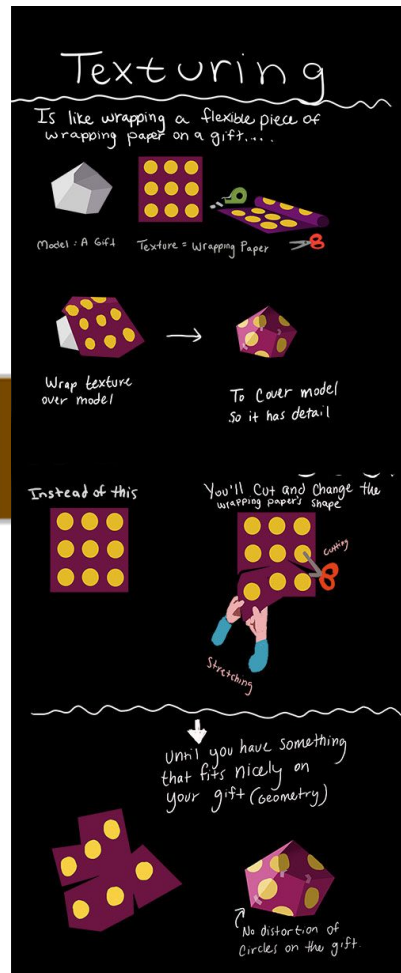


Shading Vs. Texturing!

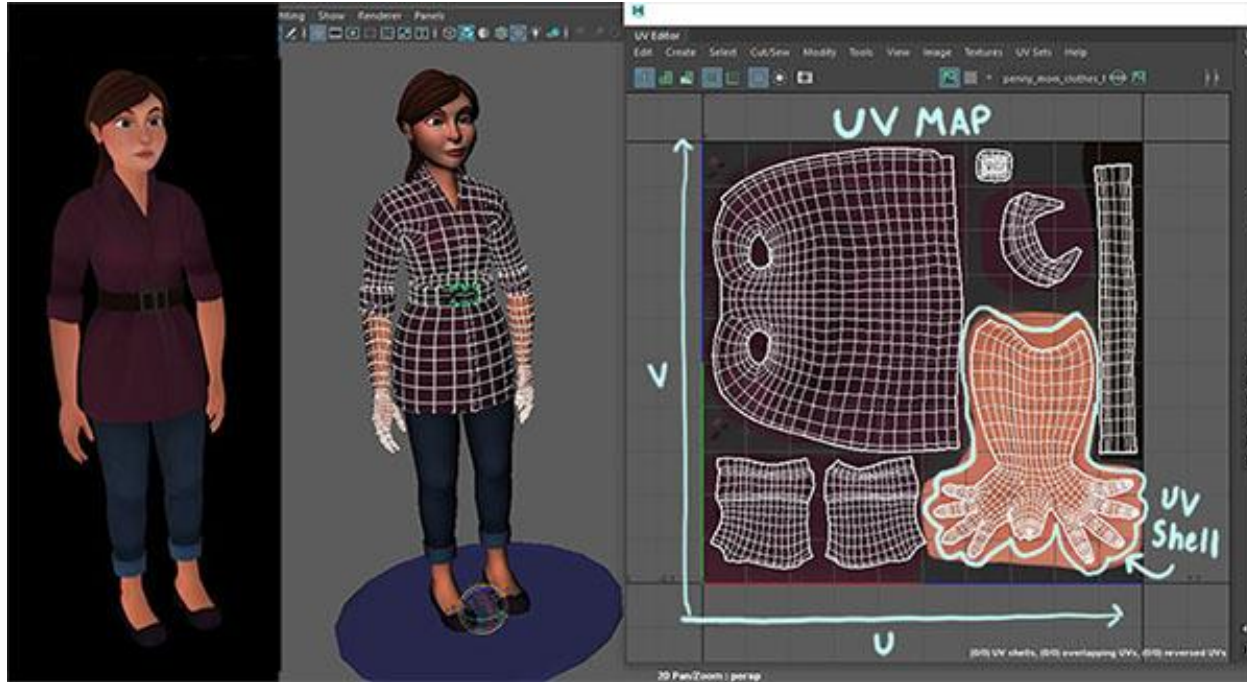
- Shading tells program what surface type object has and how it reacts to light
 - ◆ Looks at transparency, shininess, etc.
- Texturing is a 2D image mapped onto 3D object
 - ◆ Affects colors, patterns, roughness, etc.

UV Unwrapping & Texturing

Think of it like this!



Basic Steps



1. Take 3D Object
2. Unwrap into flat 2D pieces
3. Add texture

More terms to know

UV: Coordinates telling the program where the colors will go at which point

UV Shell: group of UVs that are flat and not overlapping.

- Acts as map for where texture should be placed on model!

UV Map: where the UV shells are then arranged so that software knows where to put the texture on the map.