

BLENDER EXERCISE TEXTURES

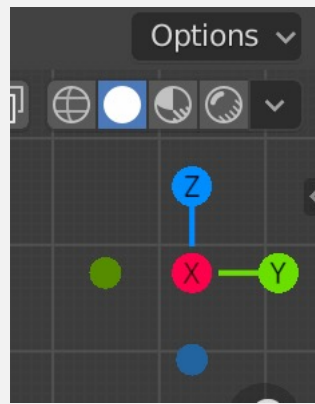
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Exercise on GitHub in the Exe2 folder



1. Align on X axis: →



2. [shift] [A] → Mesh → UV Sphere

3. In the “Add UV Sphere” leave the default values

4. Right click then select “Shade Smooth”

5. Add a new Material to the Sphere, leave default values



6. Go to the Shading workspace
7. In the Node view panel [shift] [a] to add a node, then select the node:Texture → Image Texture
8. Bind the Color of Image Texture with the Base Color
9. In the Image Texture click open to select the texture .jpg file (you can find it on github)
10. Go back to Layout
11. Select the Sphere
12. Click on File → Export → .dae (Collada)
13. Once the save panel opens check “Selection Only”
14. Save in the same folder the .dae file and the image texture file

Done! You have made an Earth Planet Sphere



Now you can import it in Unity,
remember to import also the Texture
as a separate Image File



Blender documentation

- Latest version (the latest version at today is 2.91)
<https://docs.blender.org/manual/en/latest/index.html#>
- 2.83
<https://docs.blender.org/manual/en/2.83/index.html#>