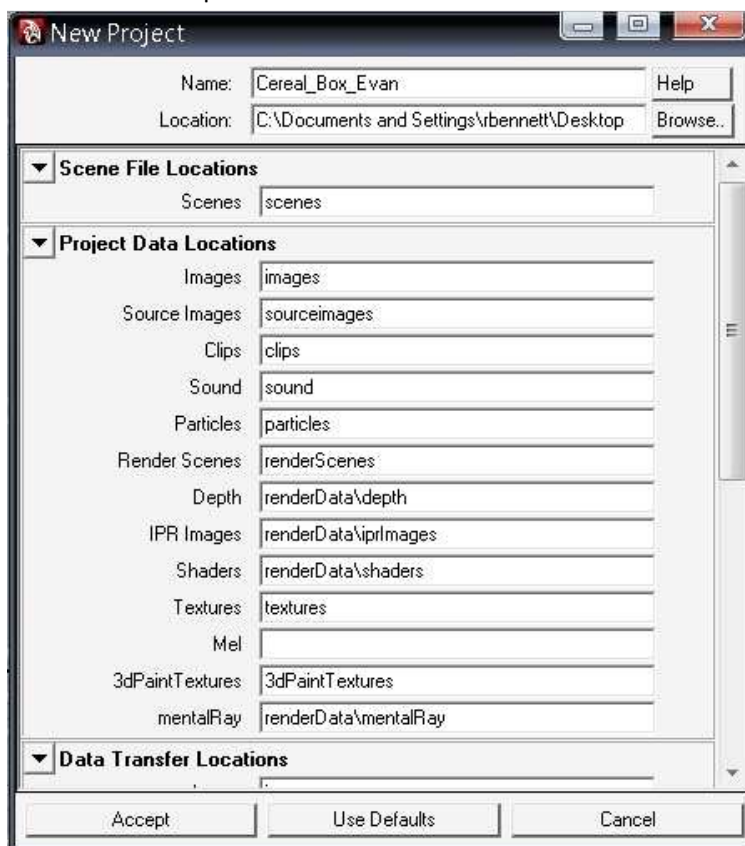


Maya - Texturing - Introduction

Setting Up Project:

1. From the main menu select 'File – Project Window'
2. Select the New button.
3. In the 'Name' box type "Cereal_Box_yourname"
4. 'Location' – choose an appropriate folder in your H:Drive.
5. Click 'Use Defaults' at the bottom of the Dialogue.
6. Choose the 'Accept' button.

