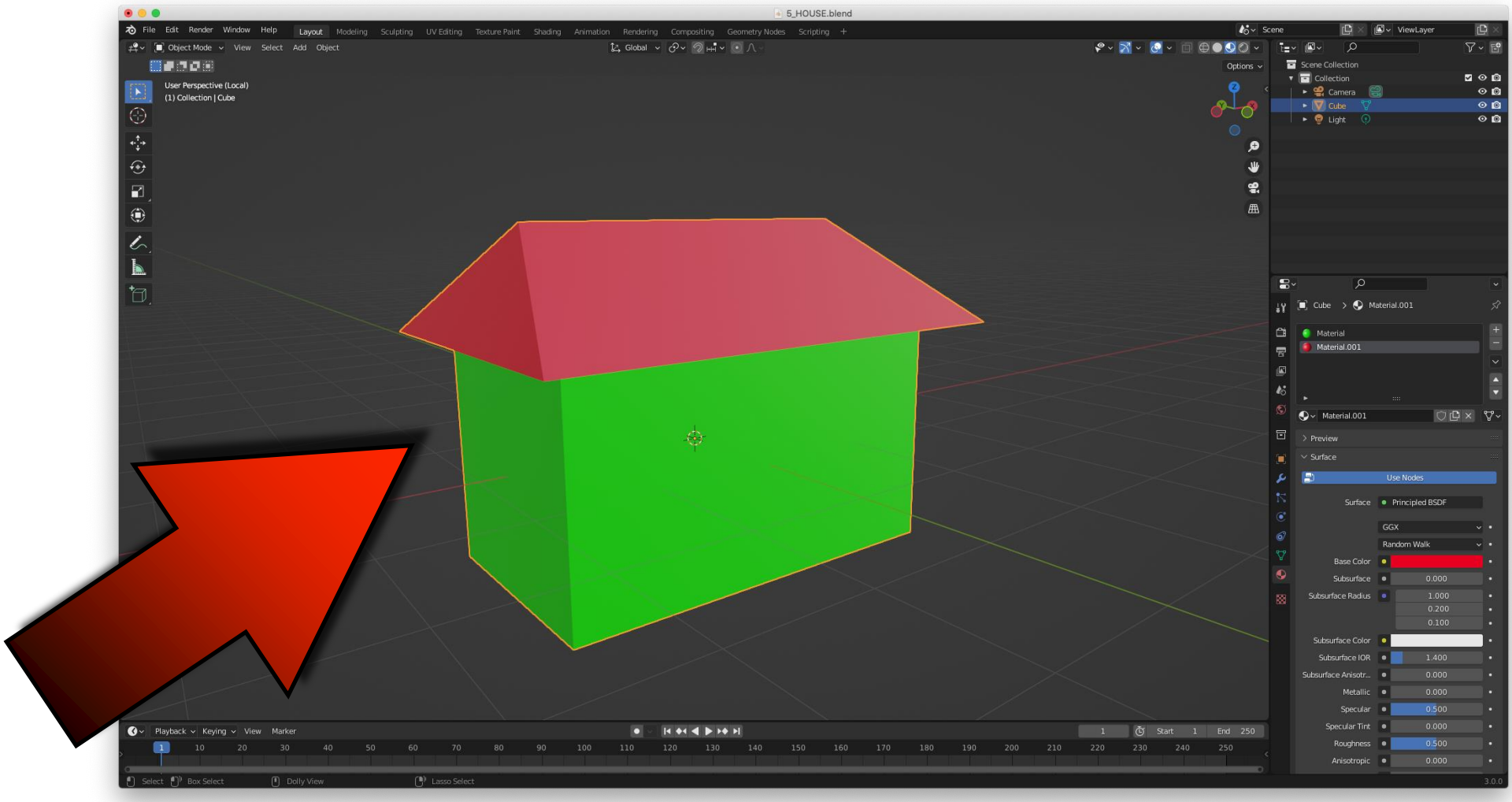
# POWER OF AR AND VR

# TEXTURES

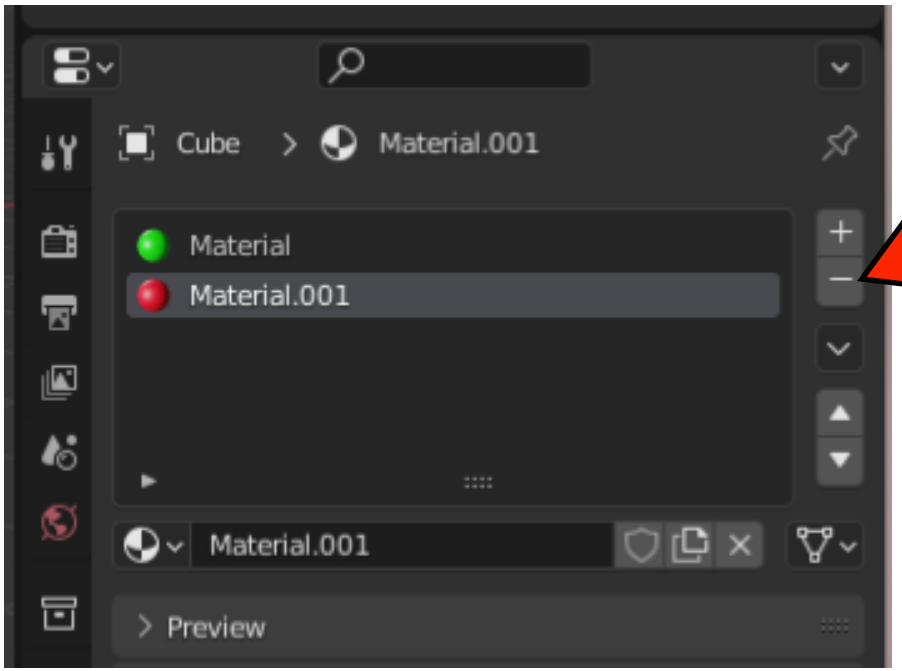
Co-funded by
the European Union

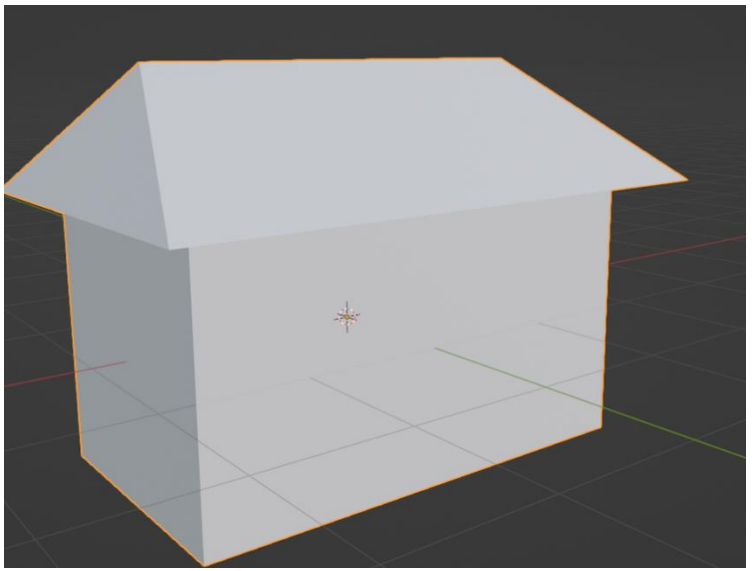
JACEK KAWAŁEK

# OPEN THE FILE FROM PREVIOUS EXERCISE

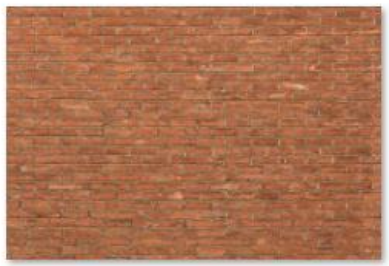


# DELETE MATERIALS



# SAVE THE FILE
# IN THE SAME PLACE
# AS THE TEXTURE


BRICK.jpg

STONES.jpg

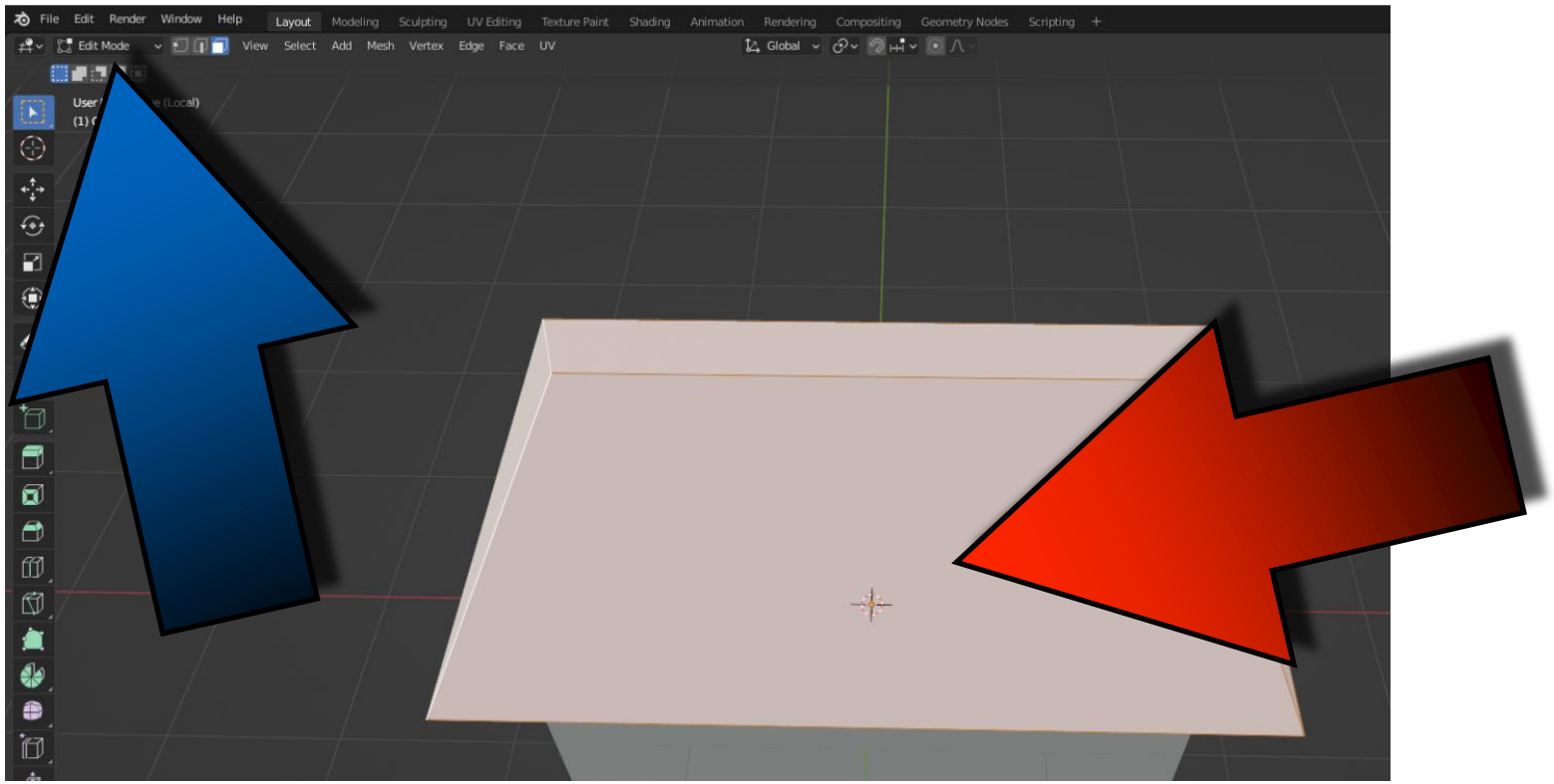
TILE.jpg

WALLS.jpg

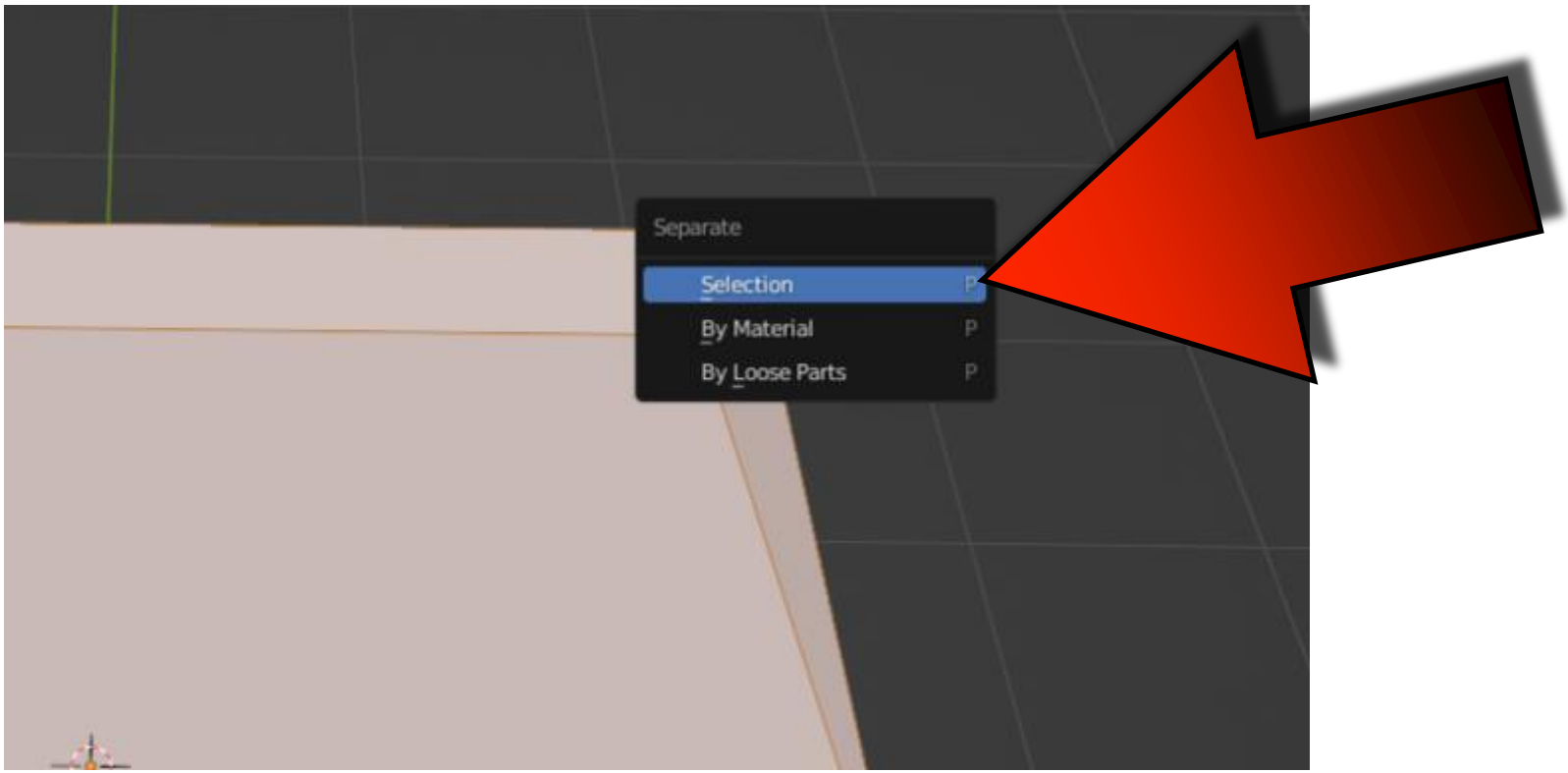
