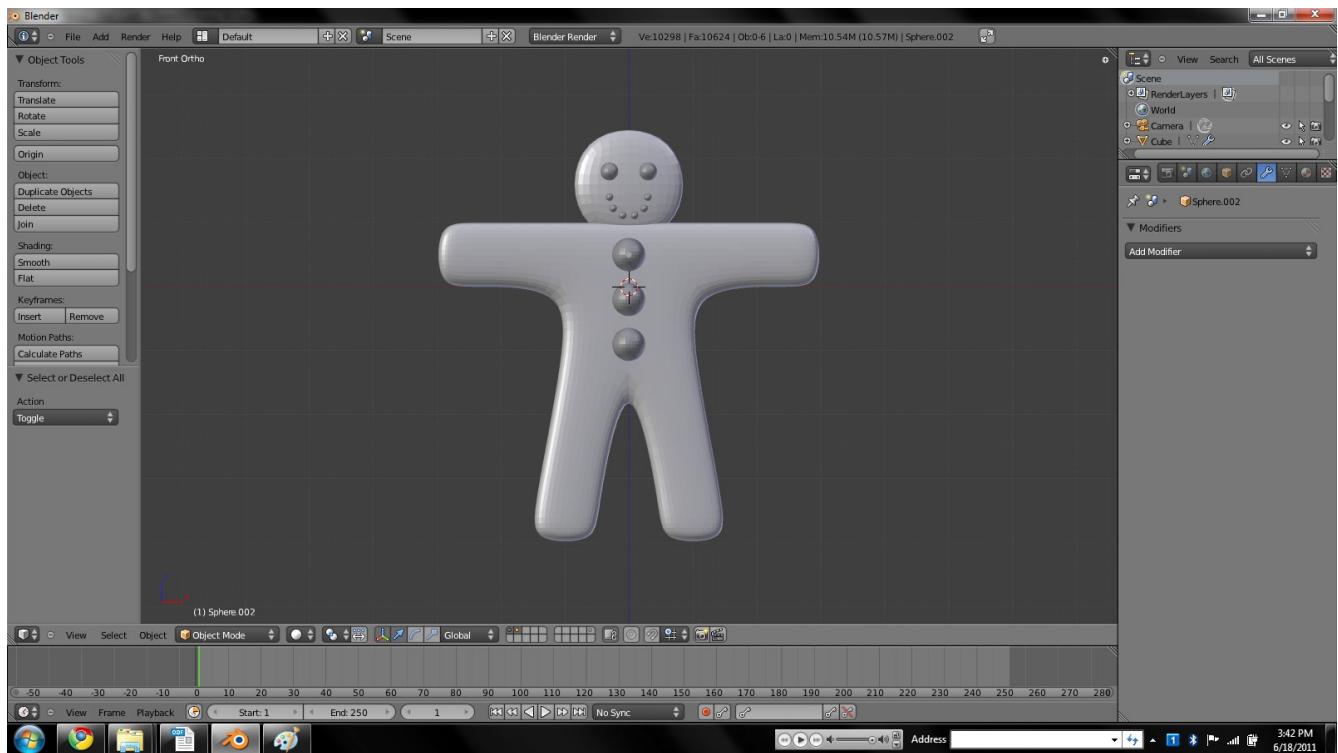


Your First Blender Project – Part 2: Texturing VREP (Virtual Reality Educational Pathfinders) Blender 2.57b

As you progress through these tutorials you should find yourself becoming more comfortable with Blender's user interface. In part 2 you will learn how to take your gingerbread man from a boring gray blob to a nice realistic-looking gingerbread man. Again, if you run into any problems or have any questions please find a friend and ask them first before you find a guide. Don't be afraid to branch out and use other resources.

In order to complete this tutorial you should have finished and saved your gingerbread man from Part 1. You also bring some prior knowledge in navigating Blender's user interface.

- The first thing you should see in the 3D view is your gingerbread man. We have already organized your gingerbread man along with your camera and lamp.