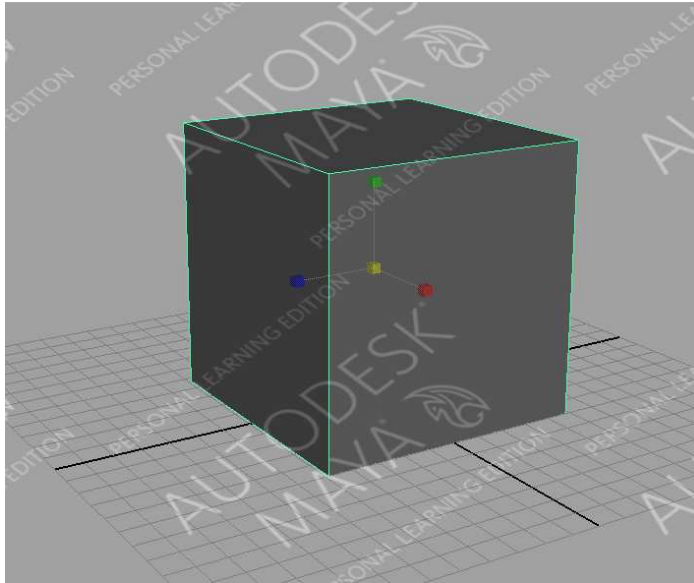


Creating a Texture File

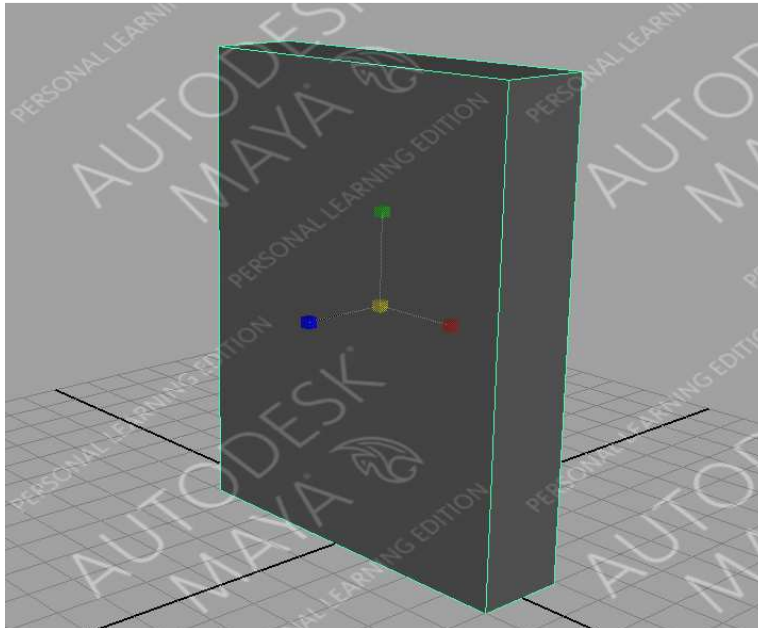
1. Open original graphic you want to use as a texture into Photoshop or the GIMP.
 - a. In this example we will use the Cereal Box.jpg from the ICT11 hand-out folder.
2. With the graphic open choose Save-As - filename.tga into the 'Source Images' folder of your project folder. This is a raw uncompressed file format needed to make a smooth texture.

Creating Object – Cereal Box

1. From the 'Polygons' shortcut toolbar select the 'Polygon Cube' tool.
 - a. Hold down the 'Shift' button and drag on the grid. (This will ensure the proportions of your cube remain equal)



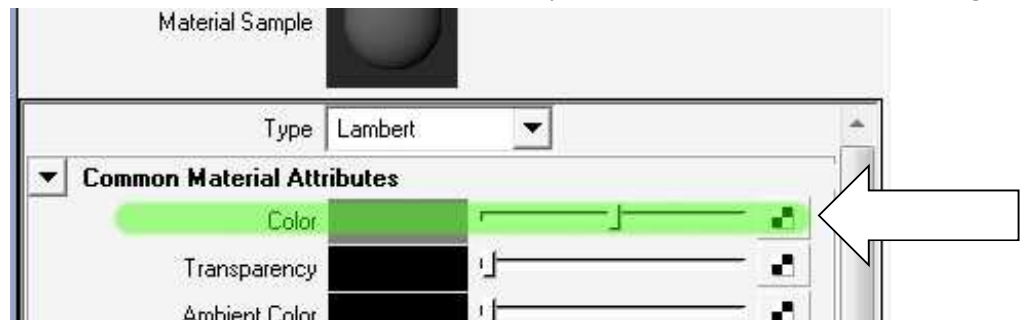
- b. Select the 'R' key to activate the scale tool.
 - c. Use the Z axis (blue arrow) and the X axis (red arrow) to scale the cube to resemble a cereal box. (See image below).



