

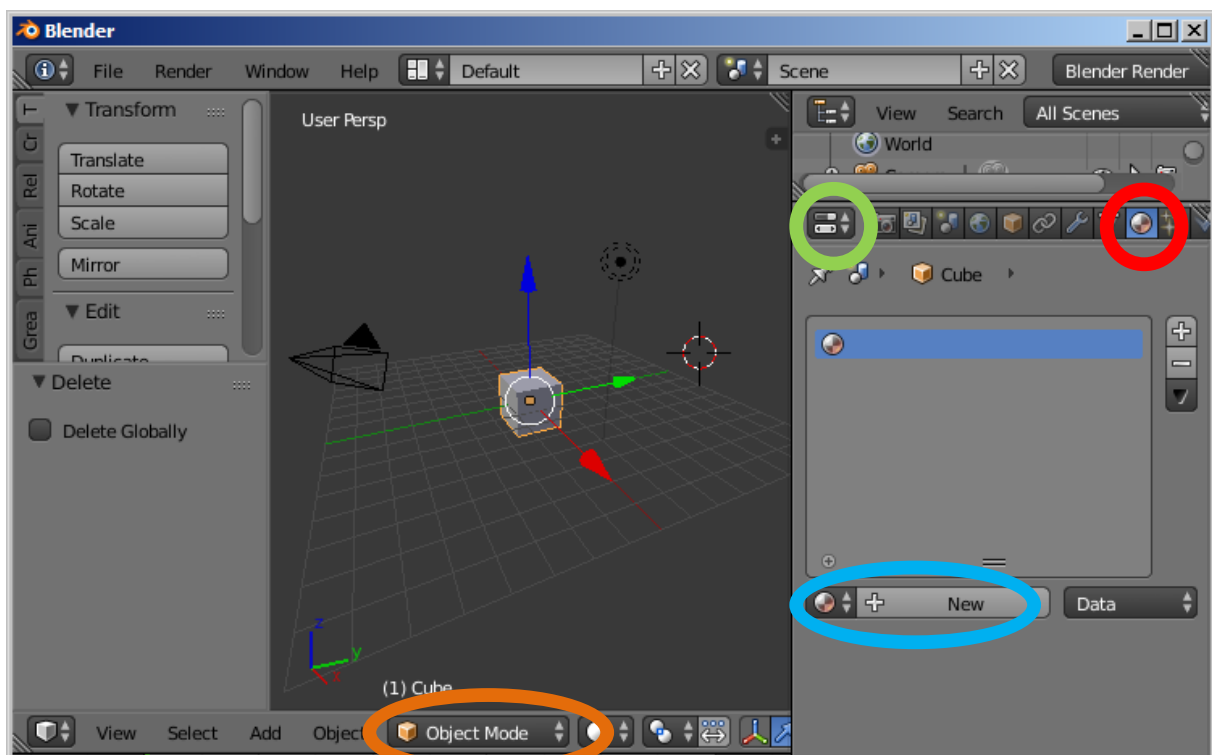
Blender Texturing Tutorial

What we will learn:

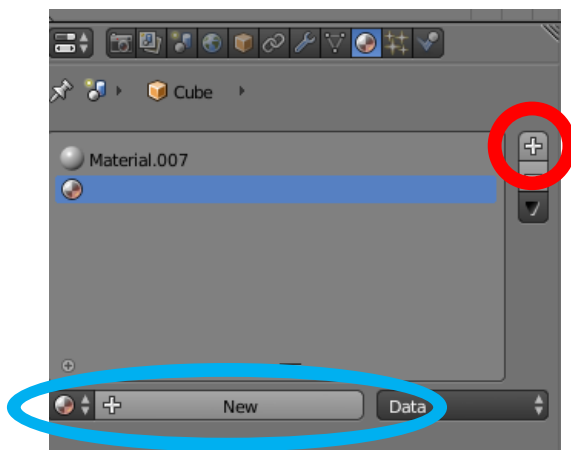
- How to create materials with textures
- How to create UV mappings
- How to assign materials to model faces