# SELECT

# THE FOUR ROOF ELEMENTS

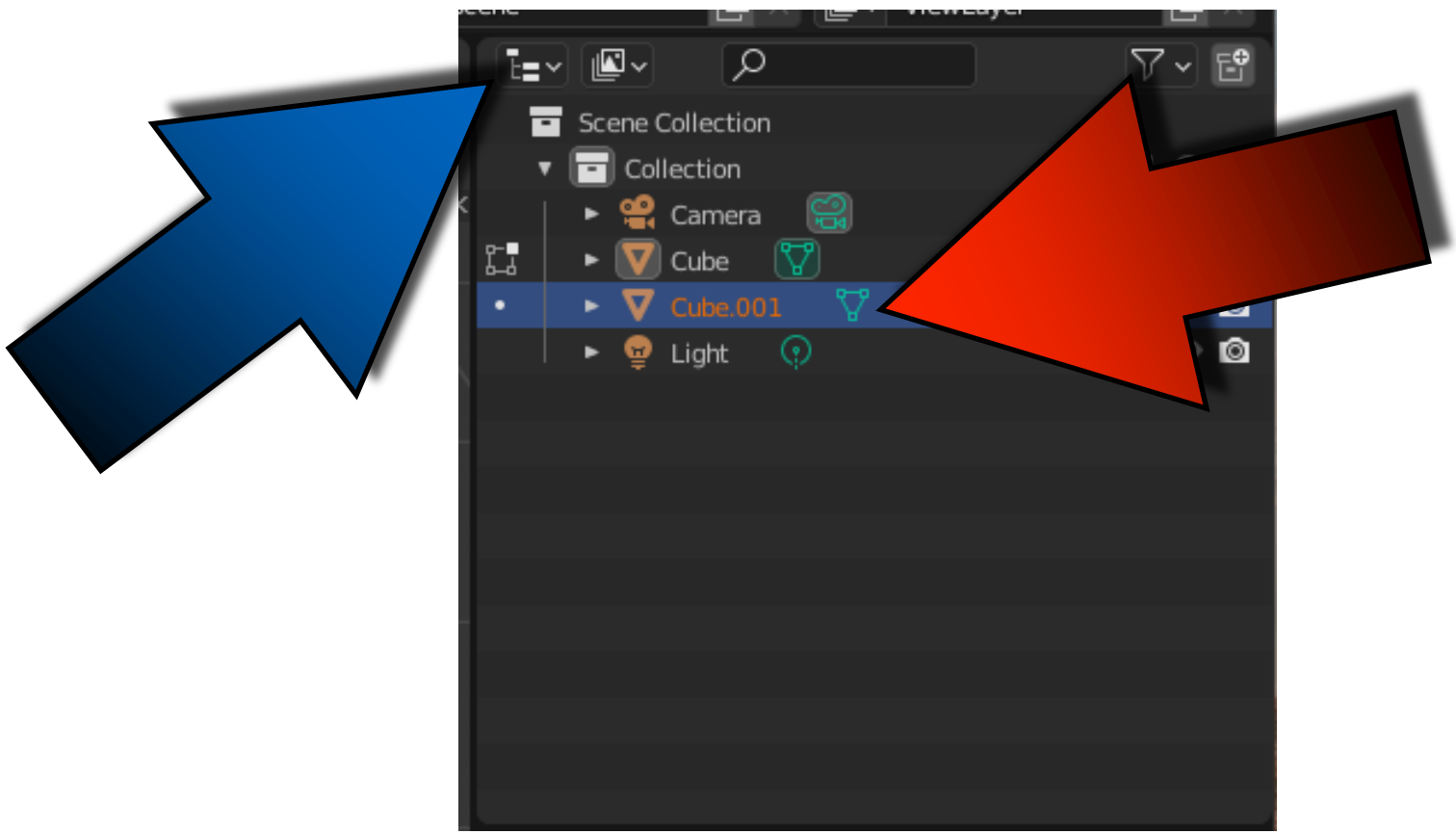
# IN EDIT MODE



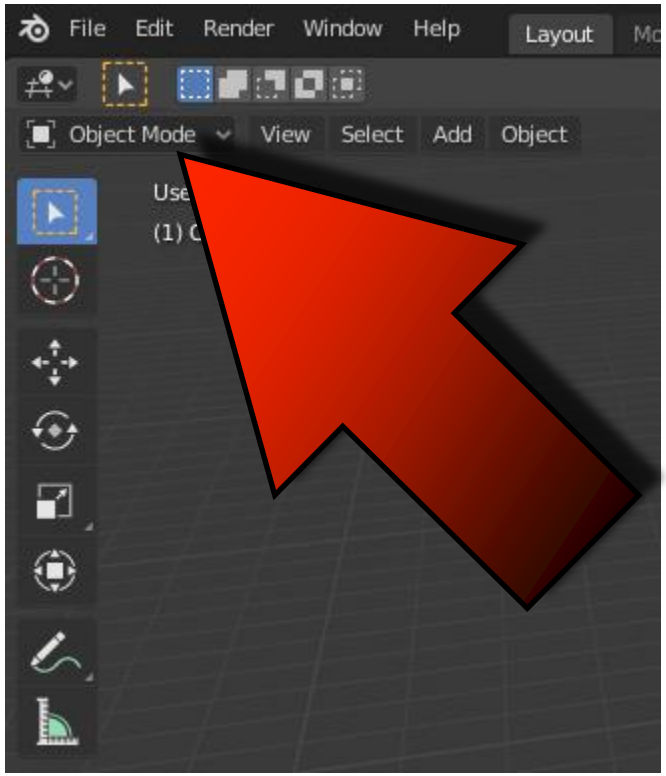
# PRESS THE P KEY AND SELECT SELECTION TO SEPARATE THE ROOF TO THE HOME



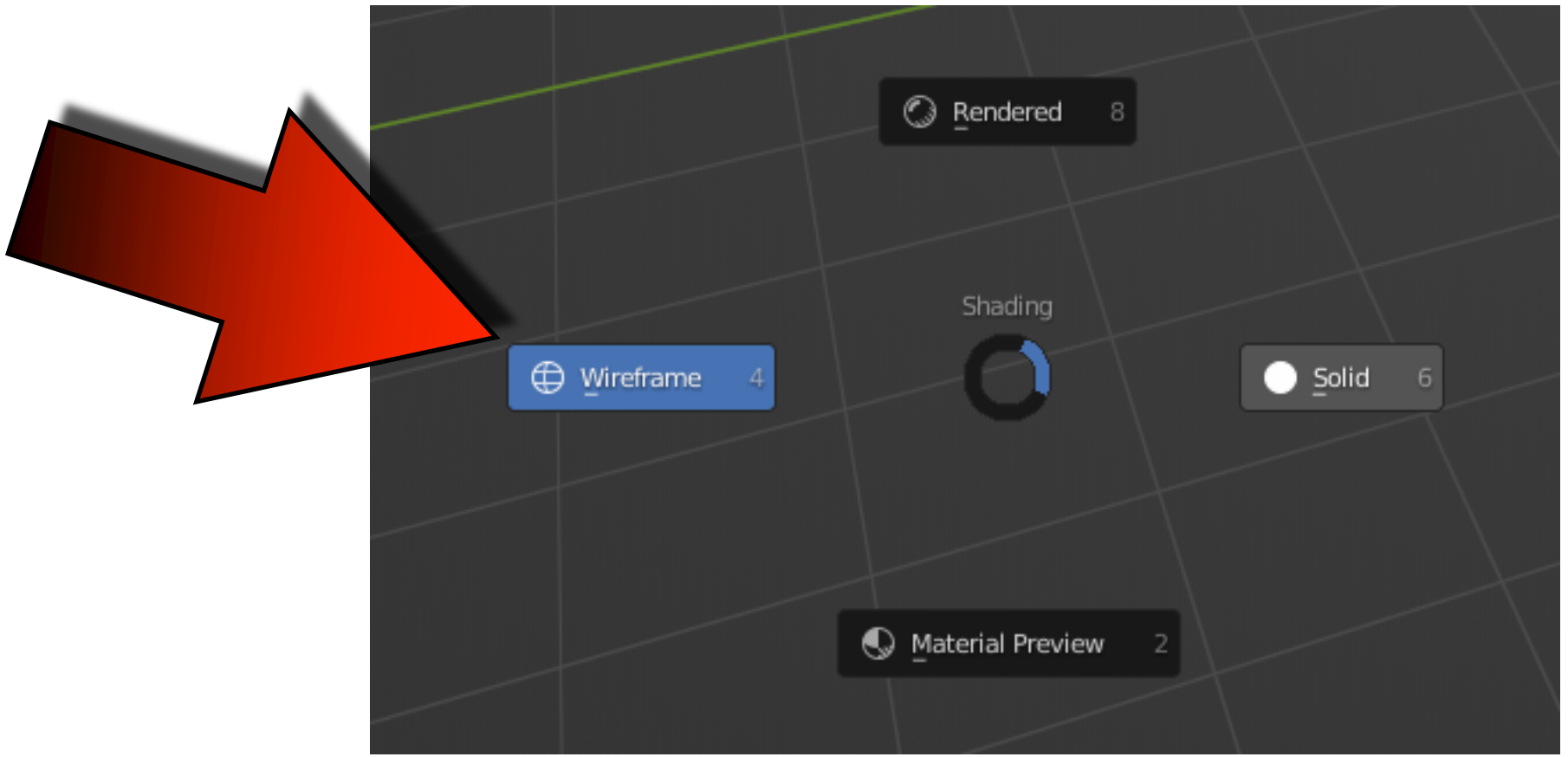
# YOU WILL SEE THE APPEARANCE OF A NEW ELEMENT IN OUTLINER WINDOW



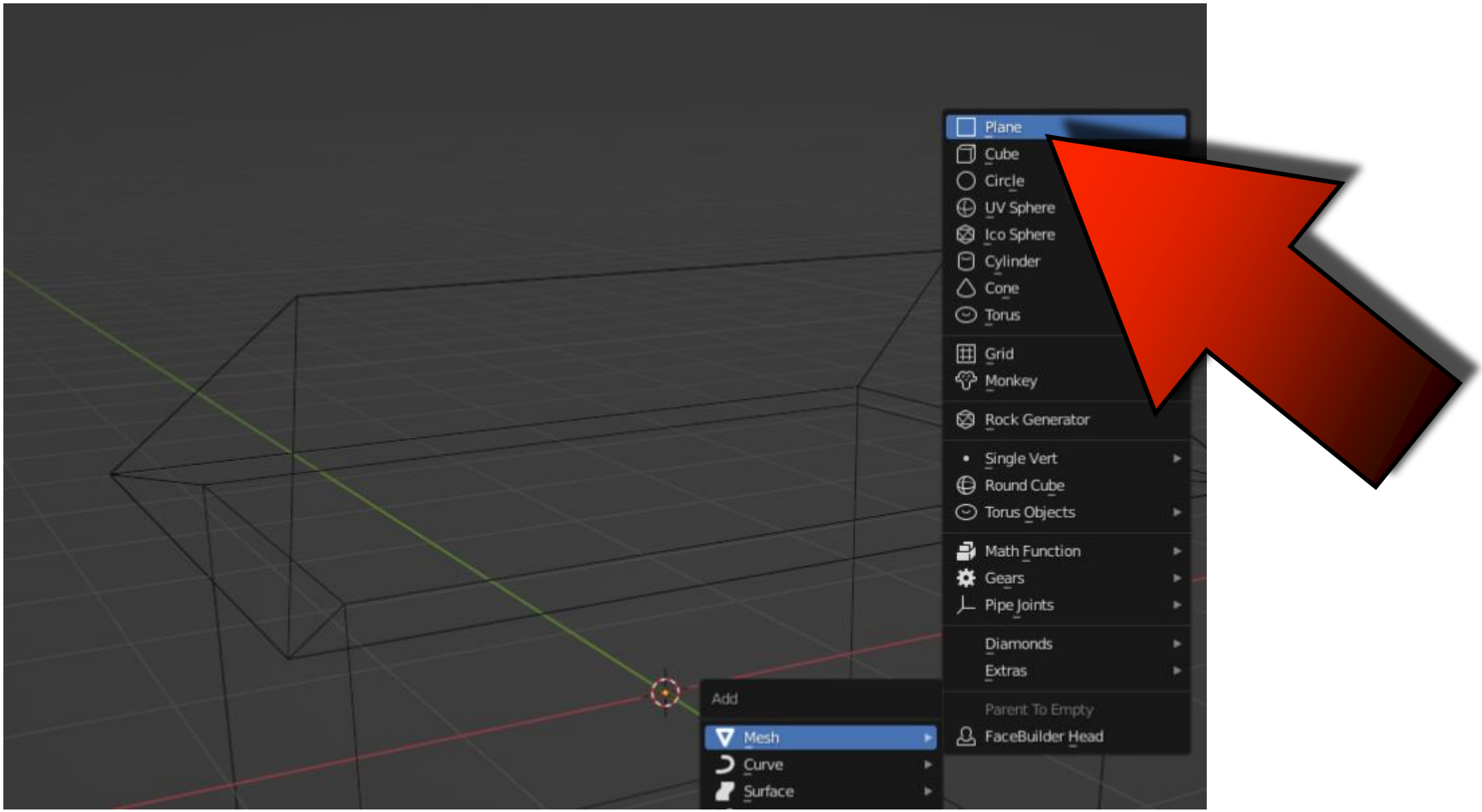
# WITH THE TAB KEY
# GO TO
# OBJECT MODE



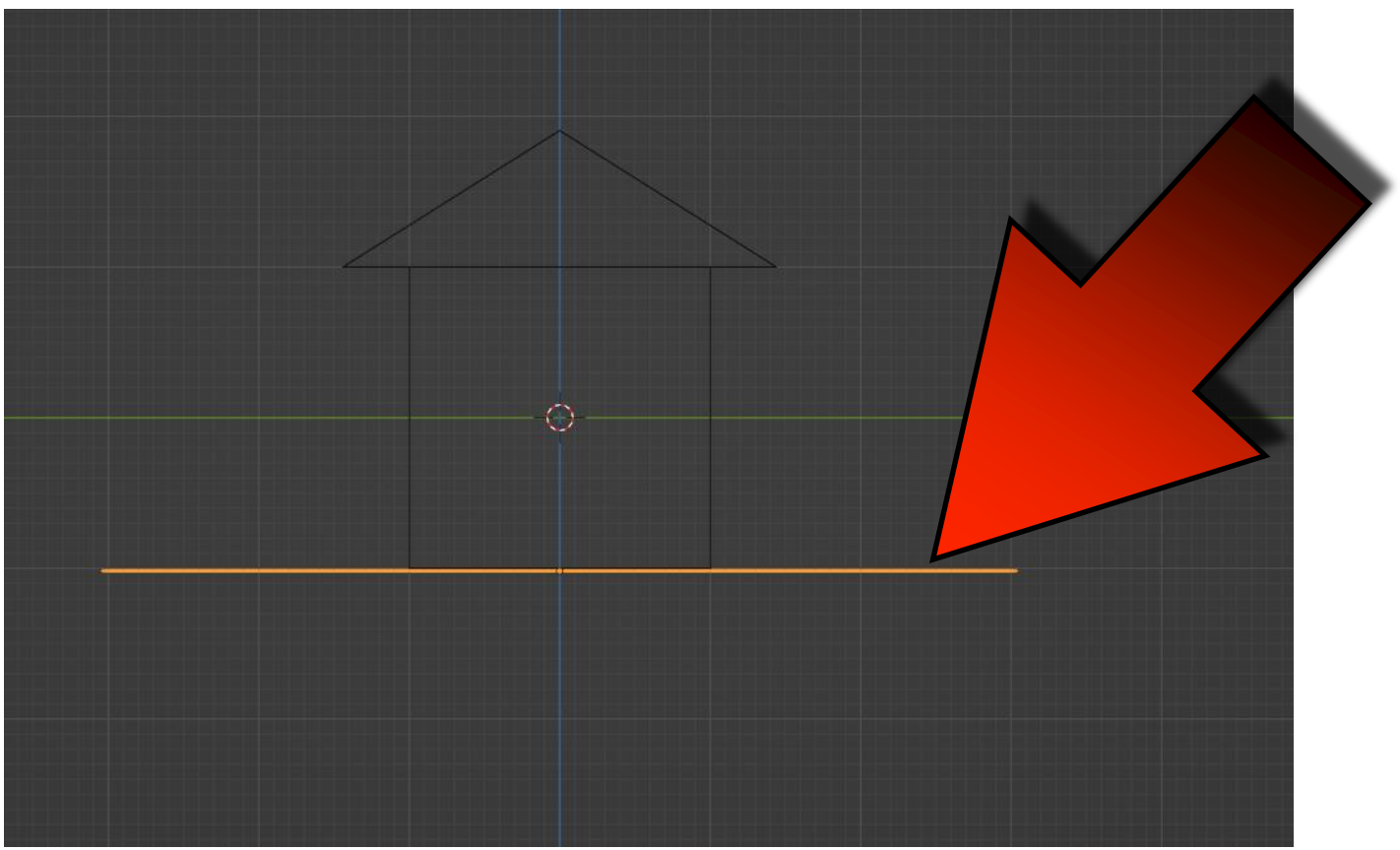
# WITH THE Z KEY, CHANGE THE VIEW TO WIREFRAME