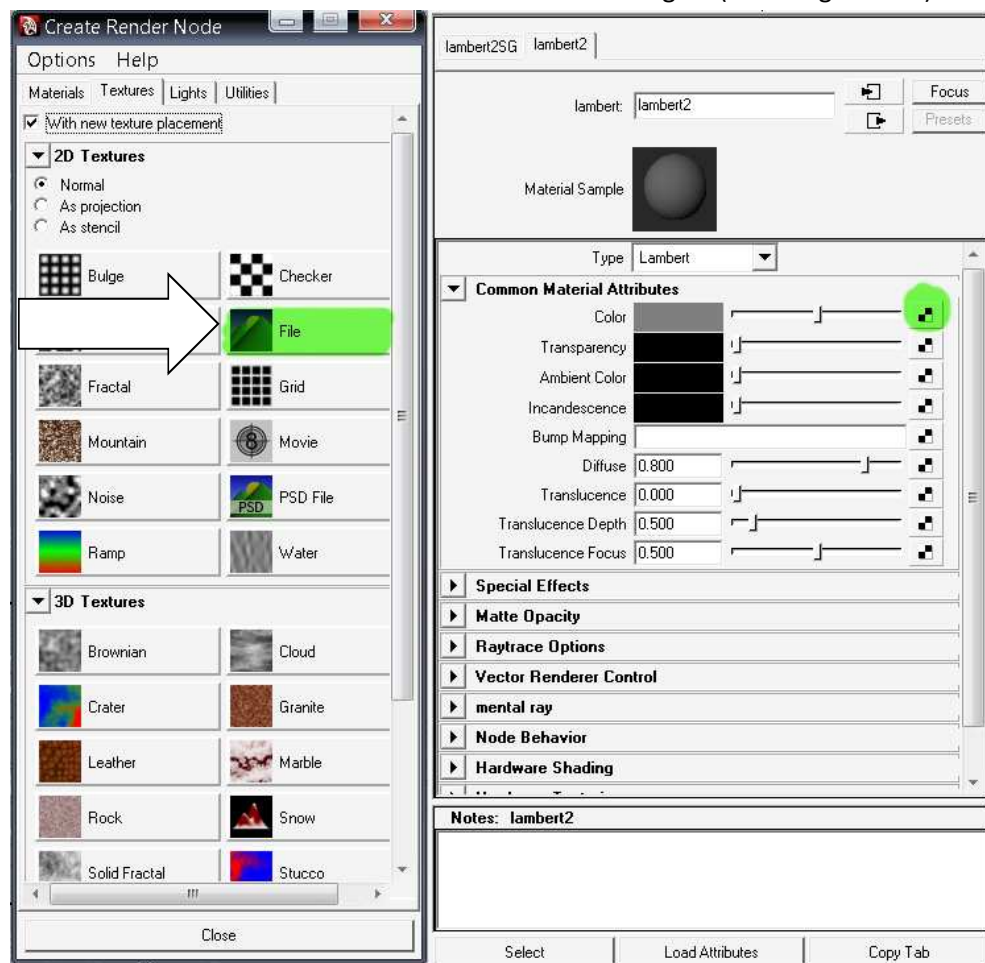
Assign a Material

1. Right-click object – Assign New Material – Lambert

- a. Next to 'Color' click the 'checkered box'. This opens the 'Create Render Node' dialogue.



- b. Select the 'File' button in the 'Create Render Node' dialogue. (See image below).

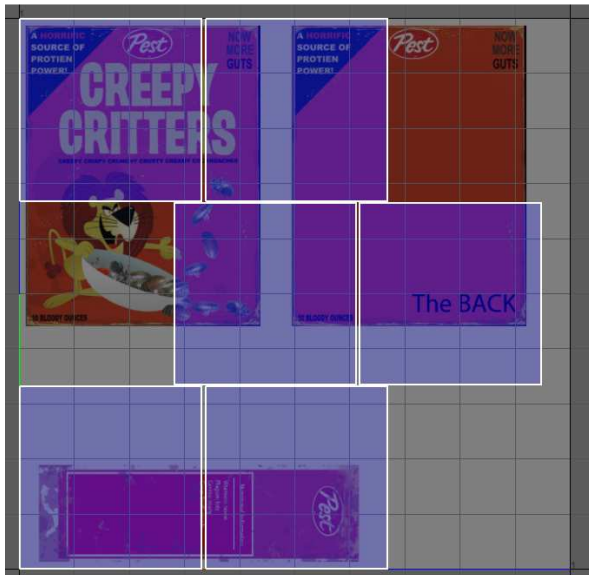


- c. On the right hand side of the screen look for 'File Attributes'