Materials with Textures:

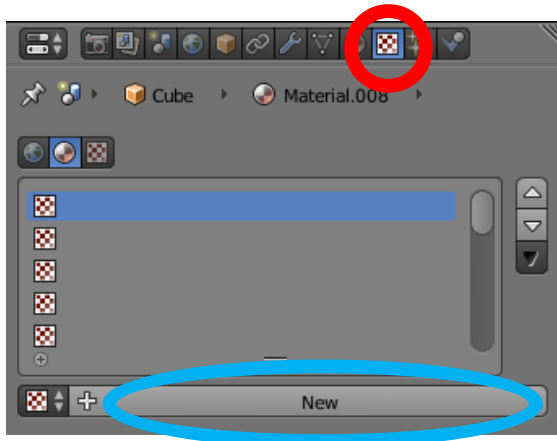
While in **Object Mode** select (right-click) the model which materials you want to edit. In the **Properties view** open the **Materials** tab for this particular model. Then create a new material by clicking the **New** button.



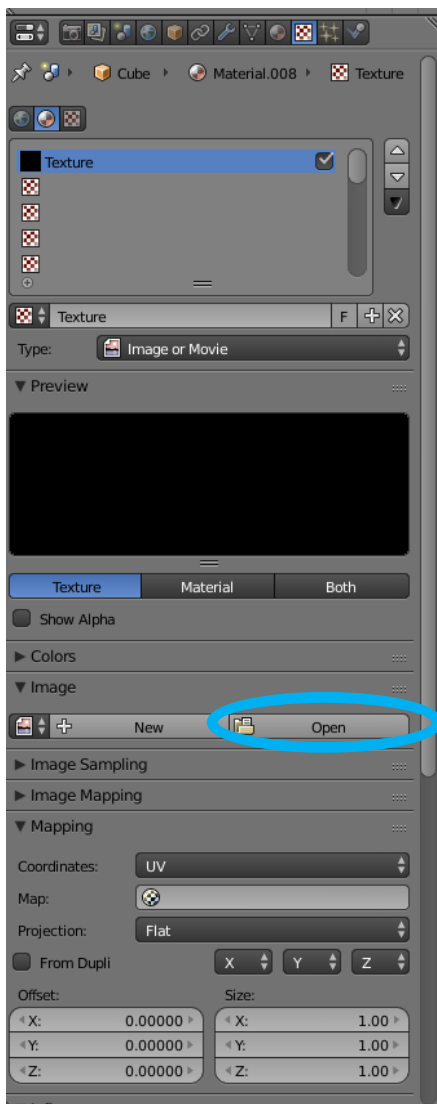
If you already have a material, you need to click the **+ Button** to create a new list entry and select this empty entry. After that you can, again, click the **New** button.



Now, we select a newly created material and then go to the **Texture tab**. Here we select an empty texture entry in the list and click the **New** button.