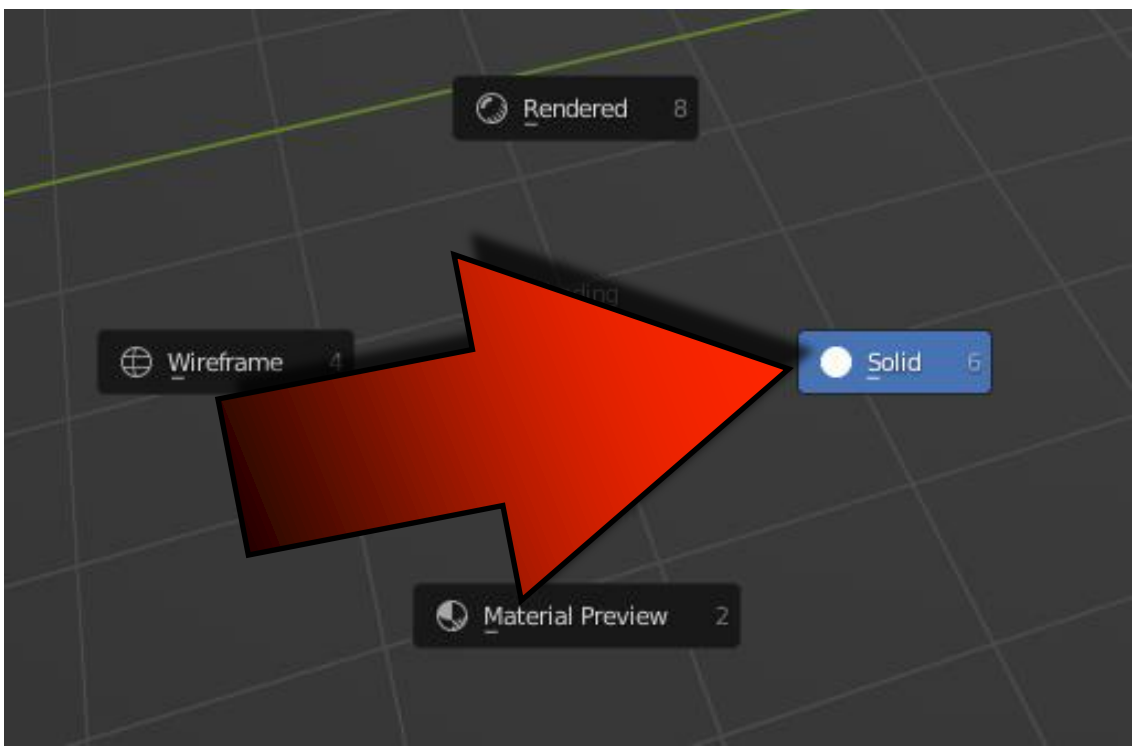
# USING SHIFT + A INSERT PLANE

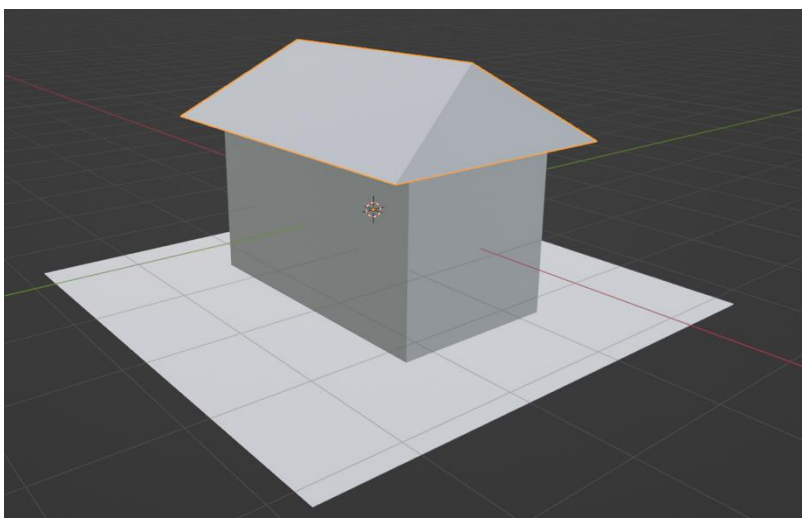


# USE THE G AND Z KEY, MOVE IT DOWN HOME

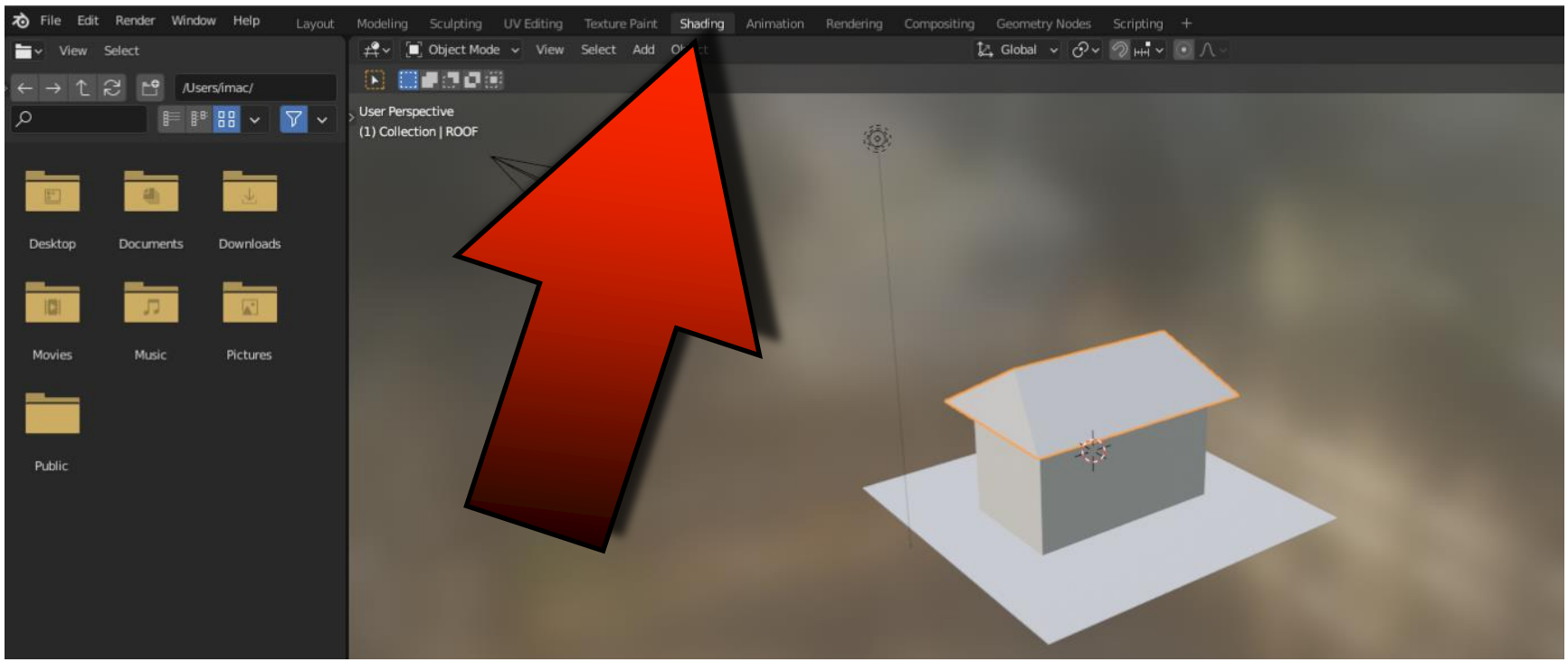


# USE THE Z KEY CHANGE THE VIEW TO SOLID

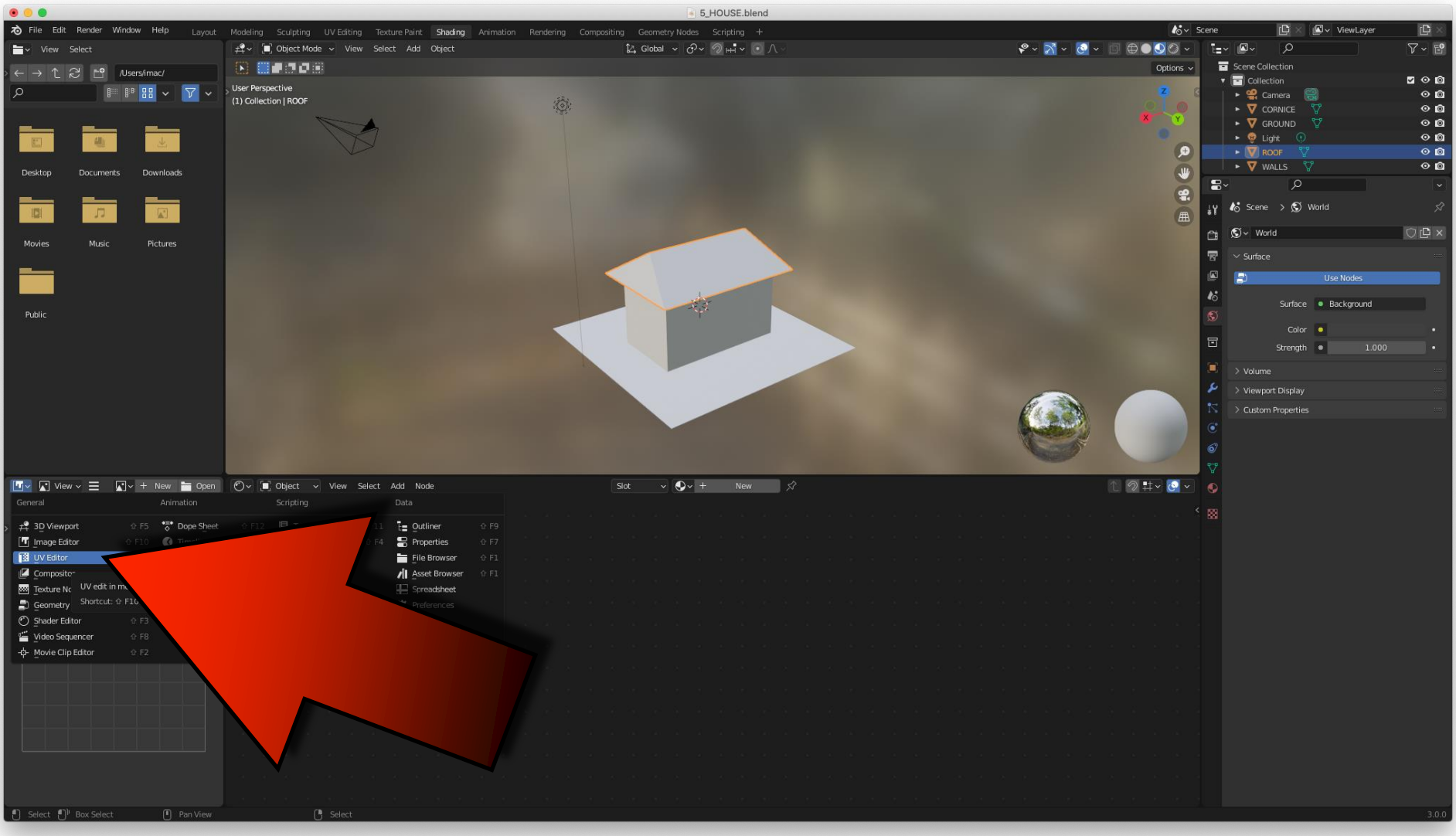


# GO TO SHADING VIEW



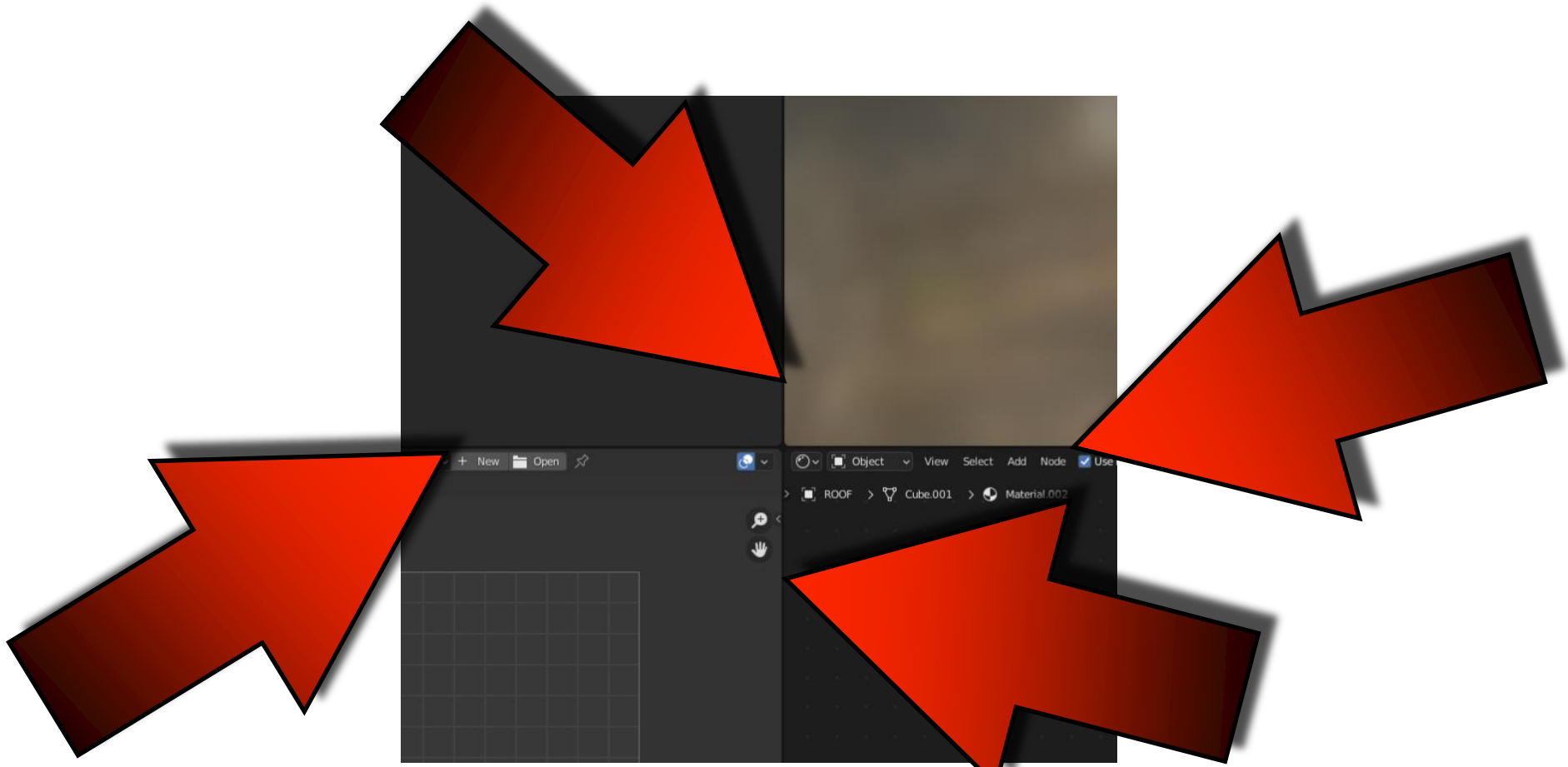
# CHOOSE UV EDITOR



Co-funded by the European Union

# POWER OF AR AND VR

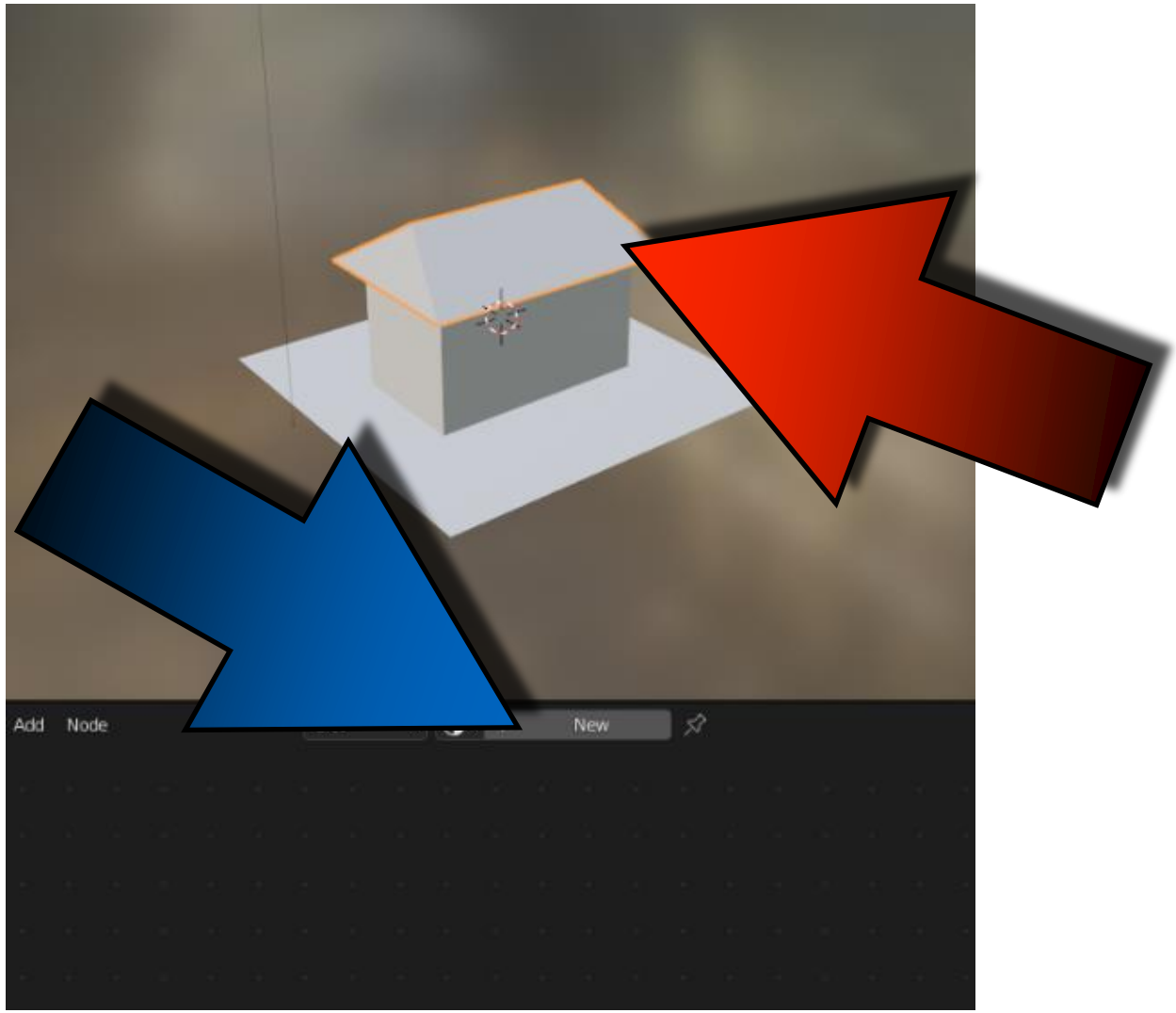
## BY CAPTURING THE EDGES, YOU CAN CHANGE THE SIZE OF THE WINDOWS



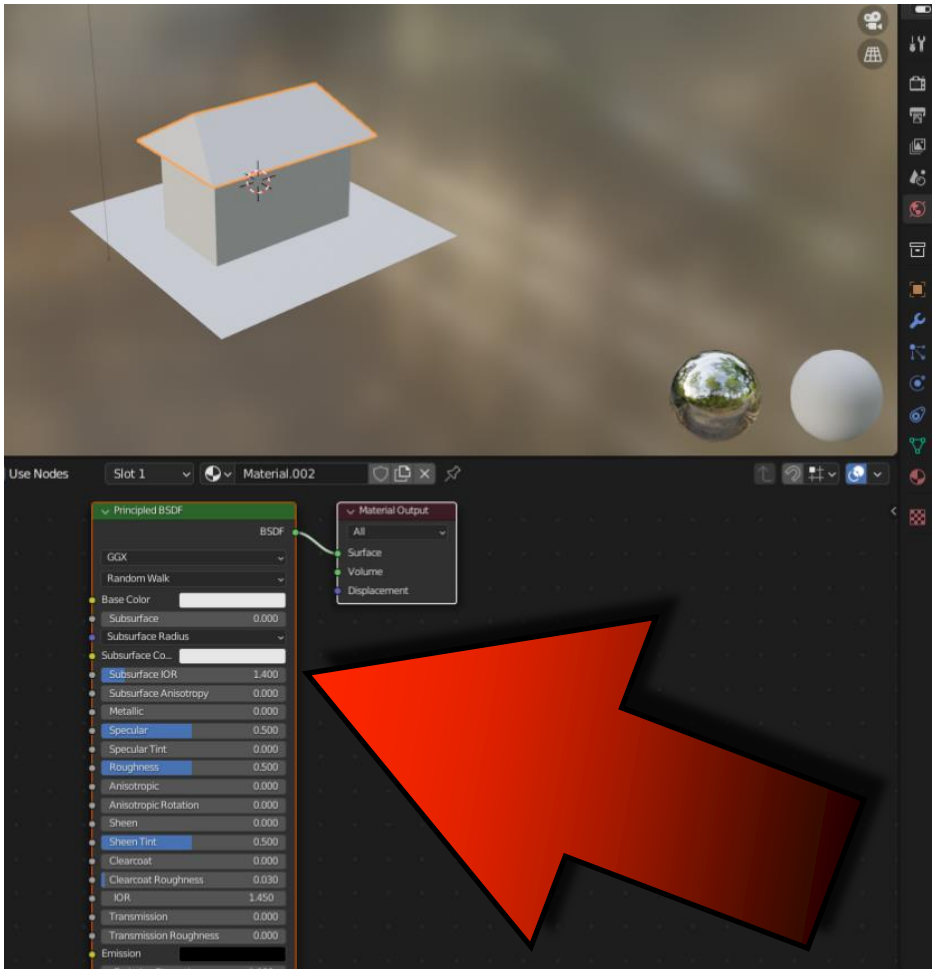

## TEXTURES

# MARK THE ROOF

# AND CLICK ON NEW



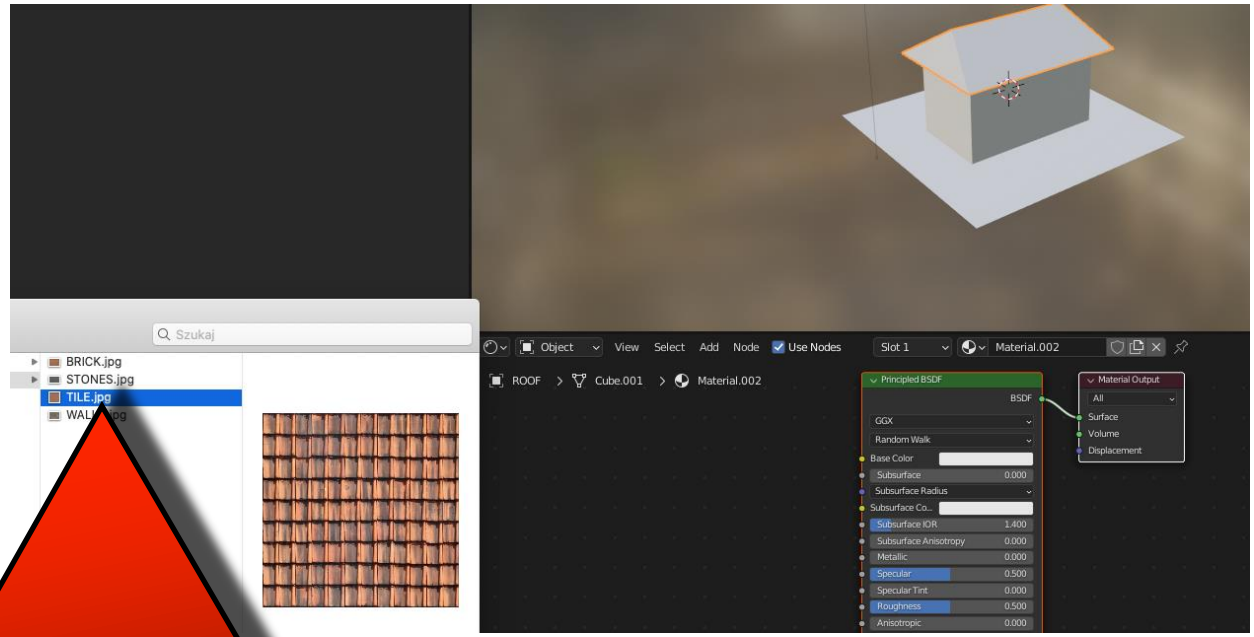
# A PRINCIPLED BSDF WINDOW WILL APPEAR

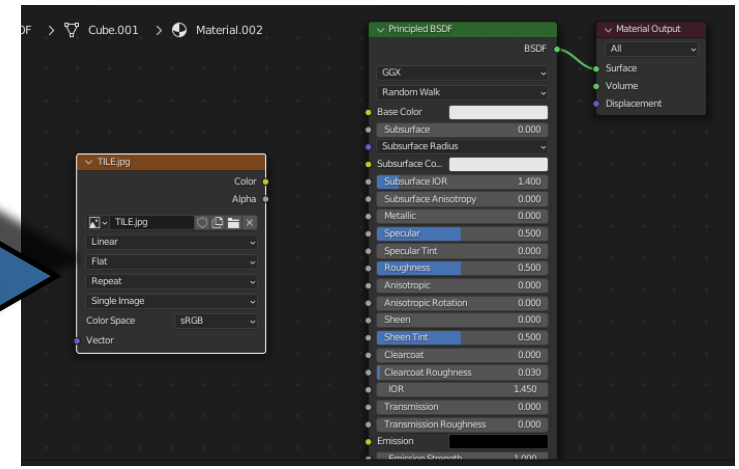


Co-funded by the European Union

# POWER OF AR AND VR

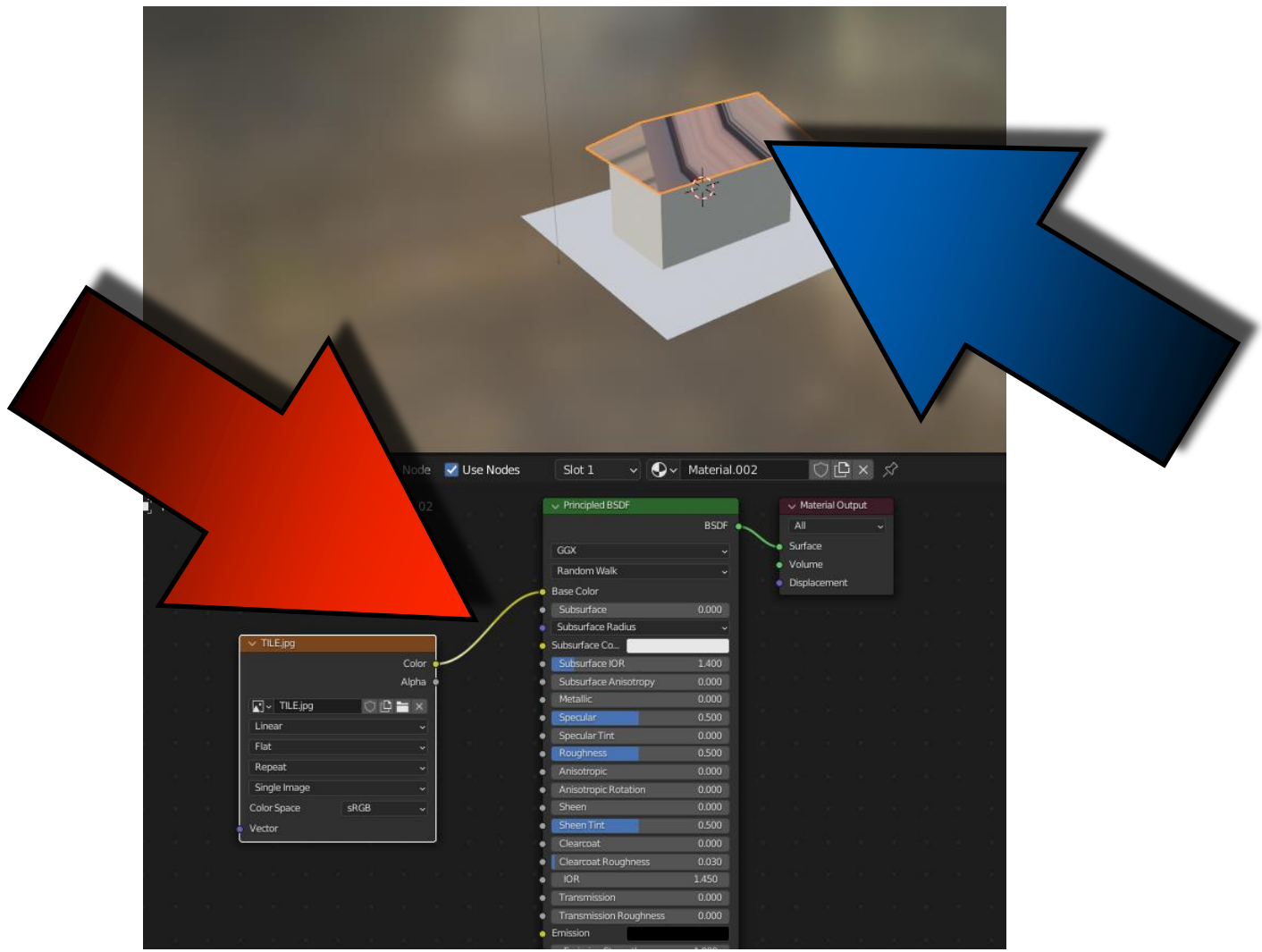
# DRAG ON TILE.JPG FILE IN TO THE WINDOW BELLOW