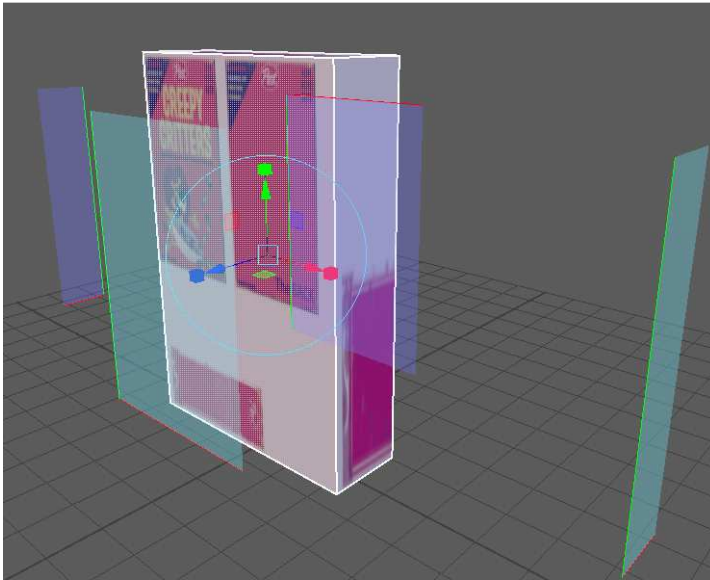
- d. Select the folder image next to 'Image Name' to browse for your texture file.
 - i. The texture file is located in the 'Source Images' folder where you saved your project.
- e. Press the '6' key on the keyboard (this will show the object with the texture overlaid).
 6Yes I know it is not properly aligned! That comes next!

Align the Material

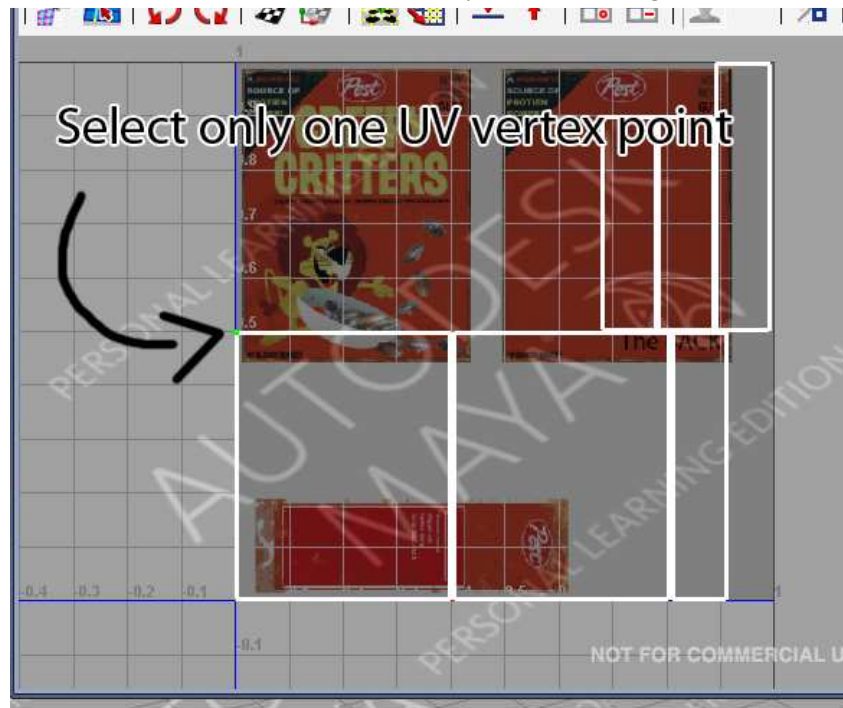
1. Main menu – Windows – Workspaces - UV Editing. (This opens the texture editor dialogue).
2. In the UV Editor select select "Image – Dim", "View – Shaded", and "View – "Texture Borders".
 (This will darken the image underneath the object and thicken the lines of the object making it easier to work with. These settings only affect the UV Texture Editor and not the entire project).