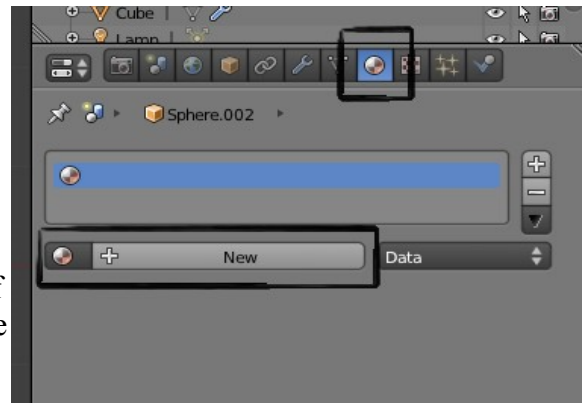


Main Screen

- First off let's all get on the same page. Go ahead and switch to your camera view. (NUM-0, or go to view and select front.) Make sure that your first two layers are selected, so your whole gingerbread man appears. (Select your first two boxes in the layer selection tool.) Now that everything looks the same as the photo above, let's jump right into texturing.

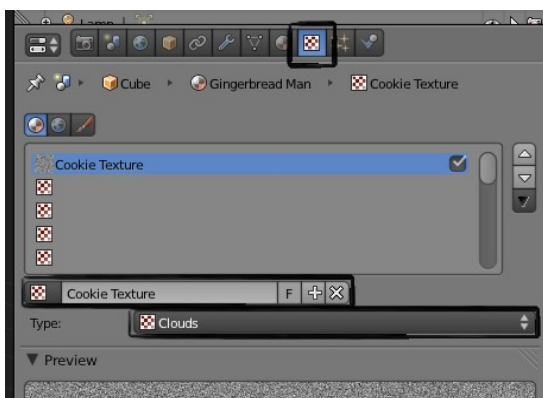
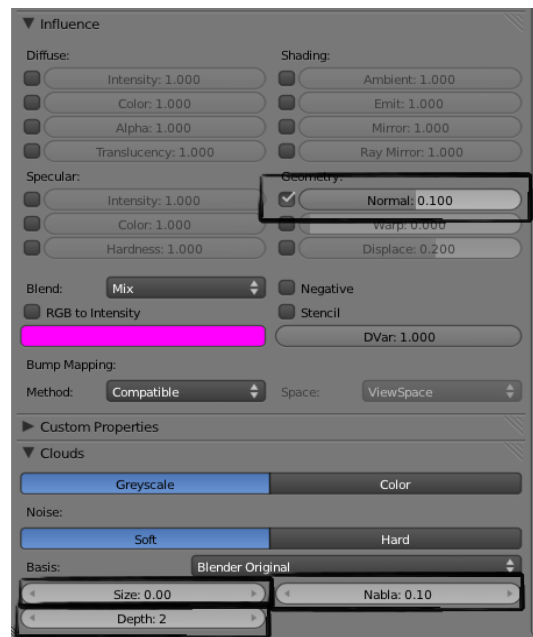
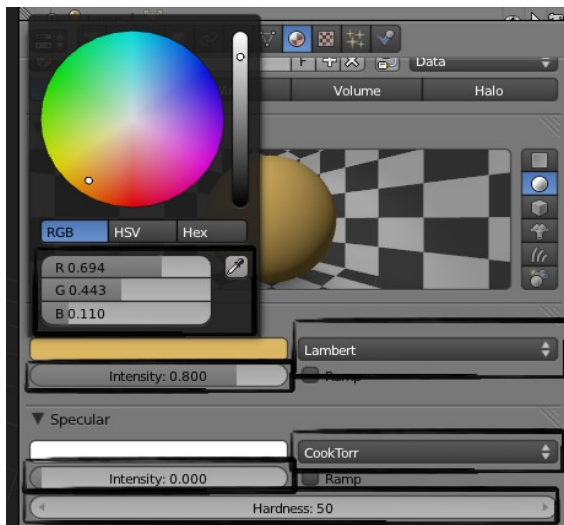
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Blender 2.57b

- To start things off go ahead and select the gingerbread man's body. **(RMB)** Then you need to find the “Materials” panel. You should start with something that looks like this.
- Next you need to find the button that says “New.” There should be a whole new list of buttons and controls that pop up. Follow the pictures below for setting up the buttons.