# TEXTURES

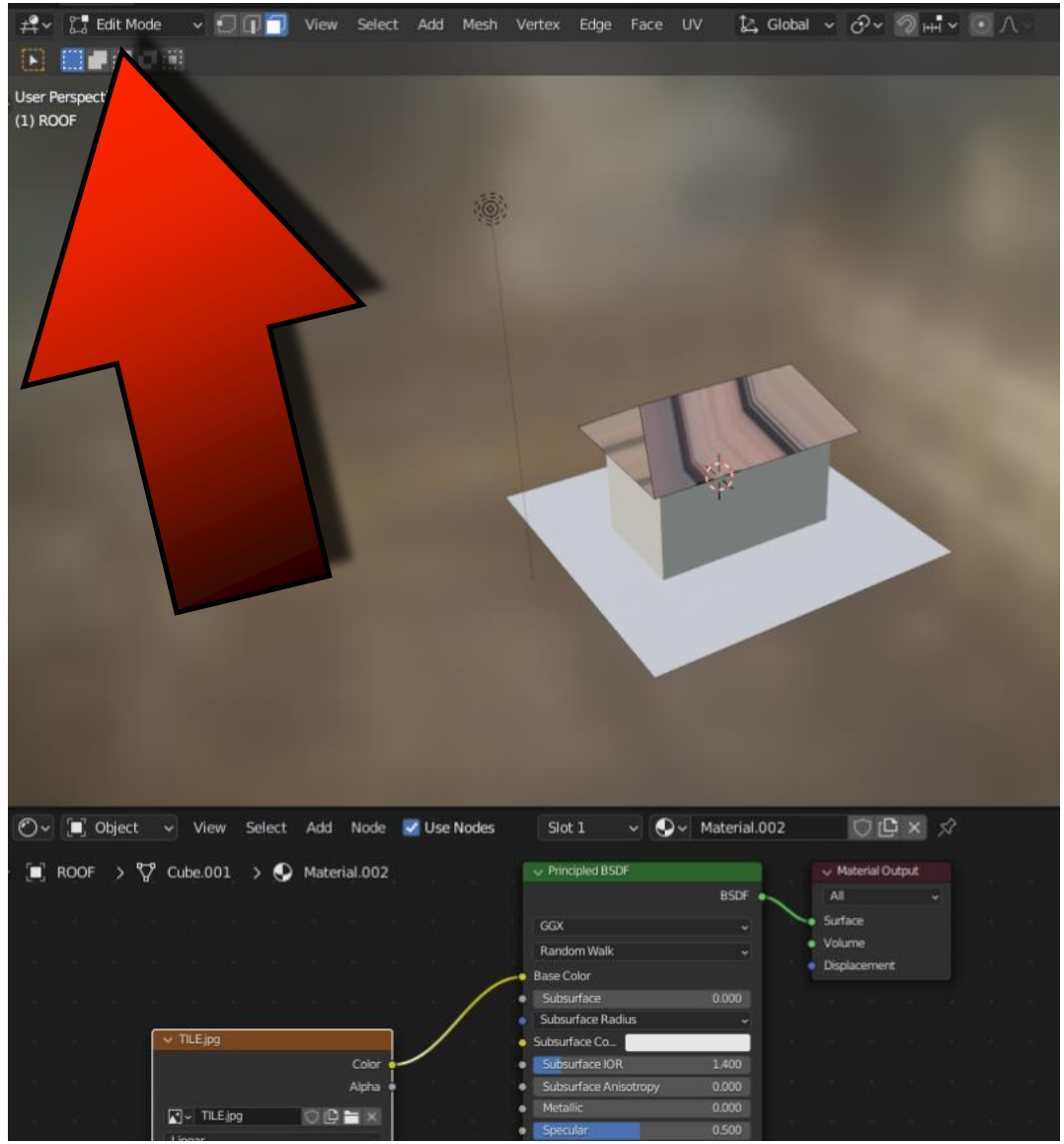
# COMBINE COLOR WITH BASE COLOR



Co-funded by the European Union

# POWER OF AR AND VR

# GO TO EDIT MODE

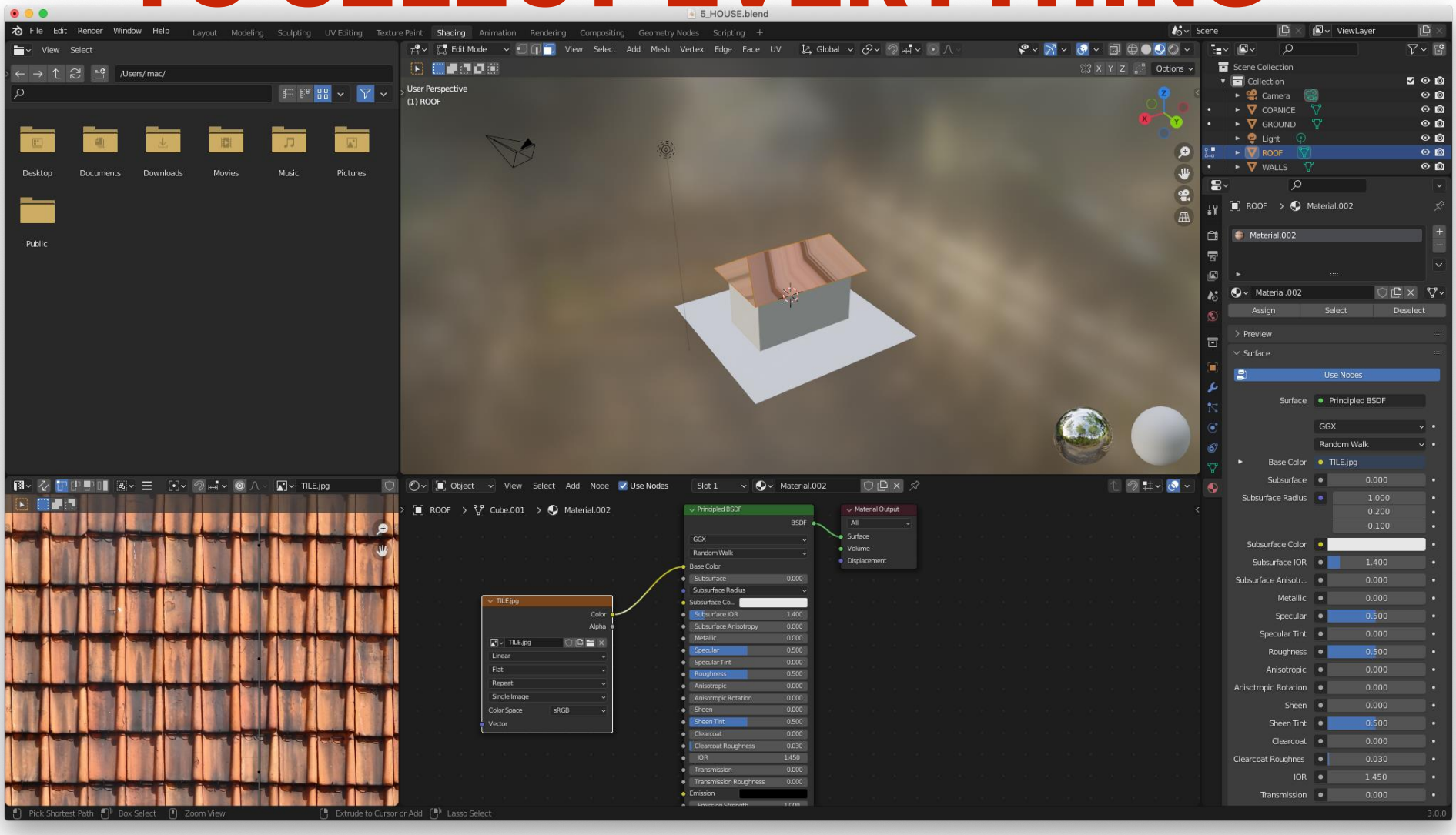



## TEXTURES

Co-funded by the European Union

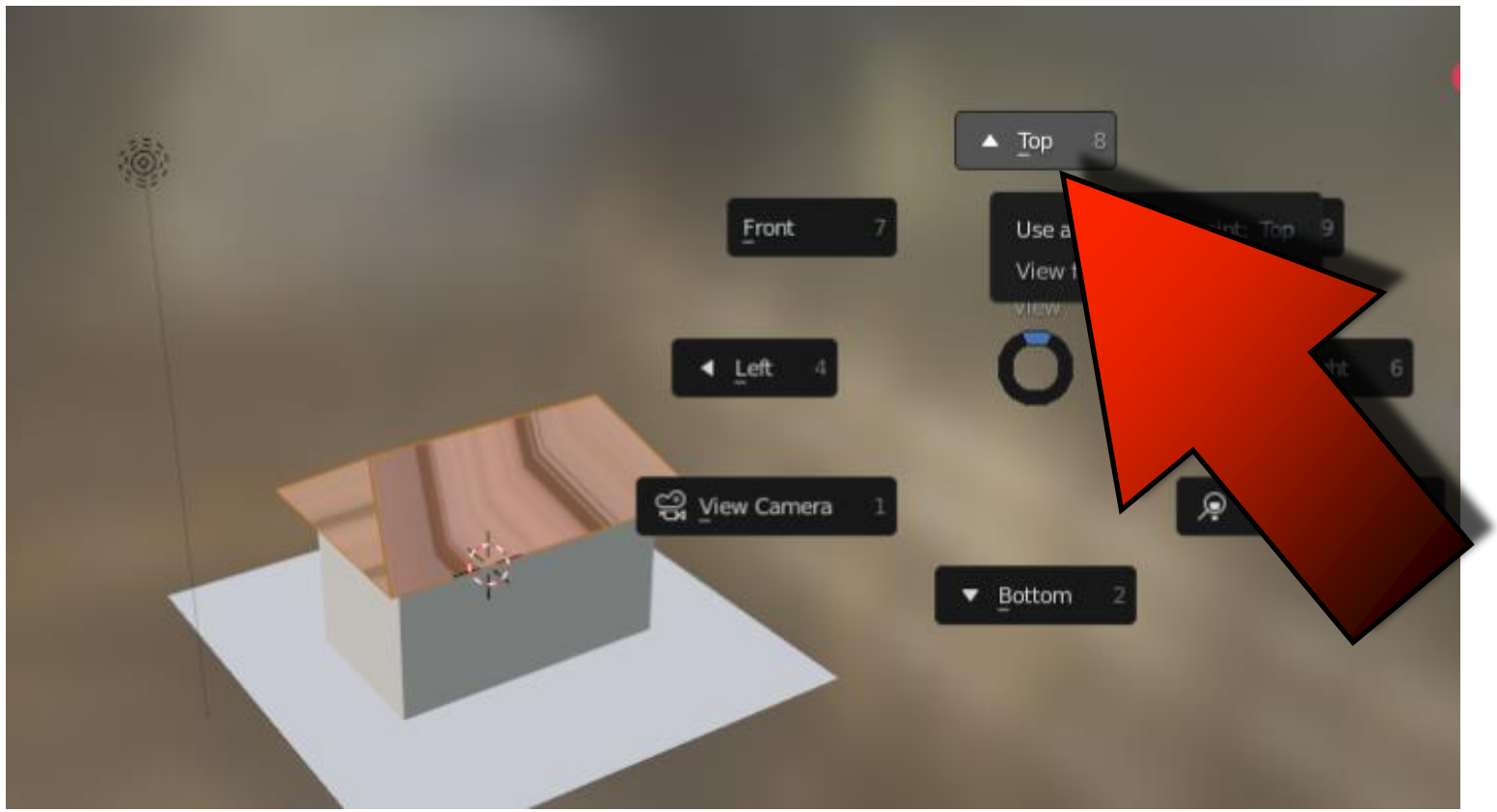
# POWER OF AR AND VR

# PRESS THE KEY A TO SELECT EVERYTHING

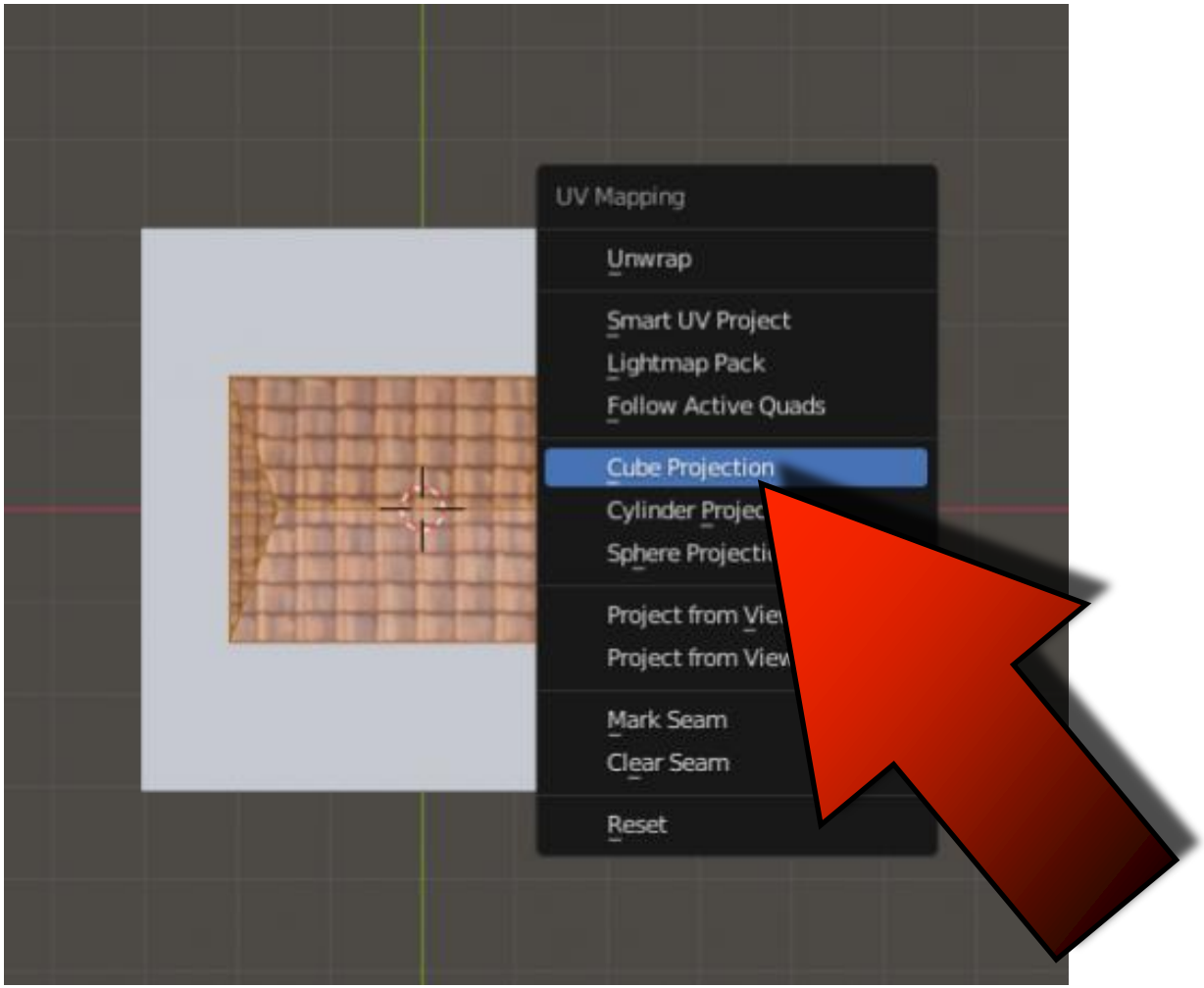



# TEXTURES

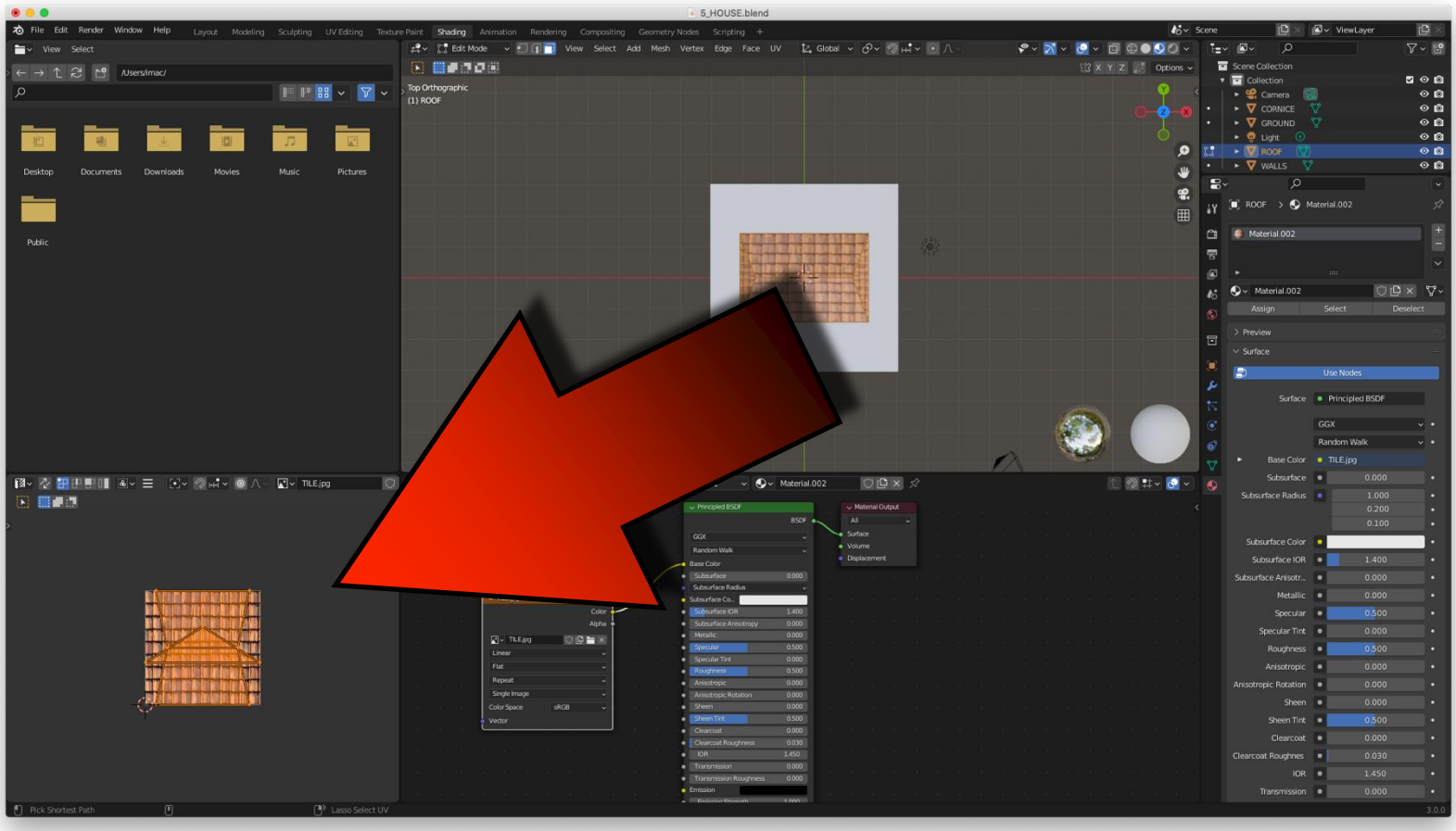
# MOVE THE MOUSE CURSOR ABOVE THE 3D WINDOW AND PRESS THE Z KEY TO SELECT TOP



# PRESS THE U KEY AND CHOOSE CUBE PROJECTION



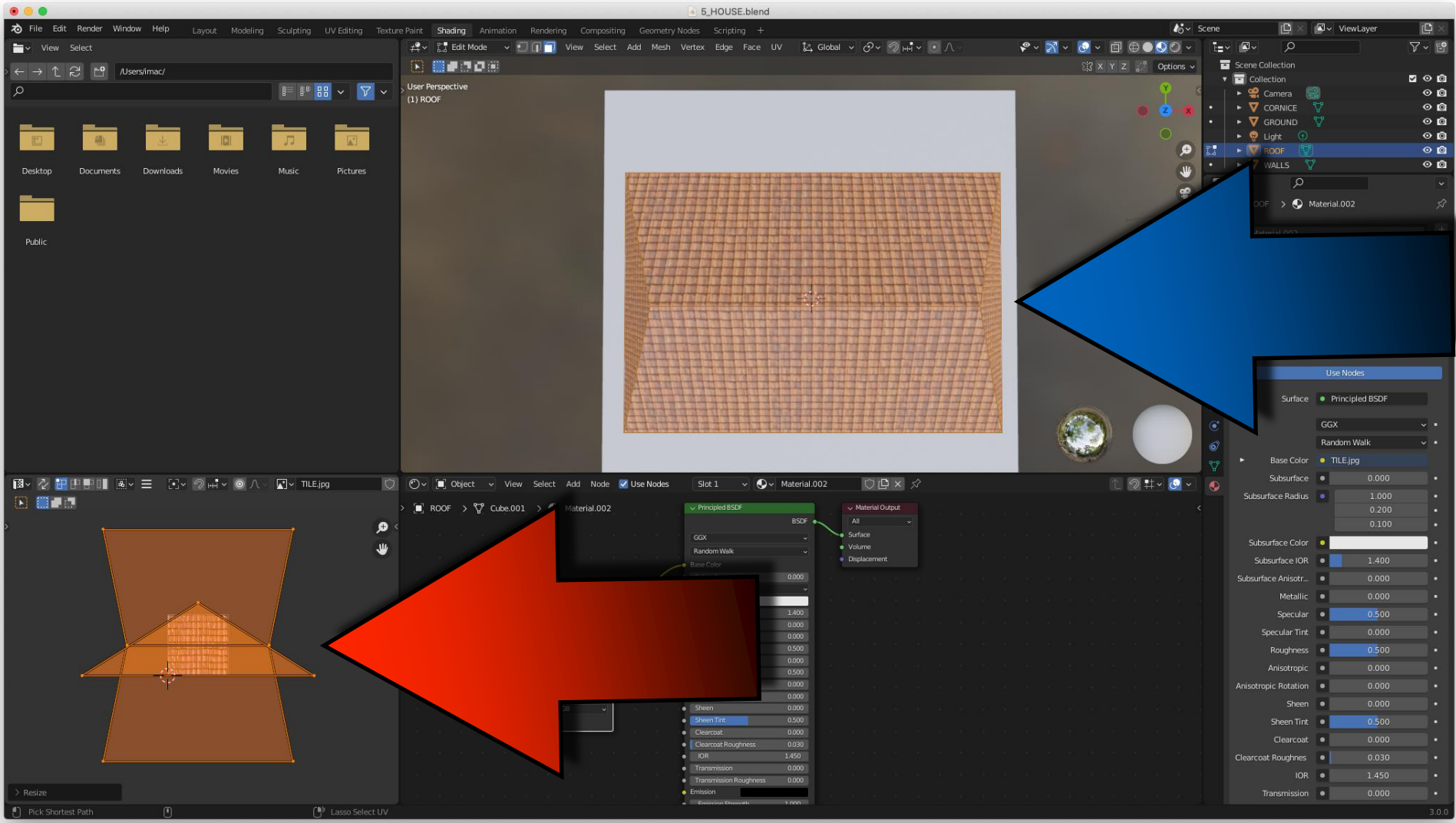