3. MinimizeUV Texture Editor. Ensure object is selected.
 - a. Main menu – UV – Automatic settings. Under 'Layout' select 'Stretch to square' the select 'Project'. (This creates orthographic cameras that display each side of the box. **Do not touch these new planes.**



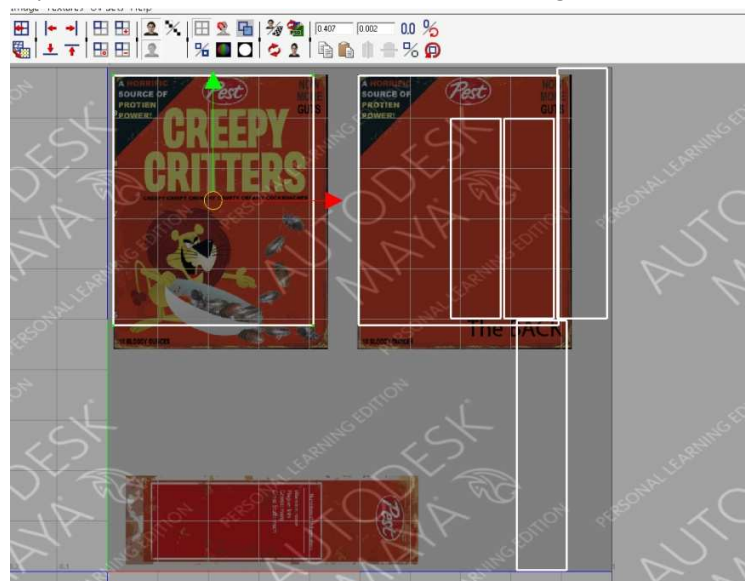
4. Click in empty space to deselect the object.
5. Reopen the UV Texture Editor.
 - a. Right-click in the UV Texture Editor window and drag to 'UV'.
 - b. Select one corner of one of the white squares. (See image below)



- c. Hold down Ctrl – Right-Click and drag to 'UV Shell'. (This grabs all four corners of that UV Shell piece)
- d. Use the move tool ('W' key) to drag the shell onto the back of the cereal box texture. (See image below)

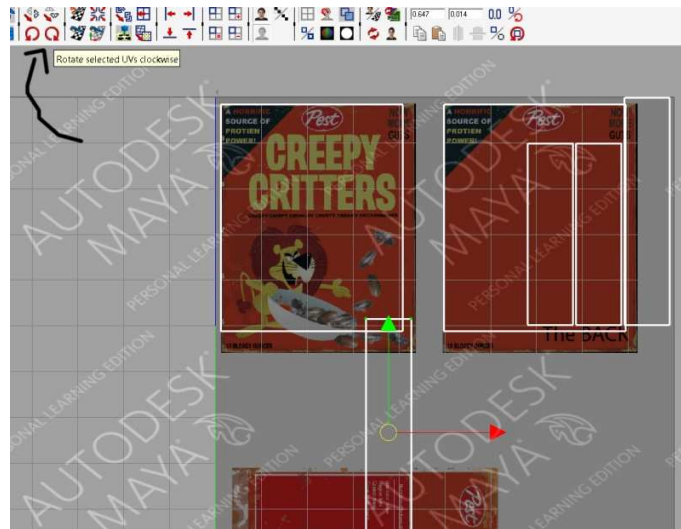


- i. Repeat for the front of the cereal box. (See image below)

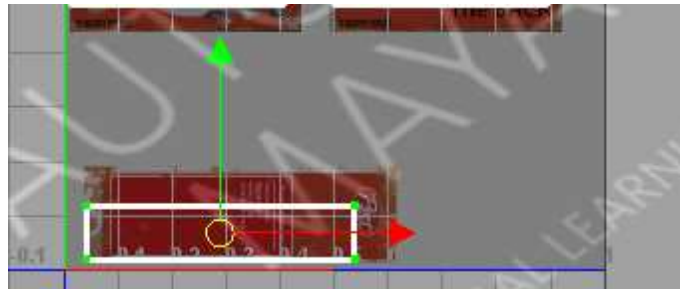


- e. Of the four remaining rectangles choose one of the 'taller' rectangles.
 - i. Hold down Ctrl – Right-Click and drag to 'UV Shell'. (This grabs all four corners of that UV Shell piece)