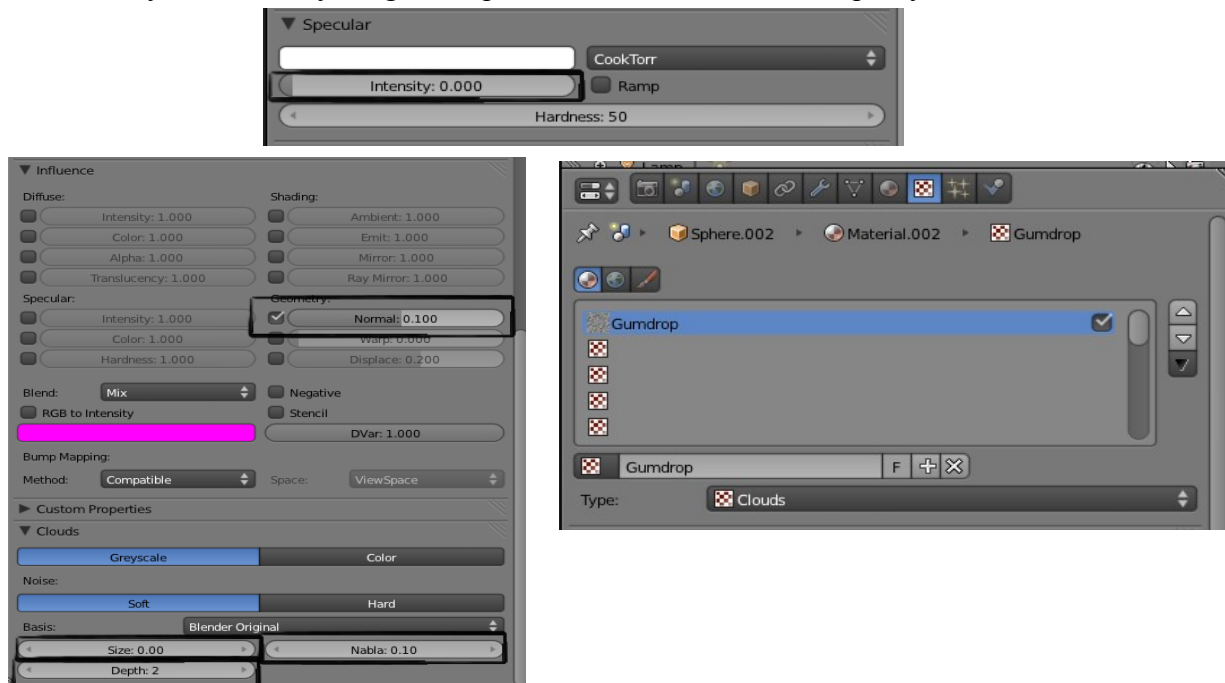
Materials Panel

- You'll need to add a texture, (the 3rd picture), adjust your color (the 1st picture), and change your shaders and texture options, (the 2nd picture).

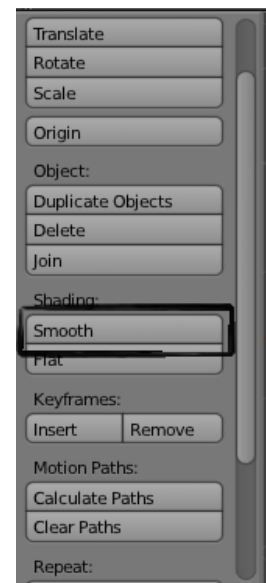


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- Now for the next step you are going to want to do almost the same thing for texturing your gumdrops. You should select the object that you're looking to texture. Go ahead and add a new material and choose your setting, like in the pictures below. I'm not going to tell you what colors you need for your gumdrops. That choice I will leave up to you.



- Then next thing that you are going to want to do is set everything smooth. (This will smooth out the rough edges on your mesh.) To do this, go back to the Object Tools panel. In the tab under “Shading” you should see a button that says smooth. (You will need to select each separate mesh and press the button.)



- When you finish you should have some thing that looks kind of like this (maybe with different

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colors).