# MOVE THE MOUSE CURSOR OVER THE UV EDITOR WINDOW AND CLICK ON THE A KEY



Co-funded by the European Union

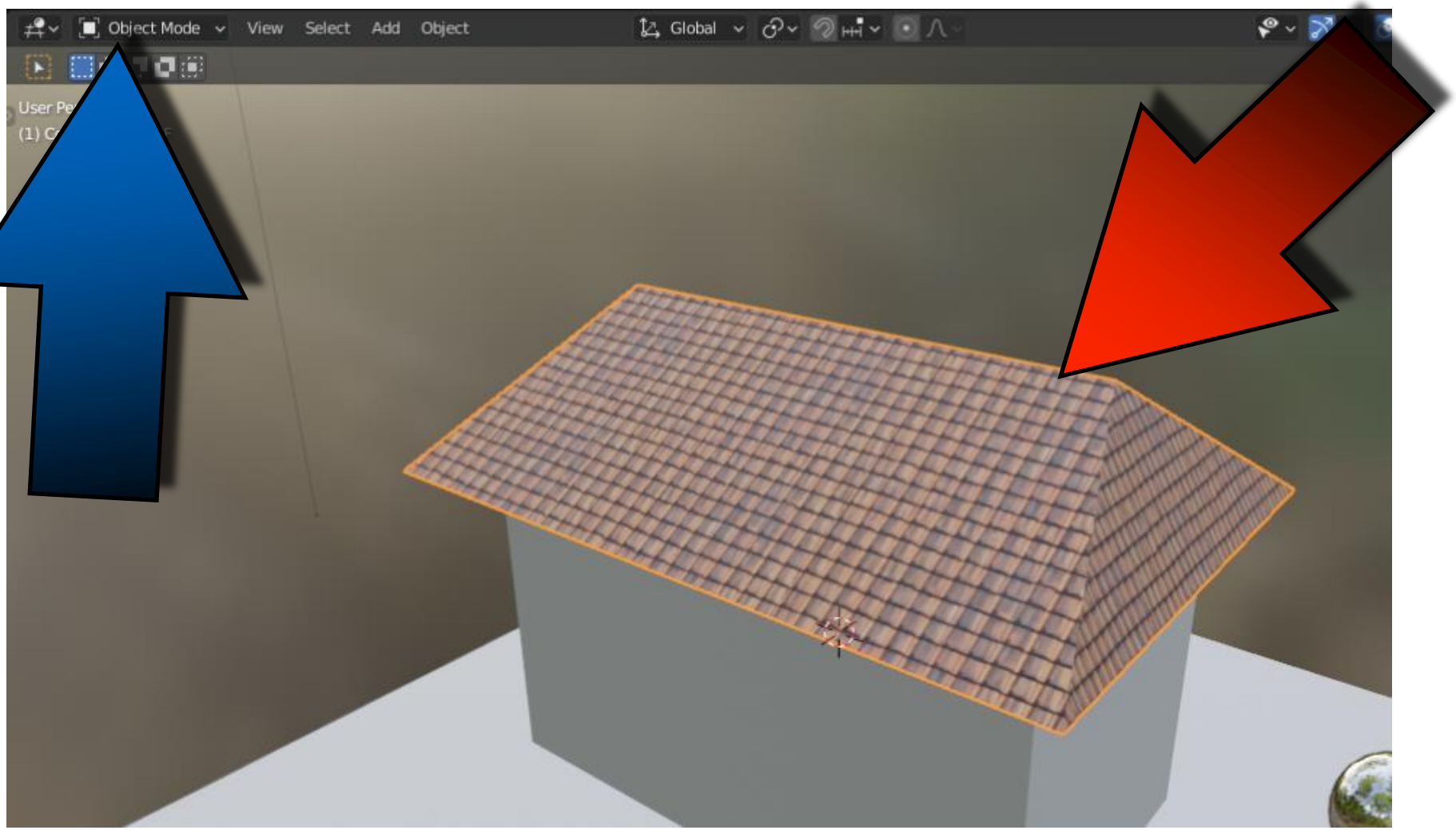
# POWER OF AR AND VR

# USE THE S KEY TO ENLARGE ROOF ELEMENTS




# TEXTURES

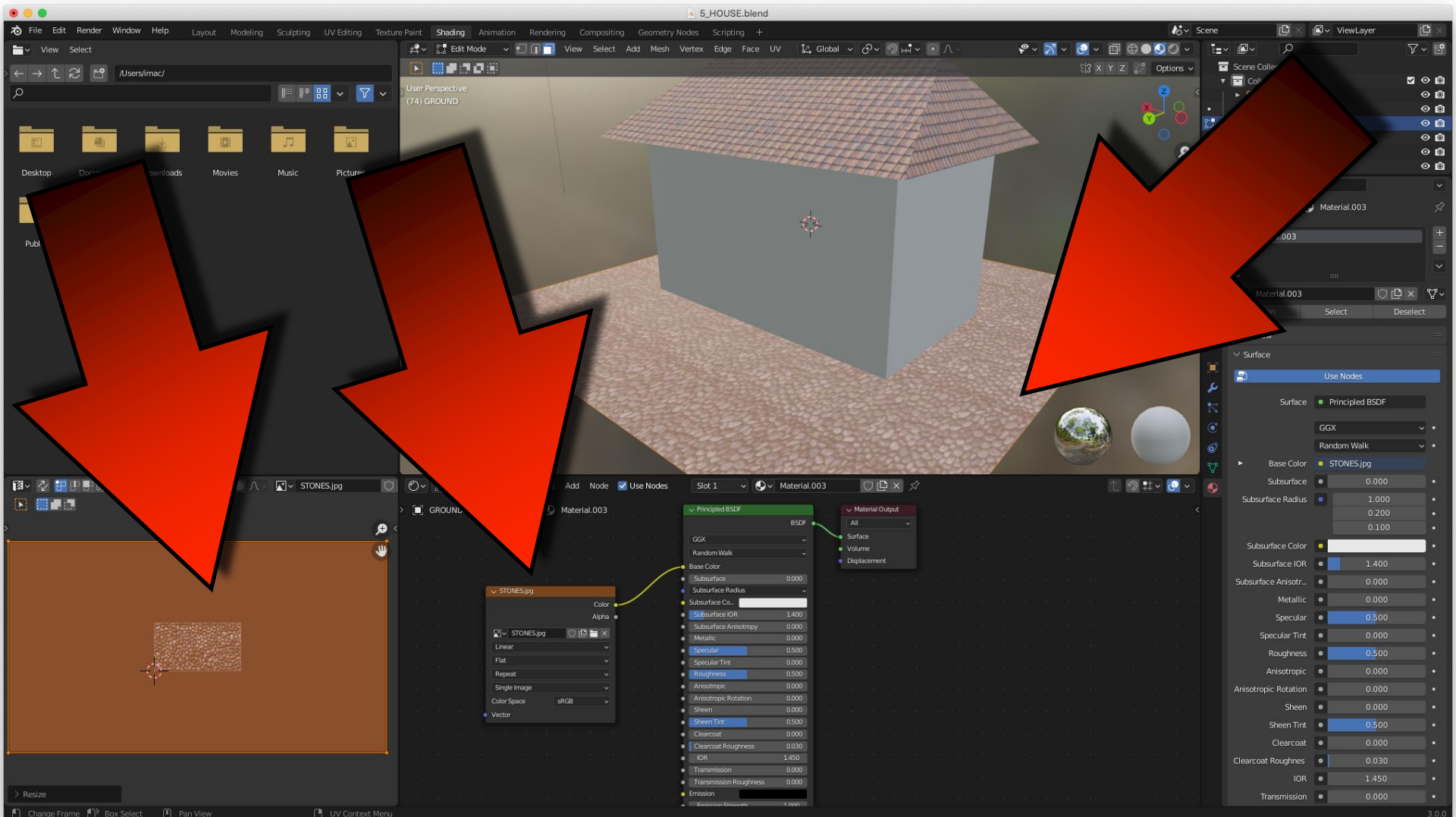
# IN THE OBJECT MODE, YOU SEE THE END EFFECT



Co-funded by the European Union

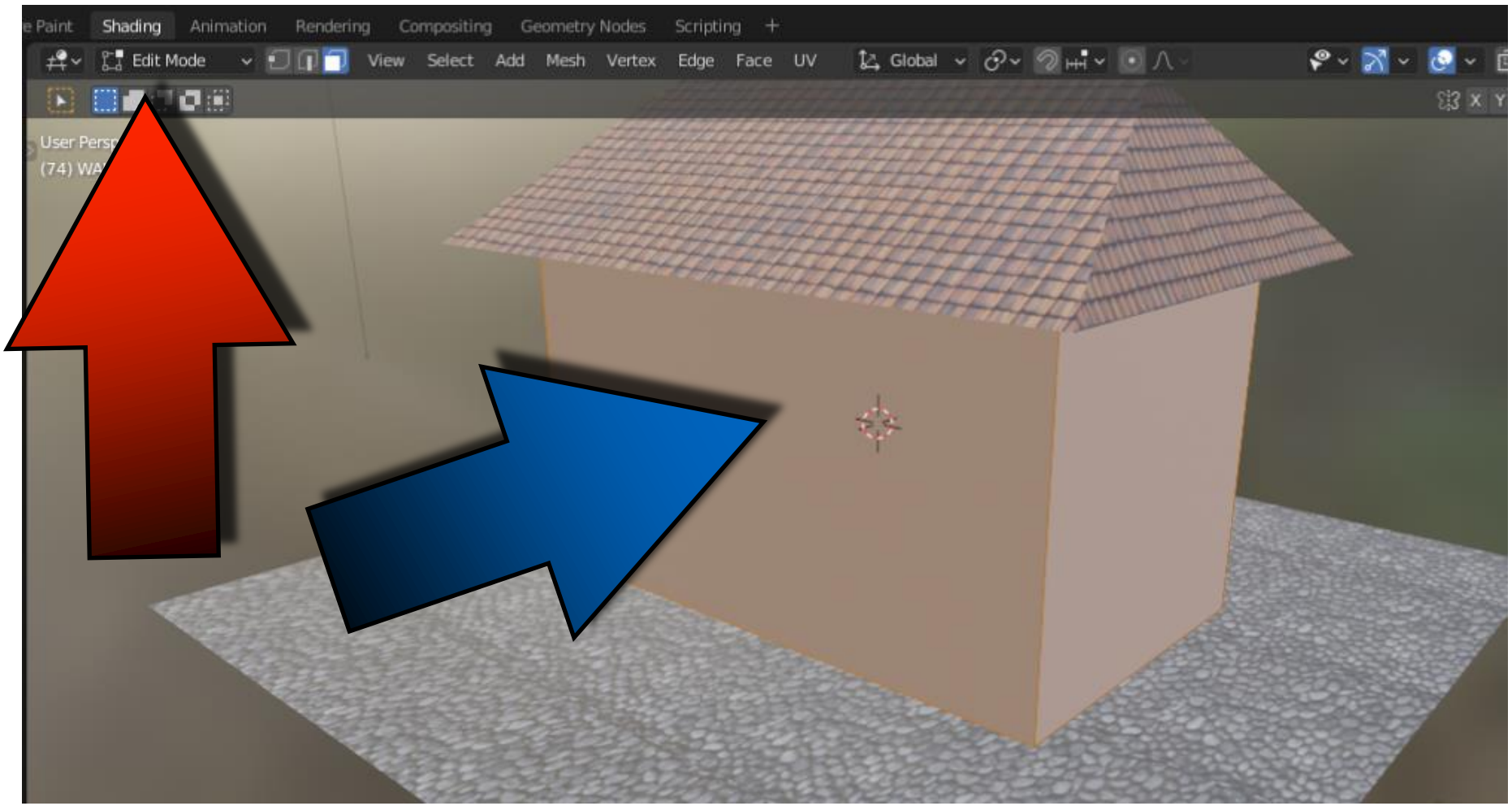
# POWER OF AR AND VR

# DO IT YOURSELF WITH STONES.JPG FILE

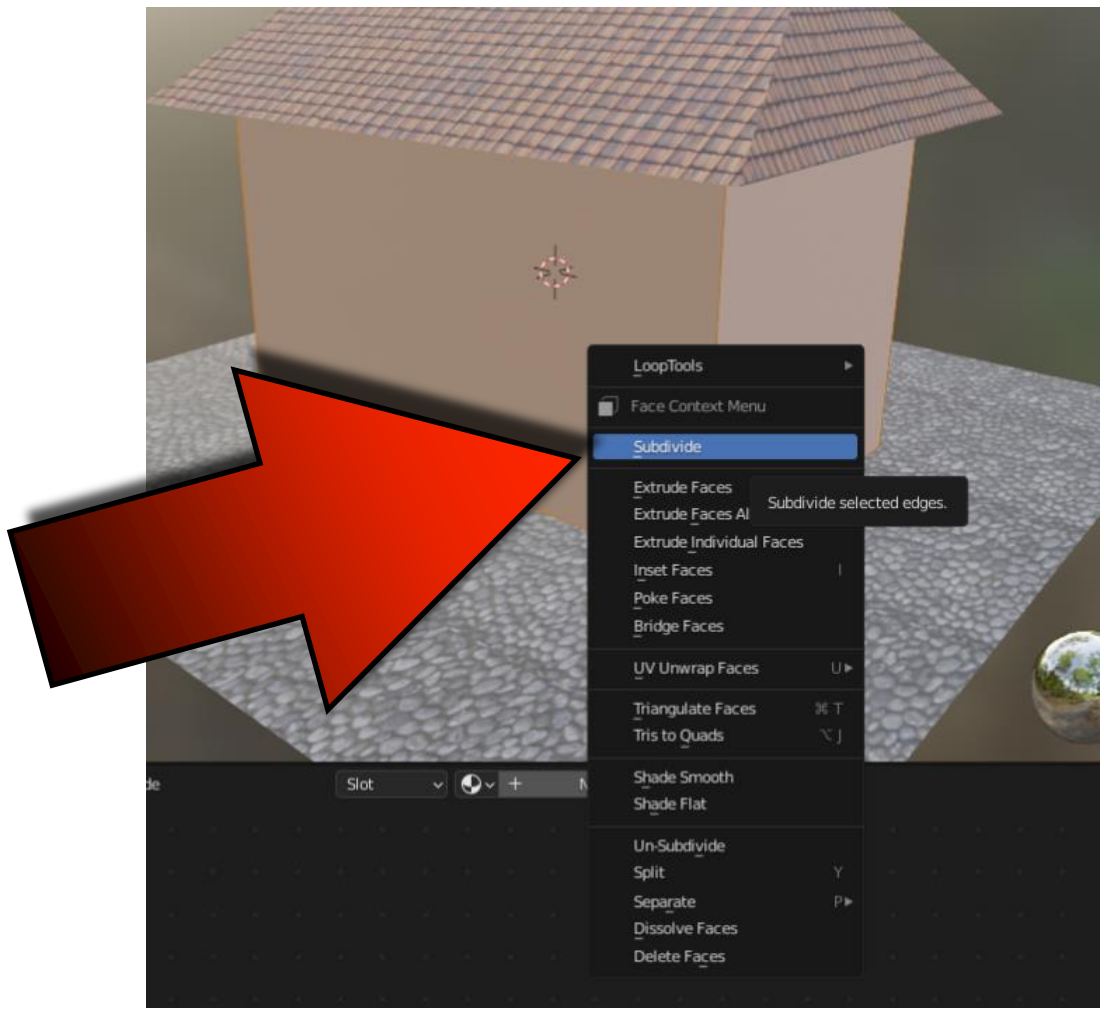



# TEXTURES

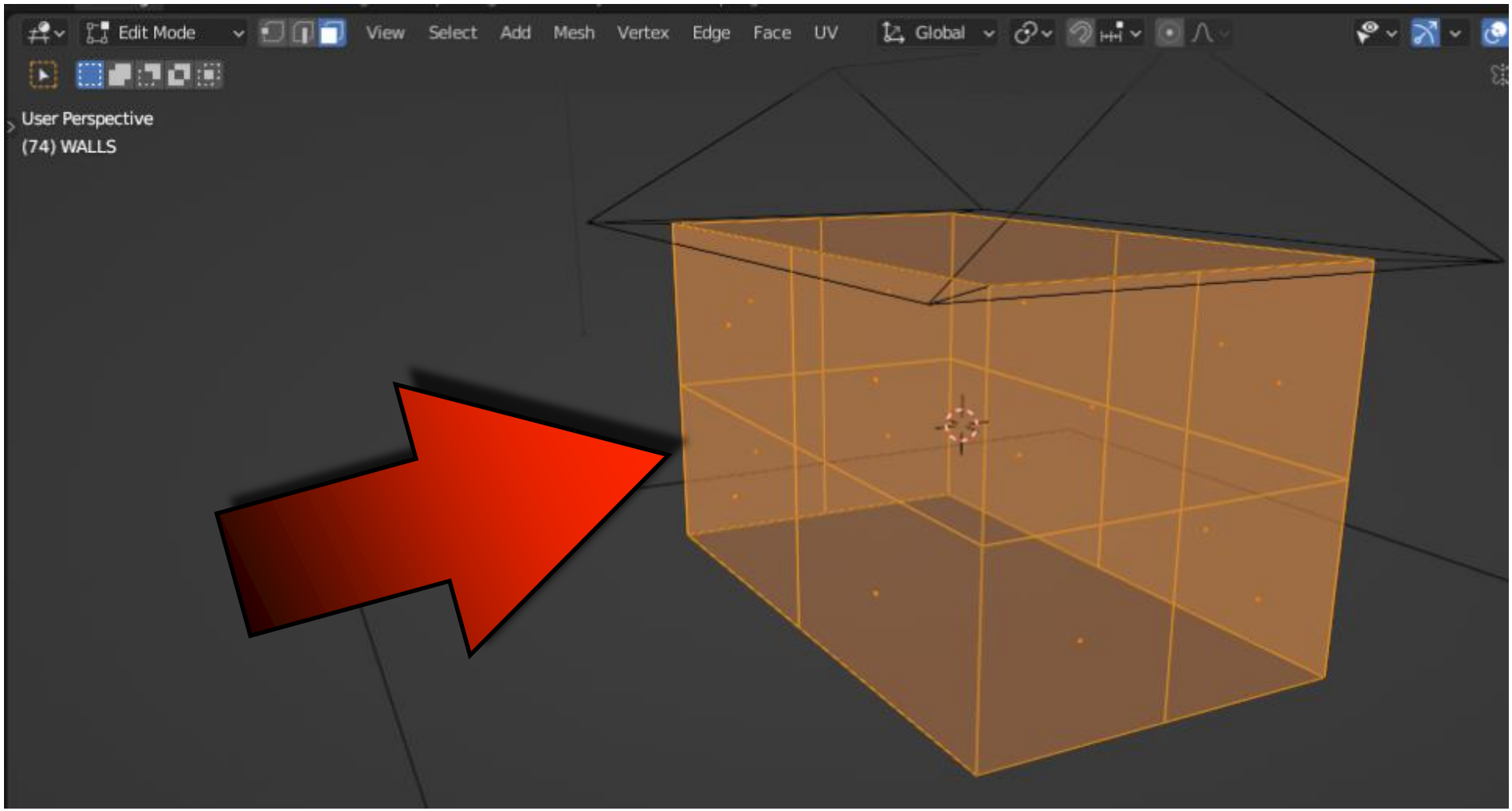
# GO TO WALL EDIT MODE AND PRESS THE A KEY