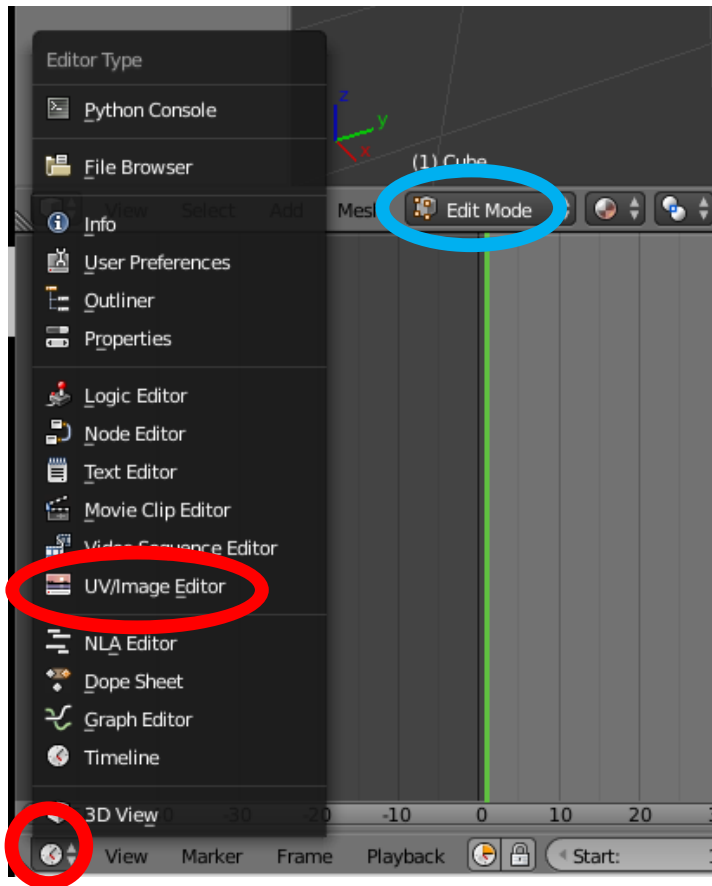
We now assign an image file to this texture by clicking the **Open** button and navigate to the desired image file.



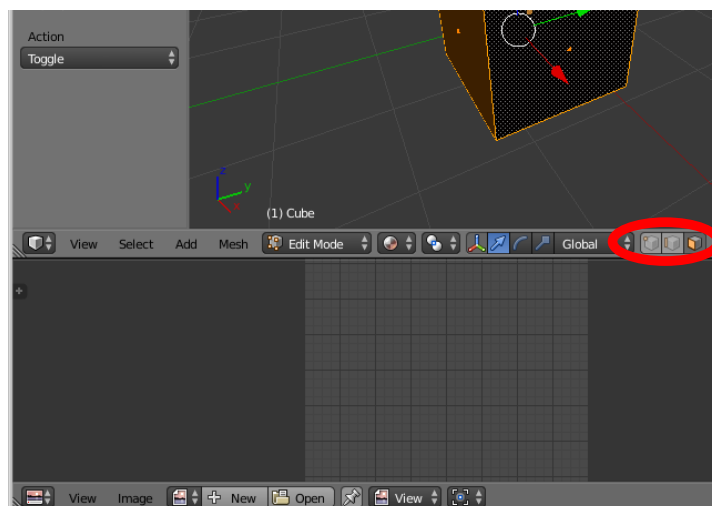
Now the material is done.

Create UV mappings

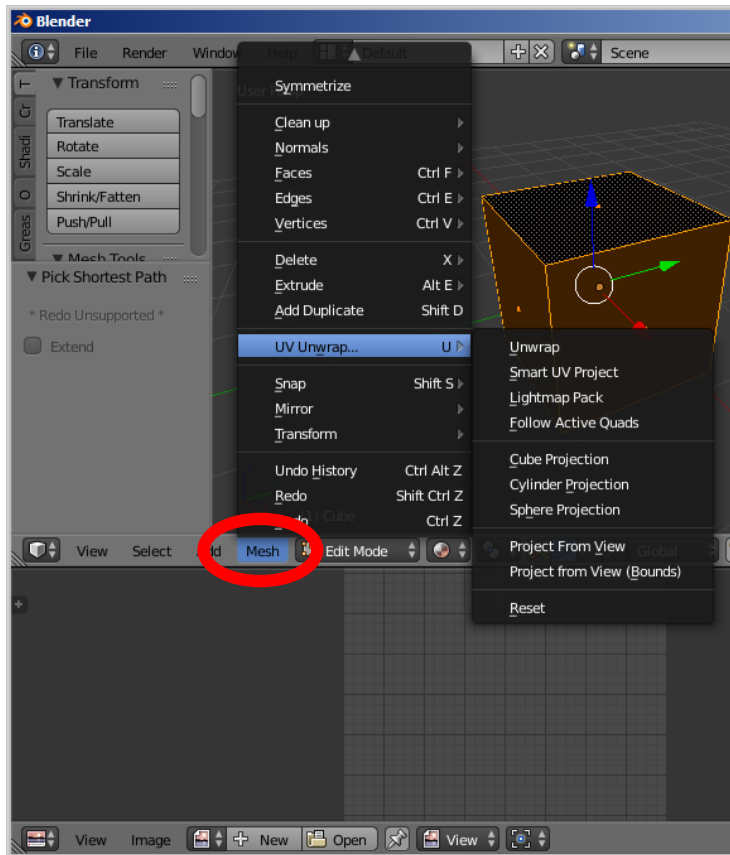
First we need to change the views and modes. Go to **Edit Mode** (while your model is selected) and change the **bottom viewport** to the **UV/Image Editor**.