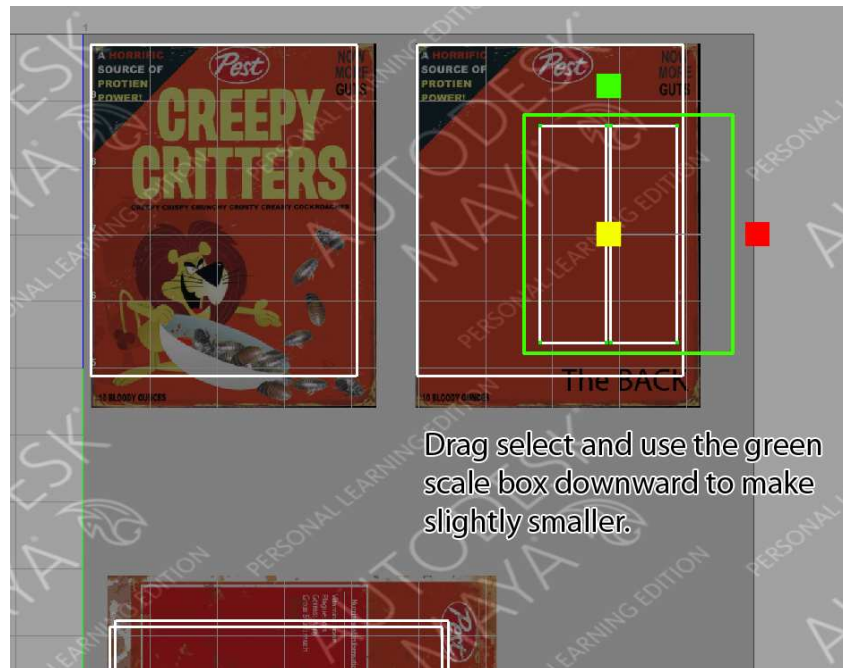
- ii. Use the 'Rotate Selected UV' button at the top of the UV editor to rotate the rectangle 'clockwise' 90 degrees.



- iii. Position the rectangle over top of the bottom texture surface. (See image below).

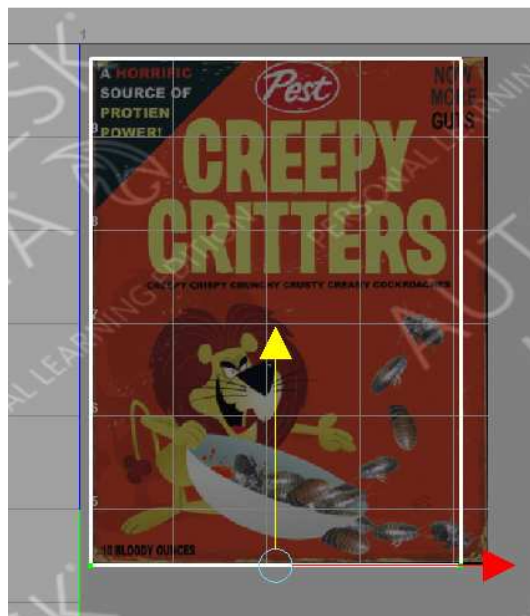


- iv. Repeat for the other identical rectangle
- f. The final two smaller rectangles should already be positioned on the back of the cereal box. We are going to leave them there. Use the scale tool ('R' key) to shorten them a bit. (See image below)



Resize Uvs

1. For the front of the cereal box Drag – select the bottom two UV vertices.
 - a. Use green arrow of the move tool to align the bottom edge of the UV and the texture. (See image below).



2. Drag – select the right side UV vertices.
 - a. Use the red arrow of the move tool to align the vertices with right edge of the cereal box.
3. Repeat this for all UVs except for the two small ones on the back of the cereal box.
4. When complete close the UV editor and you are done.