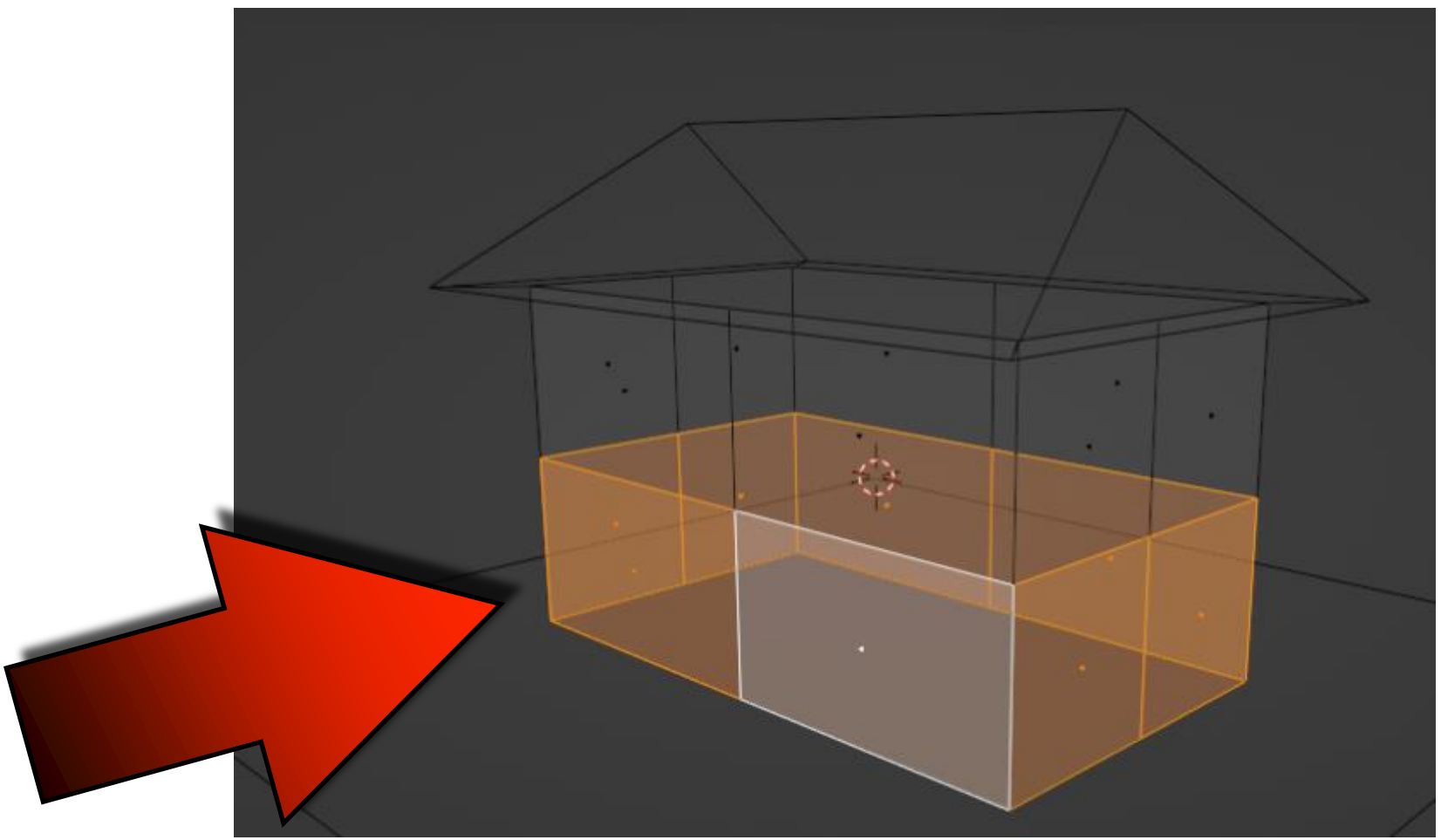
# CLICK RIGHT MOUSE KEY AND SELECT SUBDIVIDE



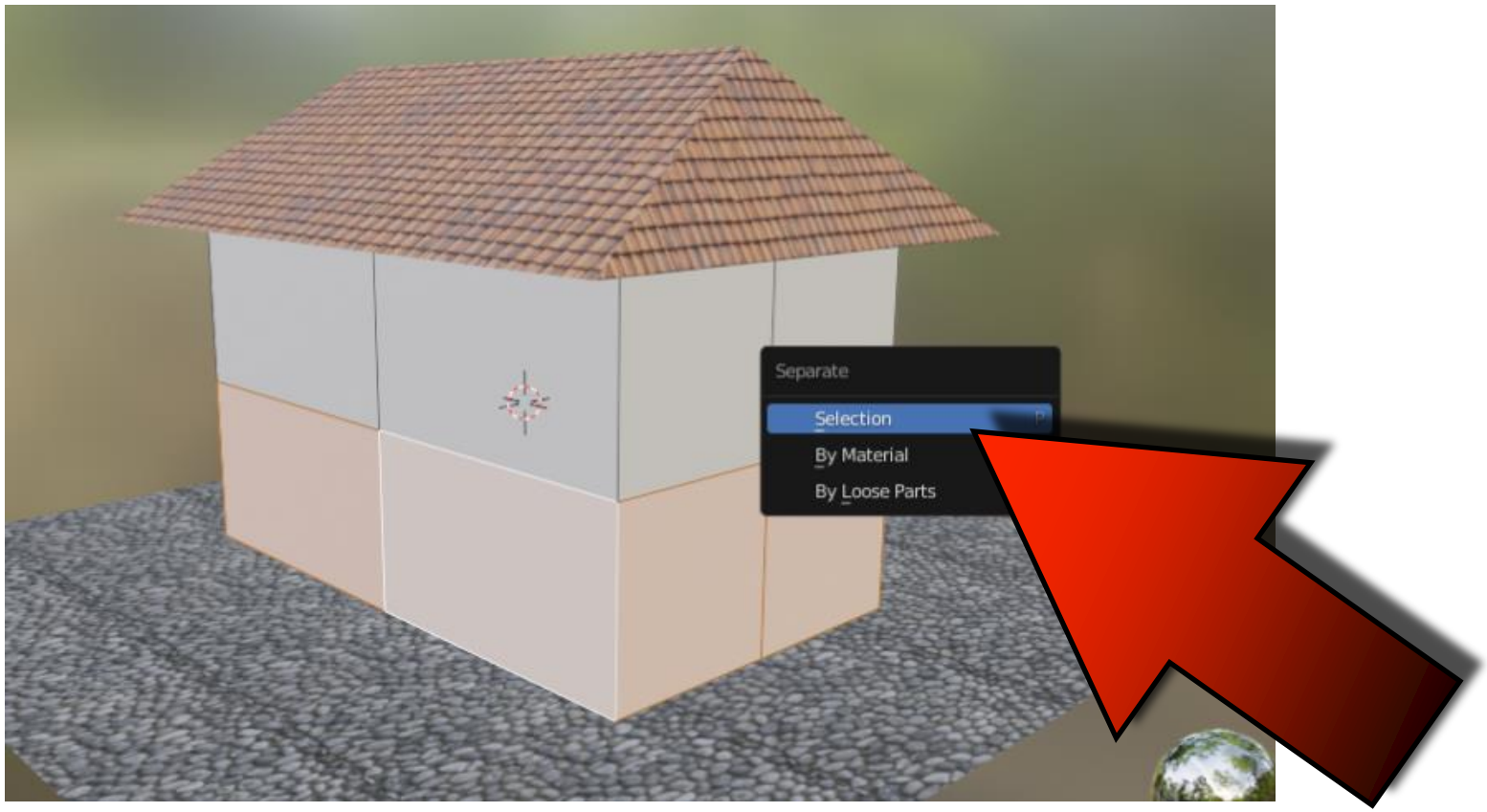
# WE HAVE DIVIDED EACH WALL INTO FOUR PARTS



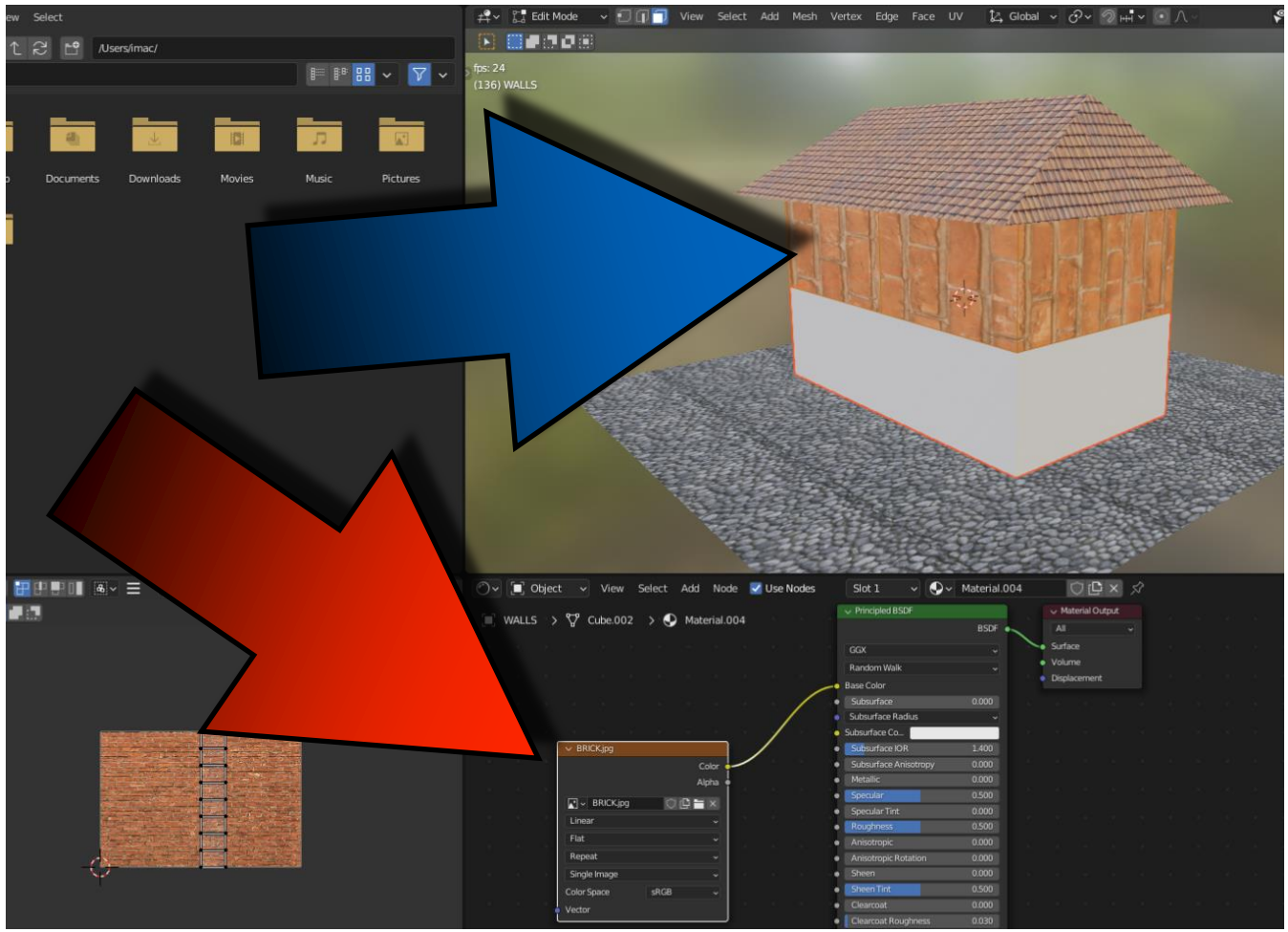
# WITH THE SHIFT KEY, MARK THE BOTTOM WALLS



# WITH THE P KEY,
# SEPARATE THE BOTTOM WALLS



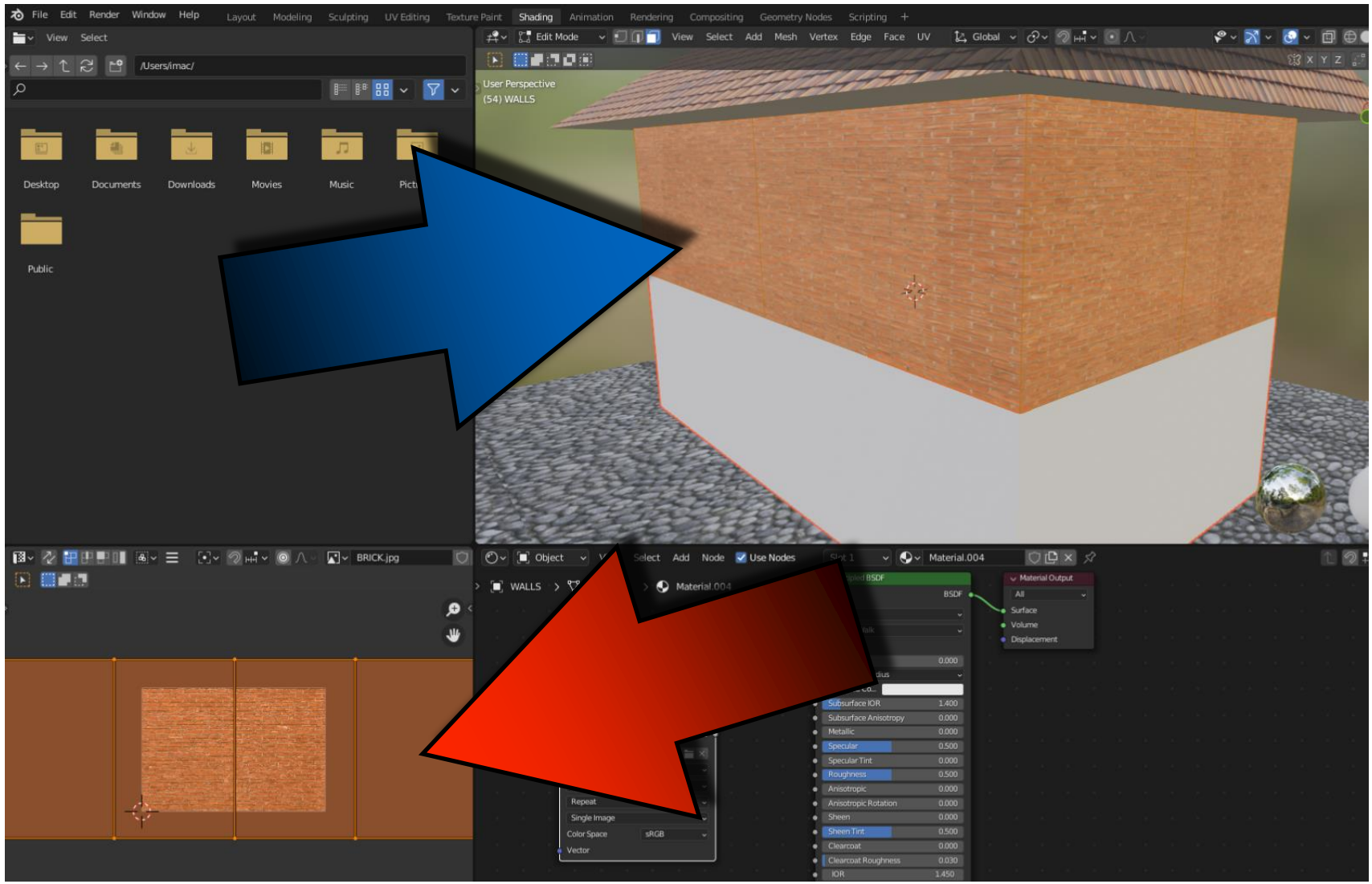
# ADD THE BRICK.JPG FILE TO THE TOP WALLS