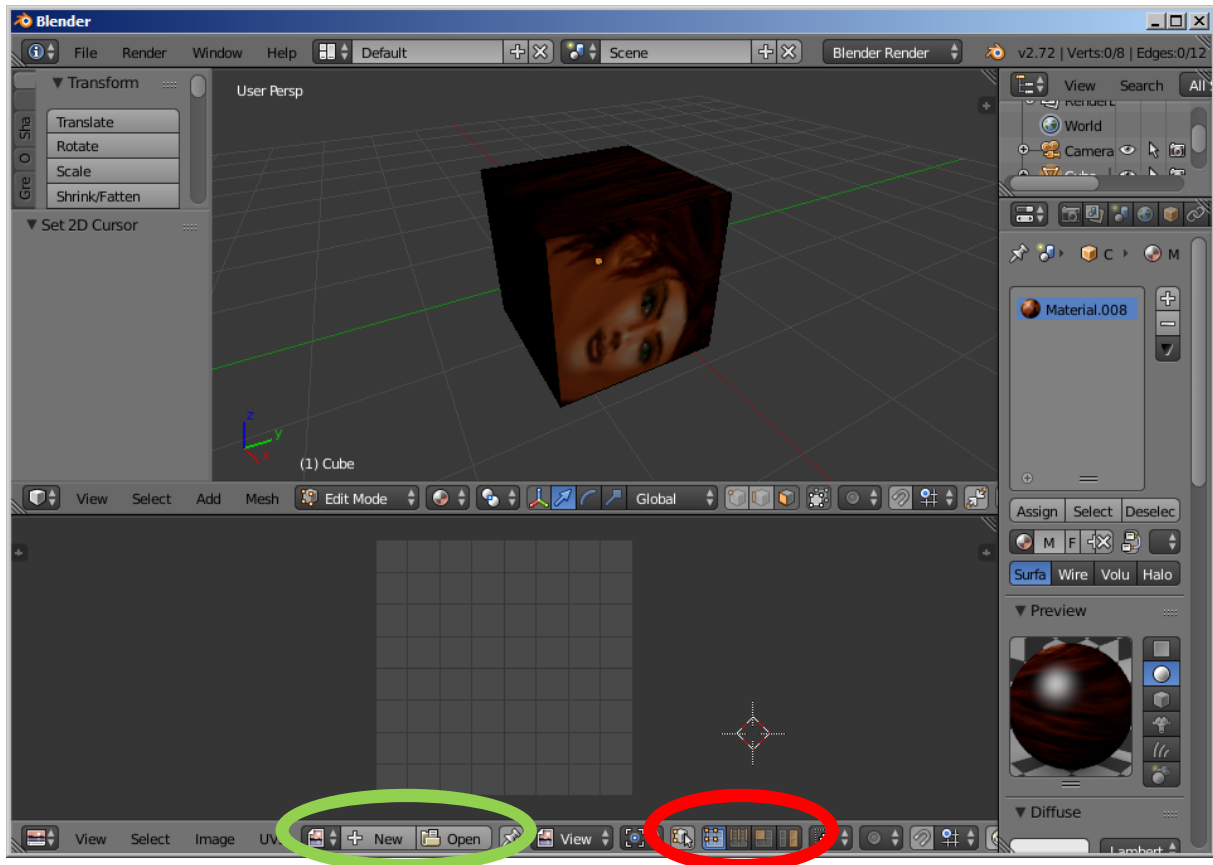
Now we can work on the UV mapping for the model. Here are some notes on the tools which help you with this process. The UV mappings define how a texture is applied to each individual face/polygon. This means that we will most likely work on polygons rather than edges or vertices. Of course, the fine tuning will be done on vertices. To help with the selection of polygons, we can change the **selection modes**. There are modes for vertices, edges and faces. We select elements using the right mouse button. With Shift / Ctrl we can add more elements to the selection. By pressing B we start a box selection. By pressing A we can select / deselect all elements.