Co-funded by the European Union

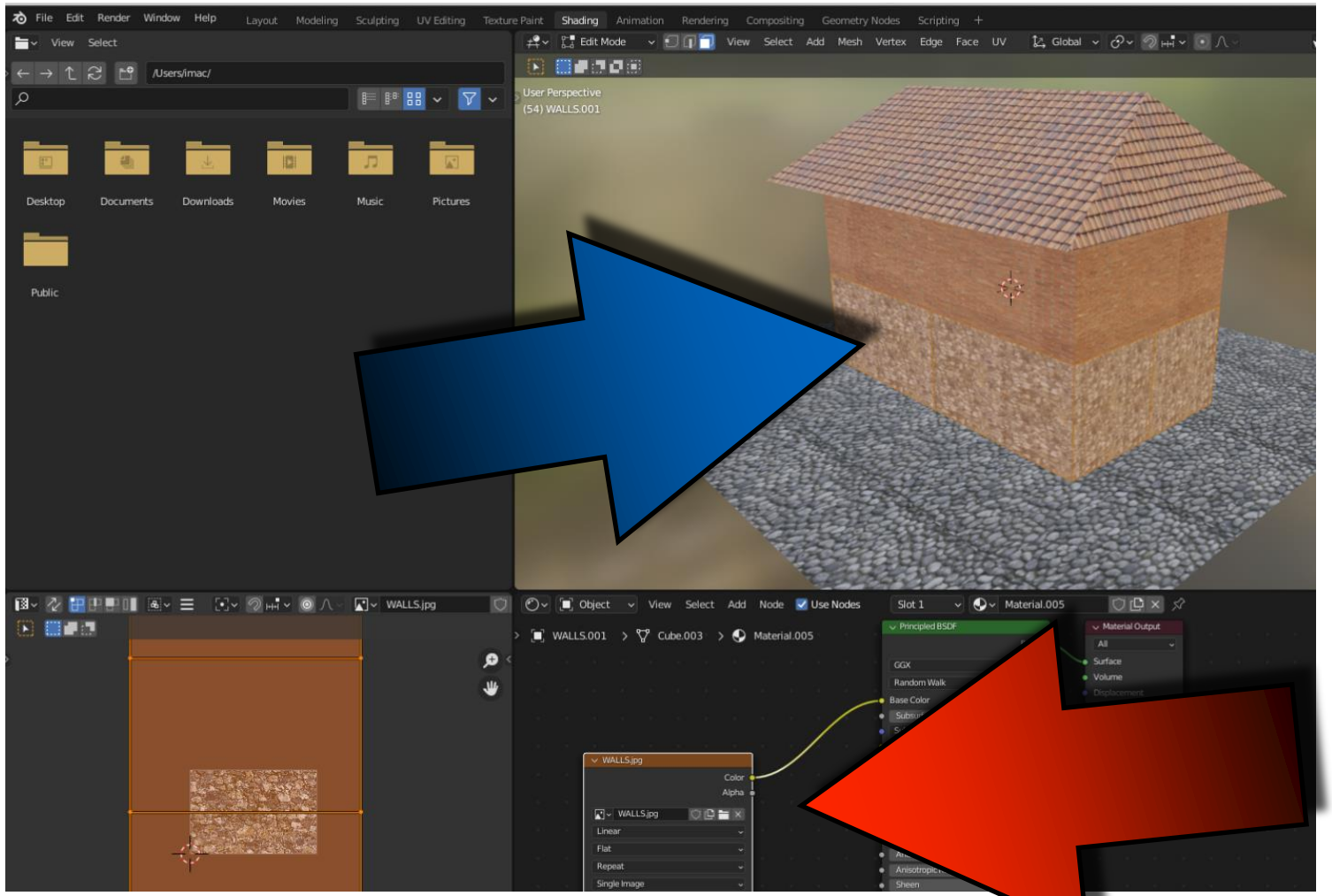
# POWER OF AR AND VR

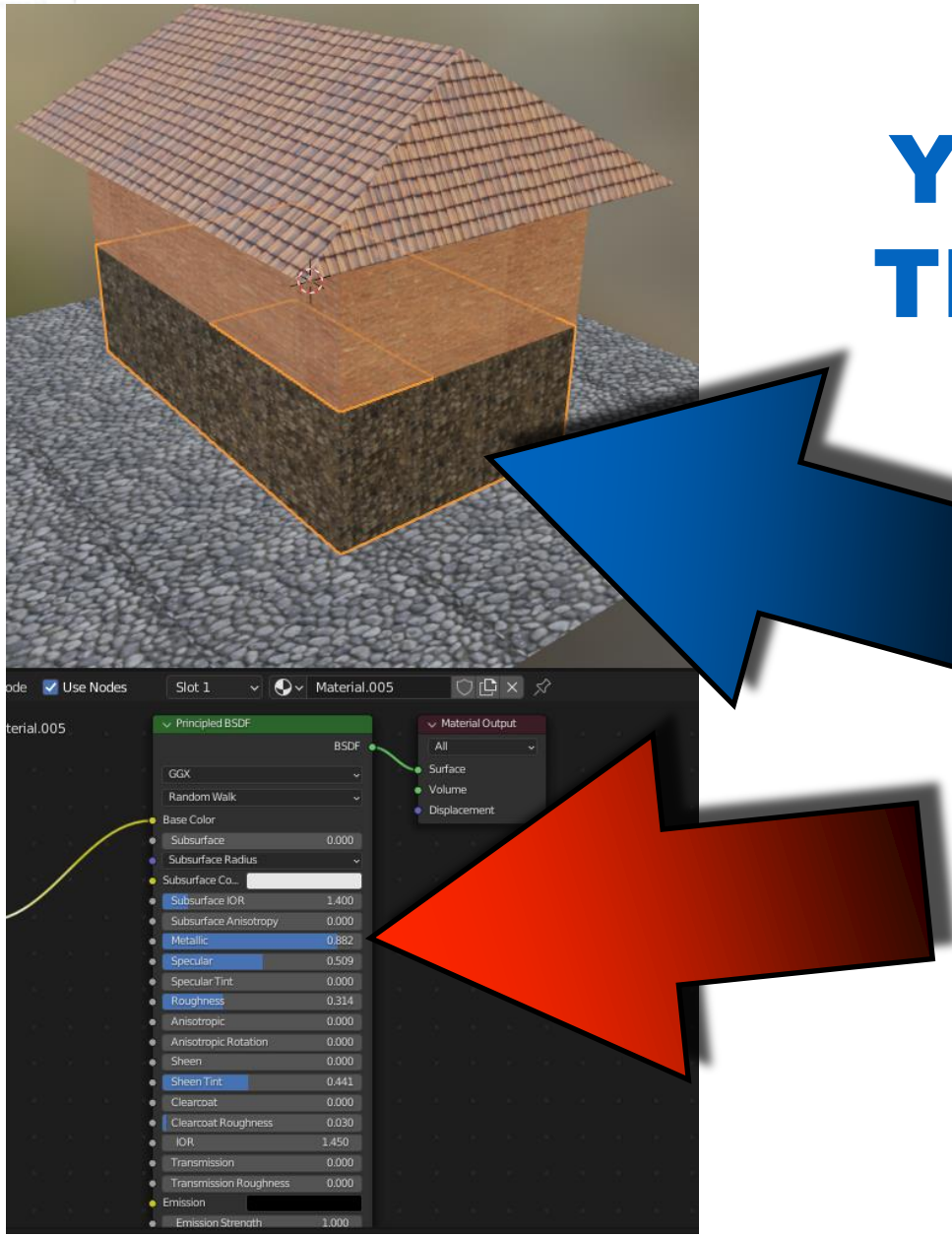
# SCALE AND ROTATE ELEMENTS IN UV EDITOR




## TEXTURES

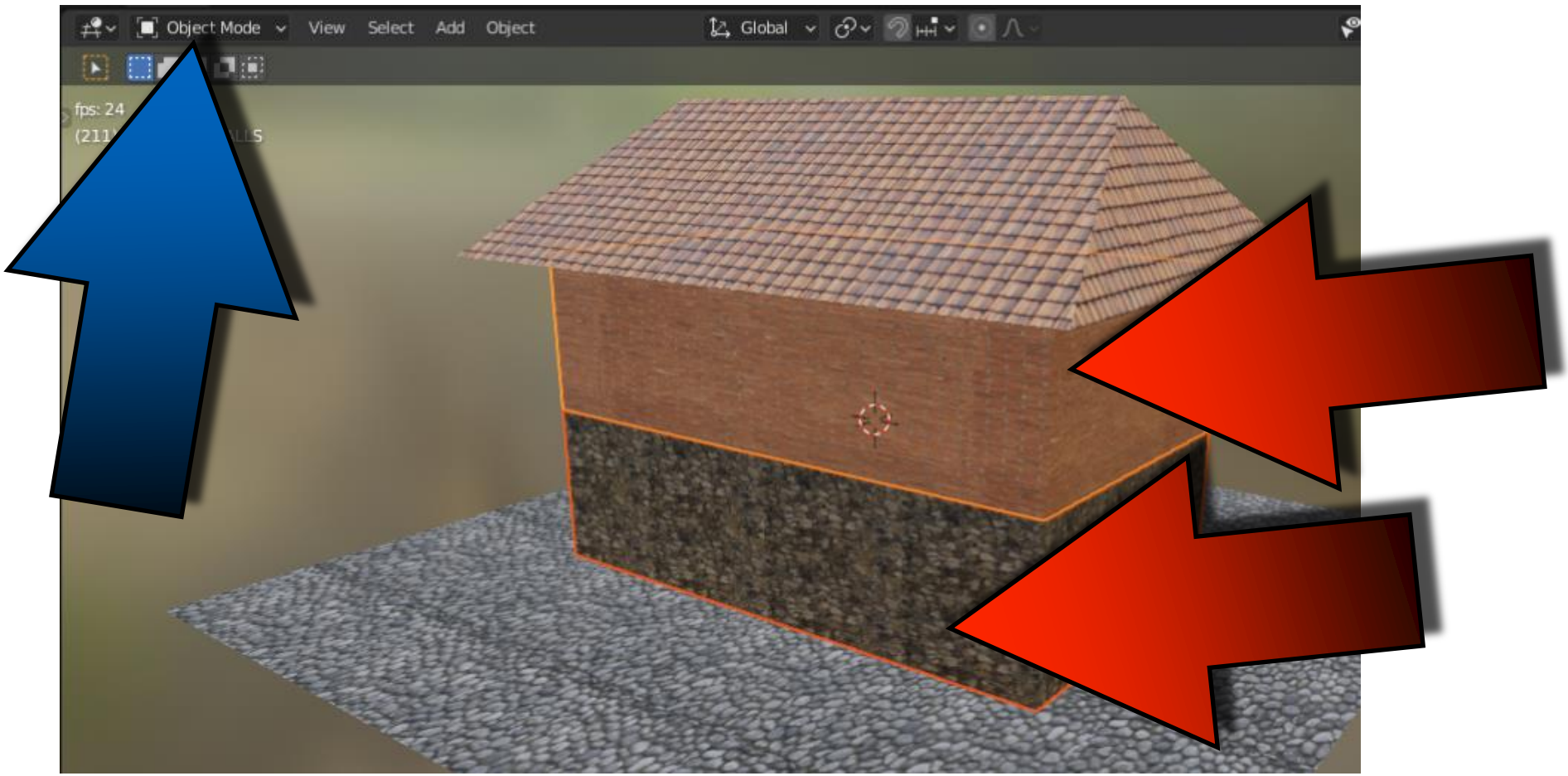
# ADD THE WALLS.JPG FILE TO THE BOTTOM WALLS



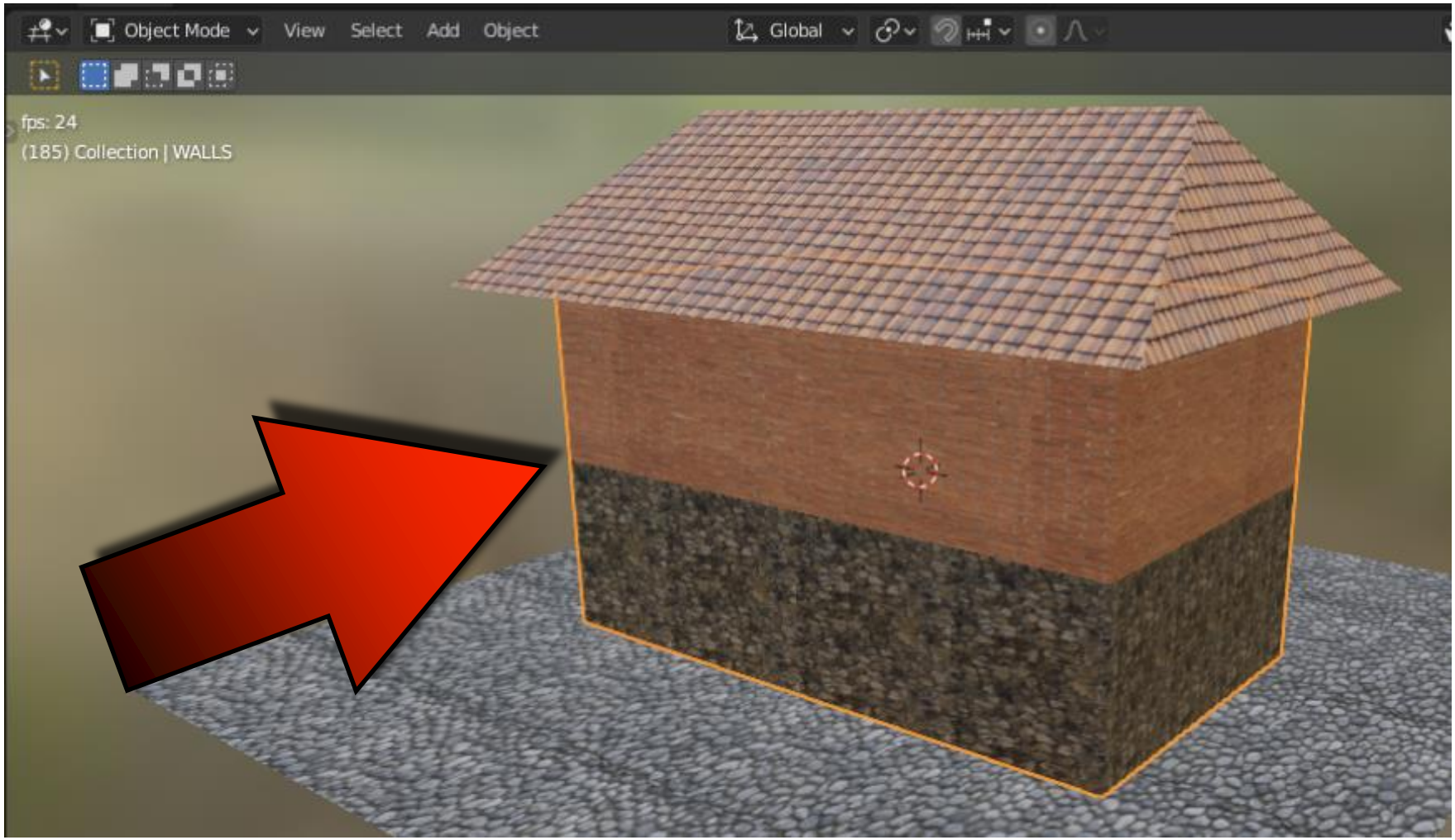



# YOU CAN CHANGE THE PARAMETERS, FOR EXAMPLE METALIC

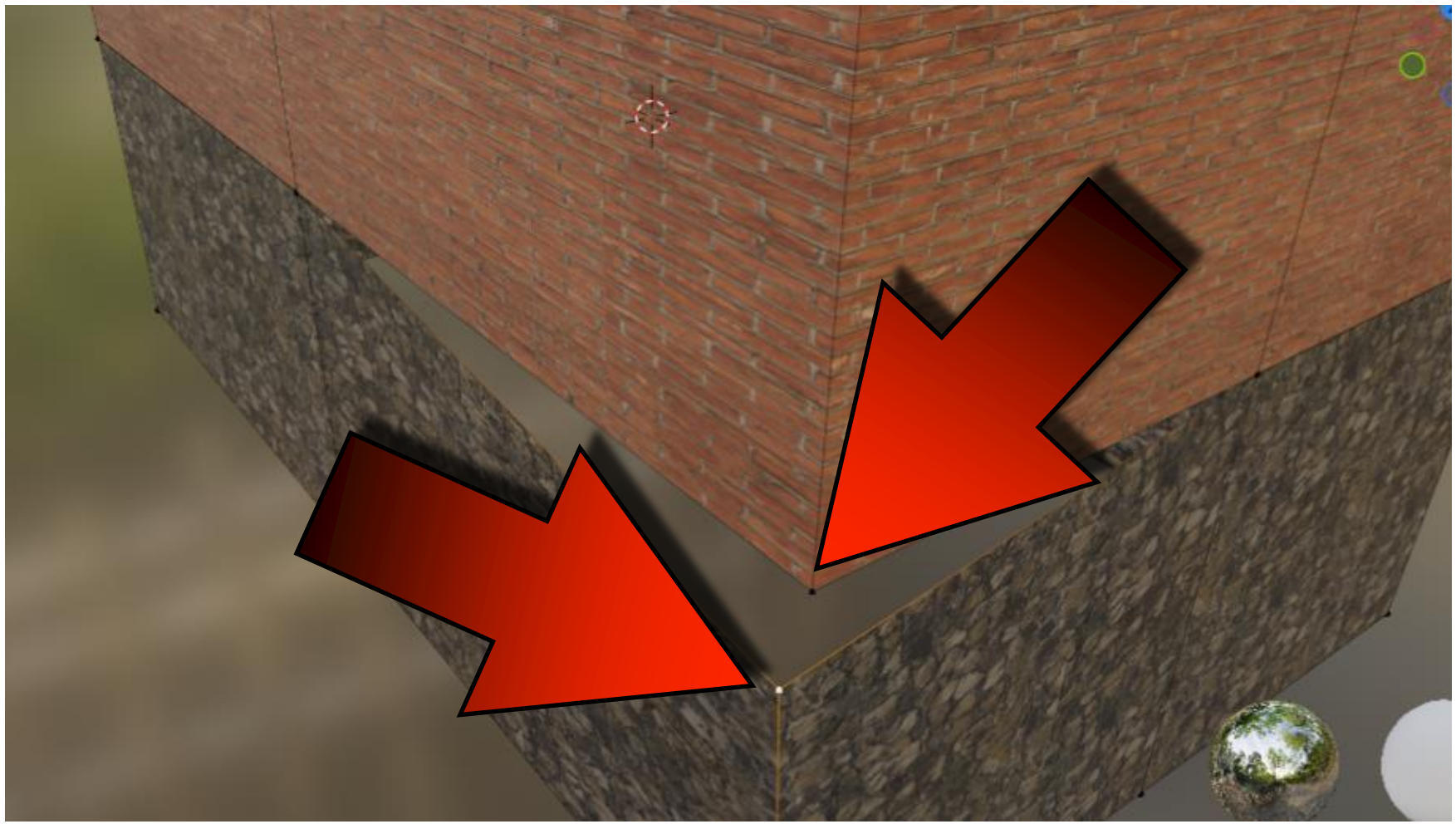
# TO MARK WALLS IN OBJECT MODE WITH THE SHIFT KEY SELECT BOTTOM AND THEN UPPER



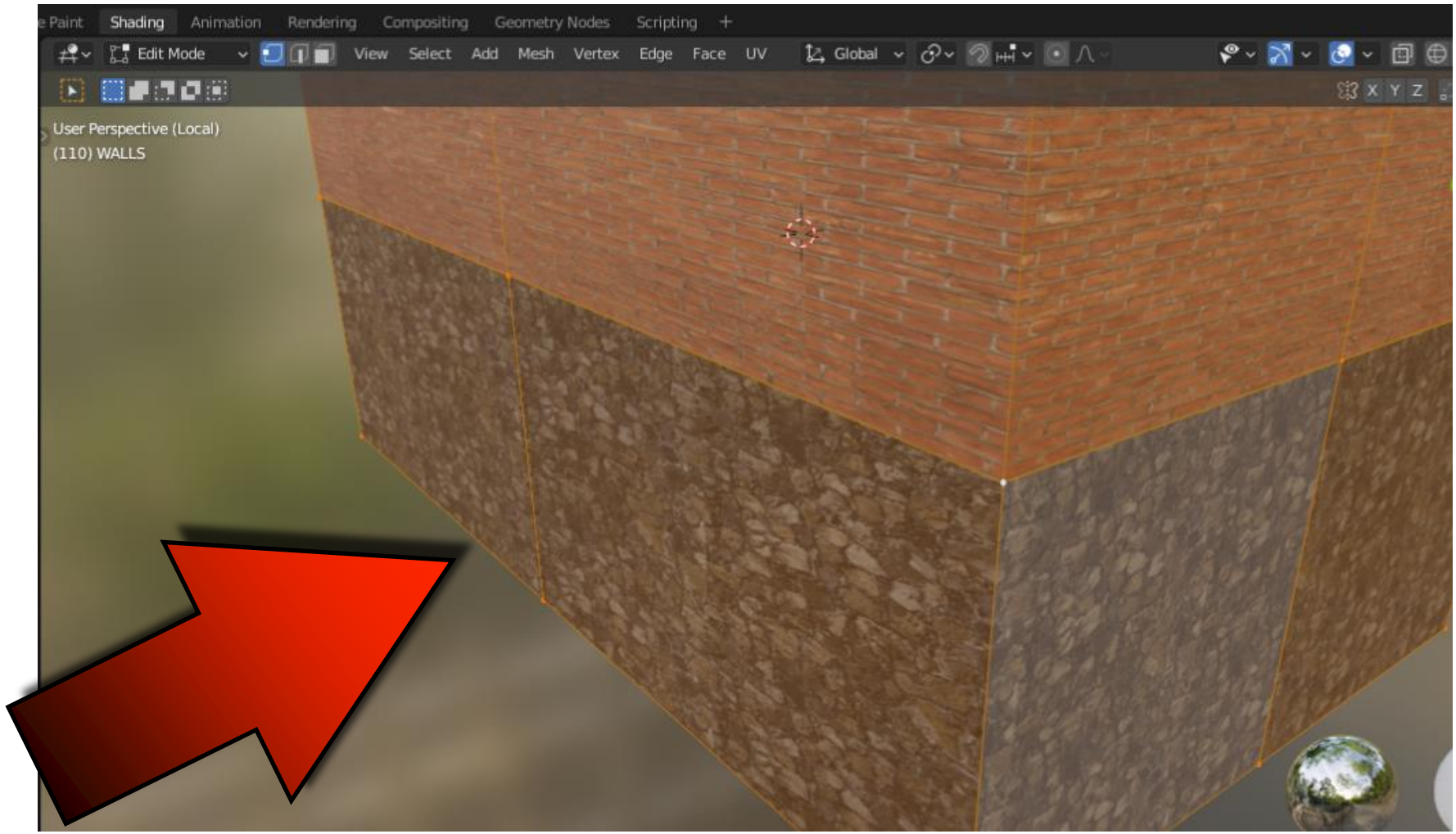
# THEN PRESS CTRL + J



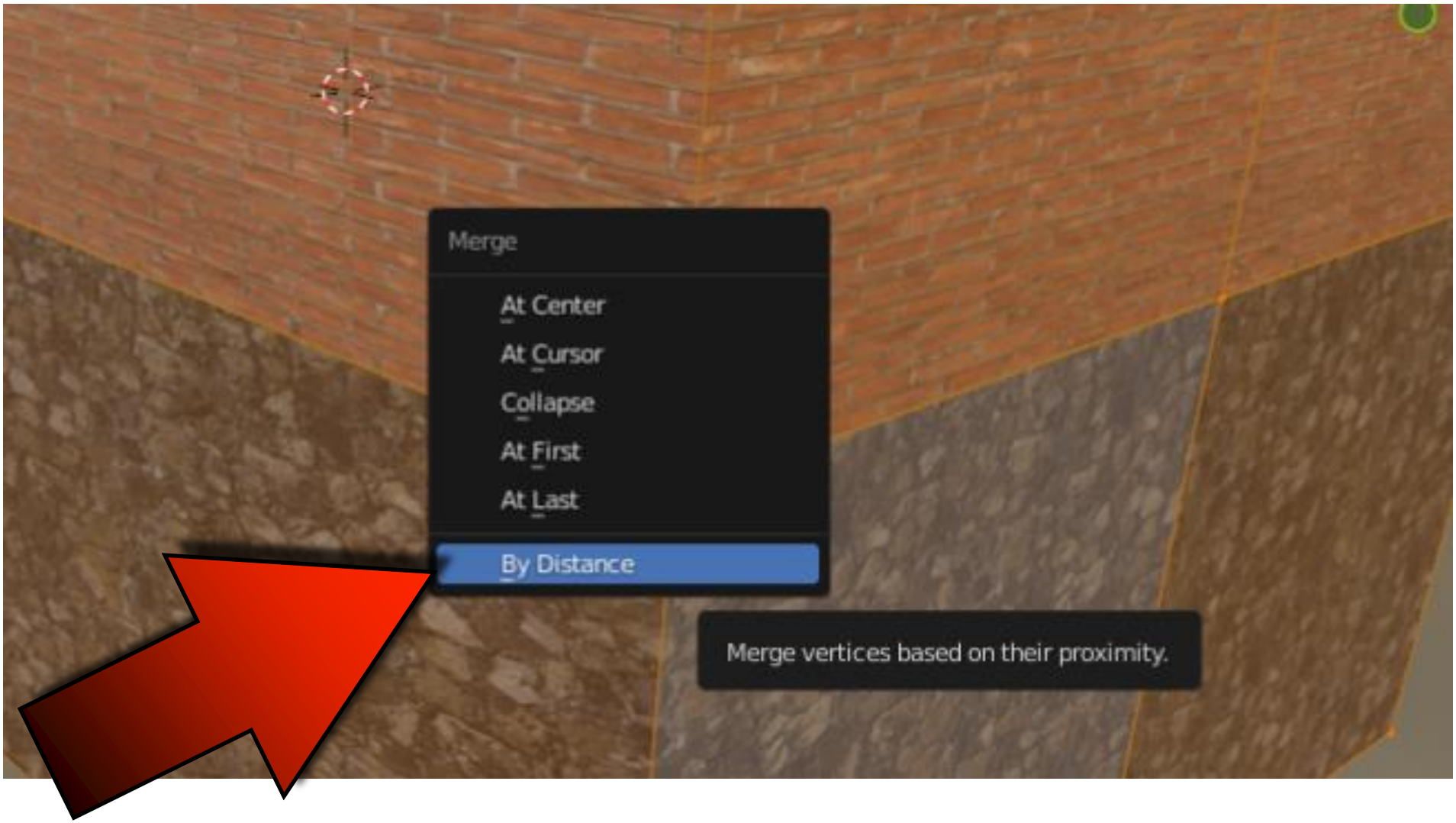
# IN EDITING MODE, WE SEE THAT THE WALLS ARE SEPARATED



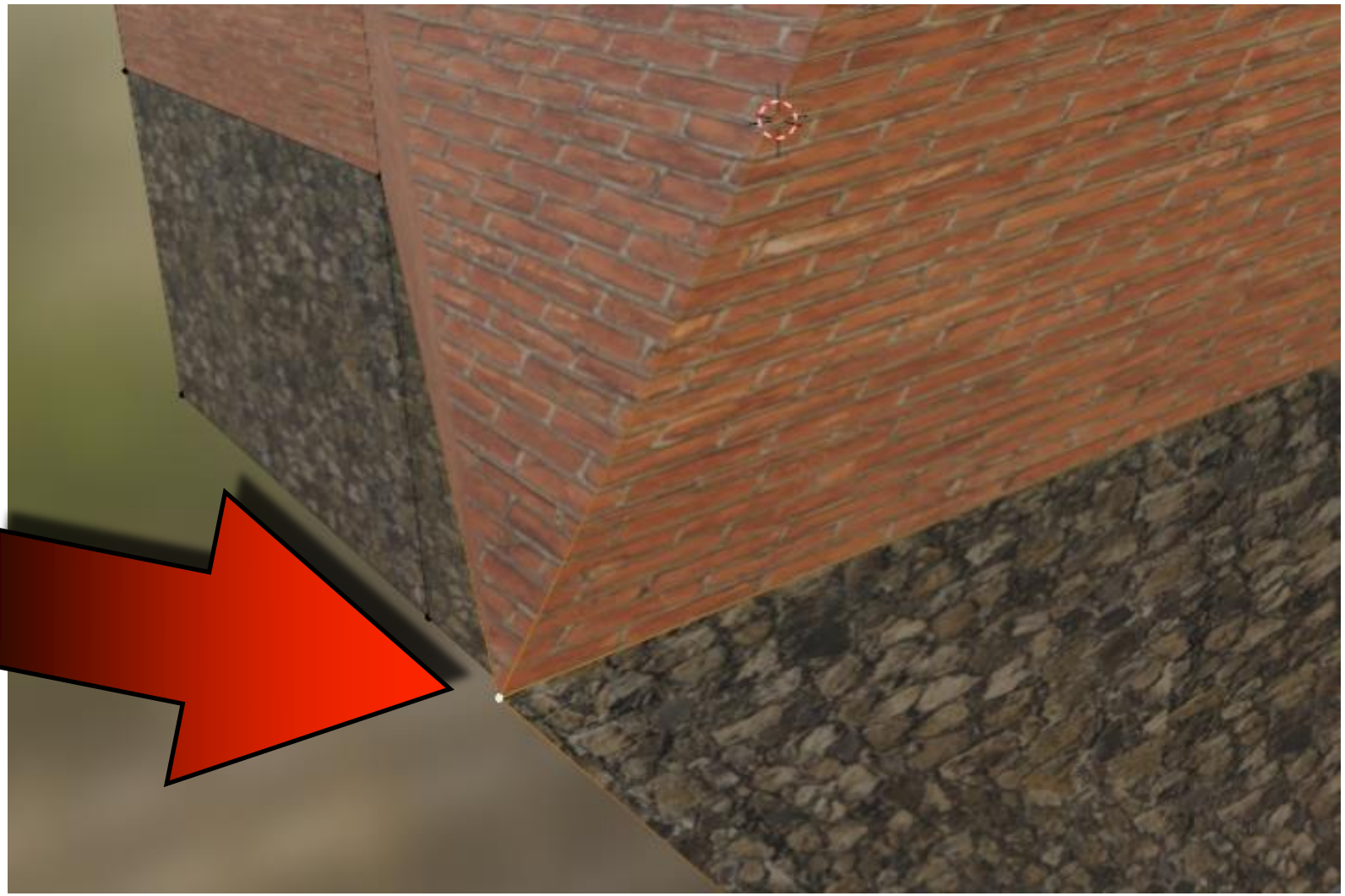
# PRESS THE A KEY TO SELECT EVERYTHING



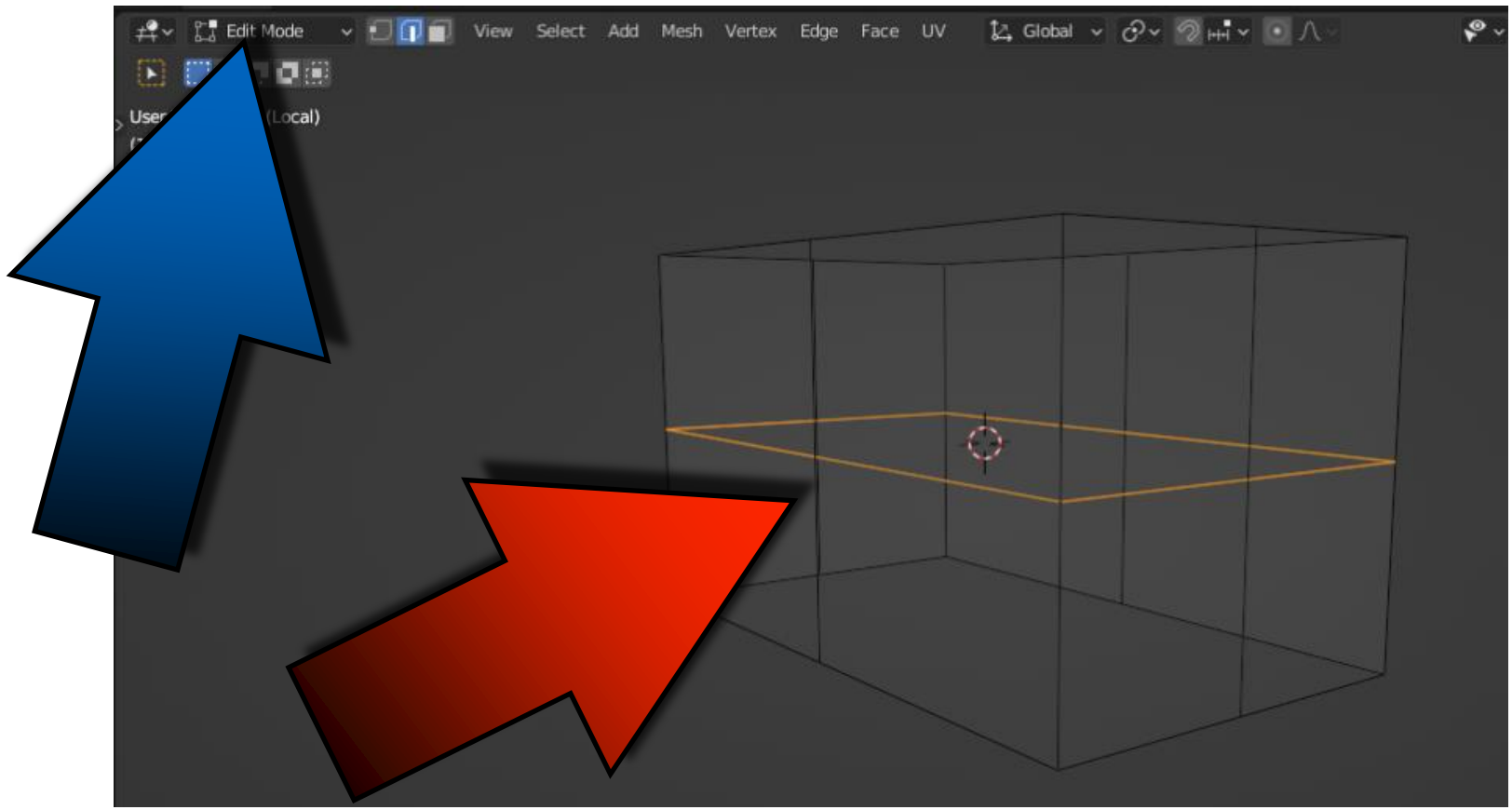
# PRESS THE M KEY AND SELECT BY DISTANCE



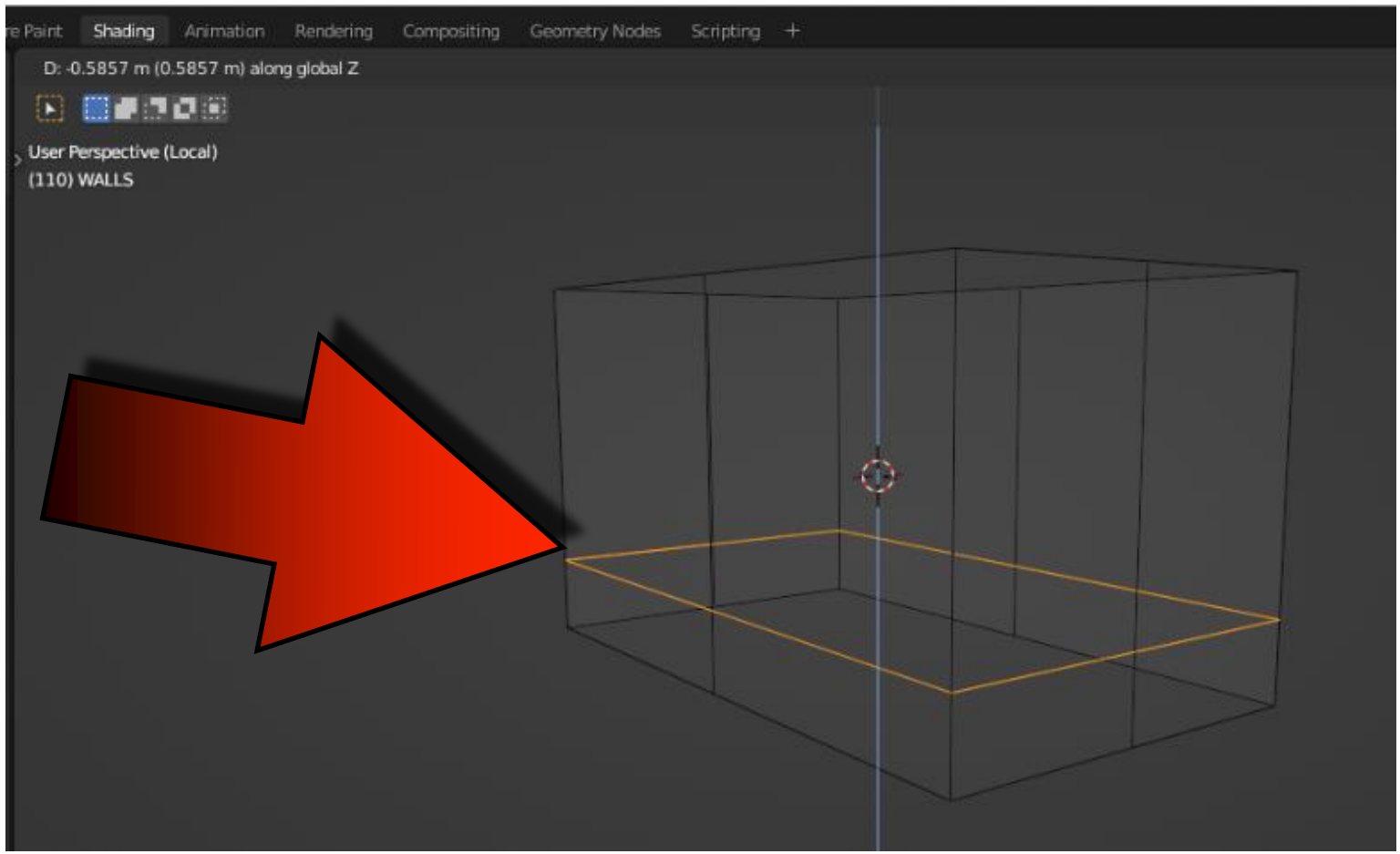
# VERTEX WILL BE CONNECTED



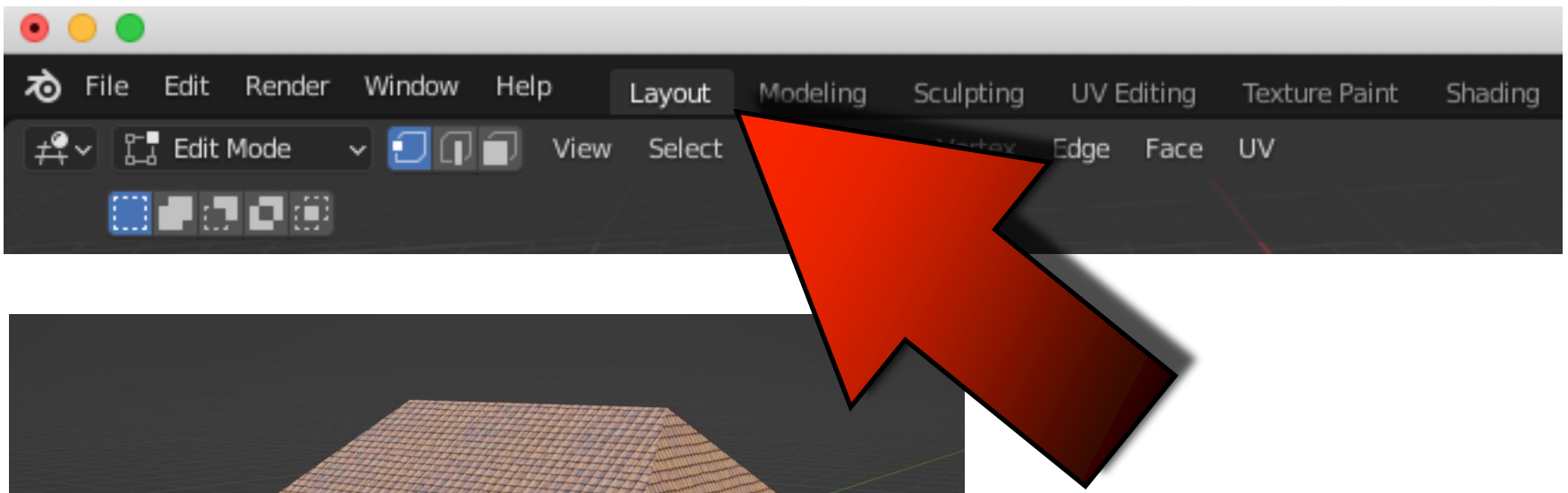
# USING YOUR MOUSE AND THE B OR C KEYS SELECT THE MIDDLE EDGES

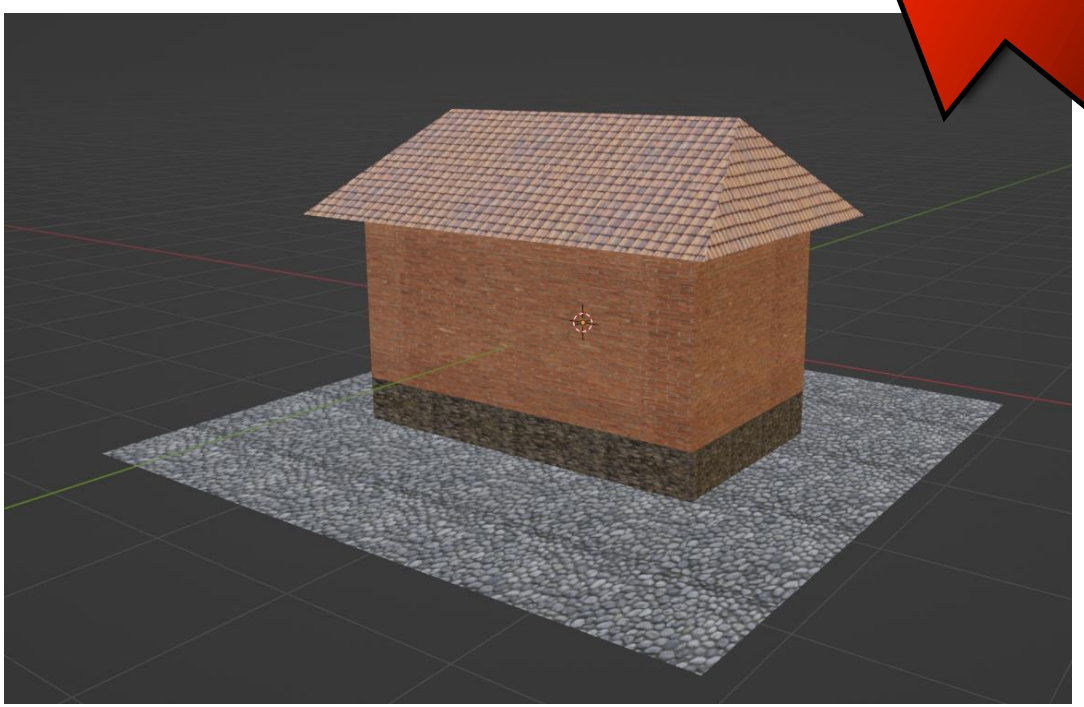


# AND WITH
# THE G AND Z KEYS
# MOVE THE MIDDLE EDGE DOWN



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



# THANK YOU FOR YOUR ATTENTION

Co-funded by the European Union