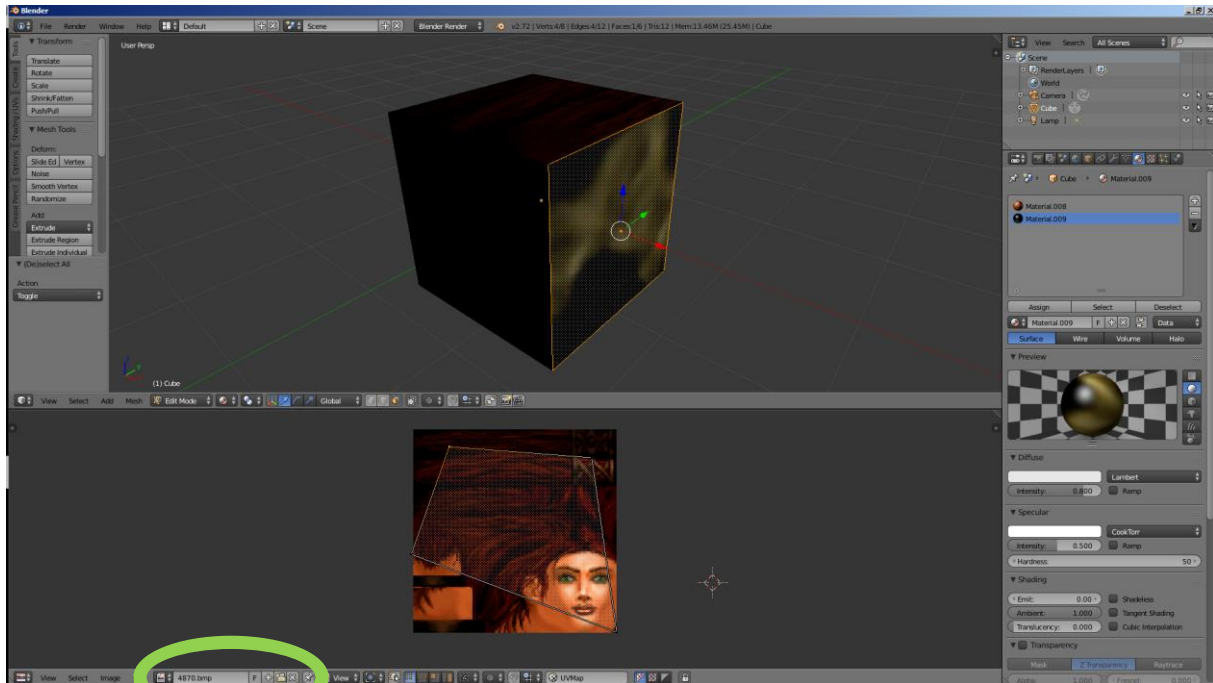
Now we have a look at the UV specific tools. Click on the **Mesh menu entry** and the hover the mouse over UV Unwrap. There we have the tools for our UV Mapping. All the tools will only take the current selection into account. The simplest way to get some UV going is by selecting the Smart UV Project which automatically generates a UV mapping according to some parameters. Unwrap, Cube Projection, Cylinder Projection, Sphere Projection, Project from View and Project from View (Bounds) are pretty self-explanatory.



Whatever you may do, the result will probably look similar to the following screenshot. The Editor has options to change the **selection modes** as well, so make use of them to manipulate the UVs. To move UV mappings (vertices or faces), you can press G to move the current selection. You can also use the right mouse button and drag stuff but G is more precise in my opinion. (Note: the UV Editor only displays selected faces. Otherwise, select the **Keep UV and Editor in Sync** option, which then shows the UV mappings.)



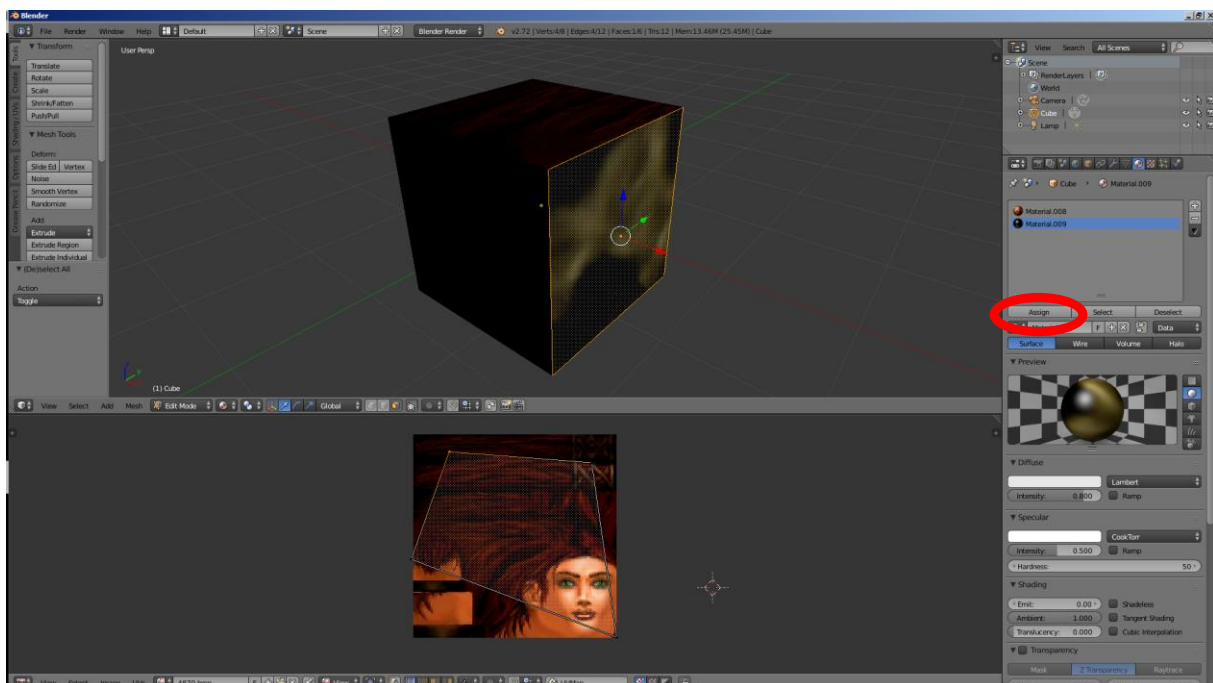
Here you see the UV mapping for a model with 2 materials. To get a better impression on how the UV mapping works out for a given texture, we can set the preview / background for the UV Editor to a specific texture. Simply use **the buttons in the green marked area** (look at the upper and lower screenshot).



Of course there are some corner cases but this should get you going to create UV mappings.

Assign materials to faces

Models probably use multiple materials and not just a single one. To assign materials to faces, you need to select the face(s) you want to assign a particular material to and then select the material in the materials tab. Finally you simply need to click the **Assign** button.



by BuXXe. If you have questions or improvement ideas simply contact me via the Drakan Discord or the arokhs-lair forum.