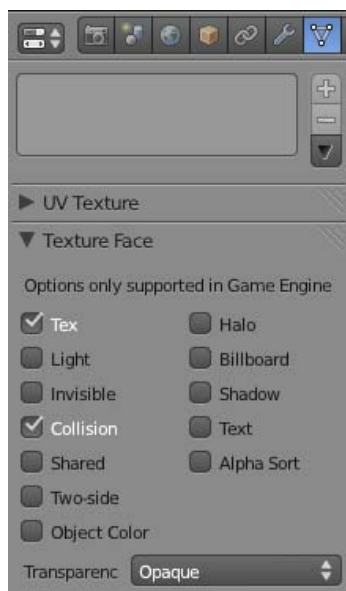
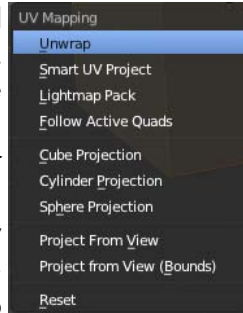
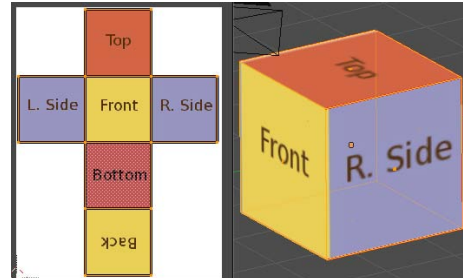
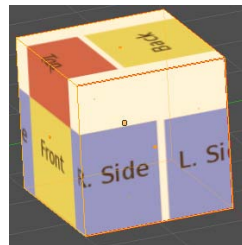
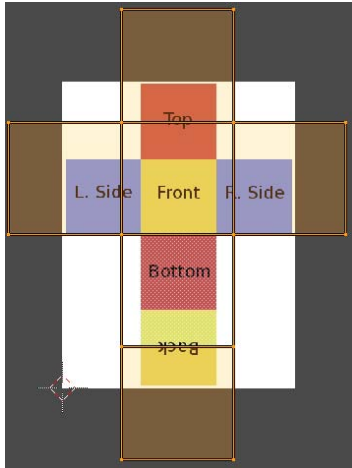


## Chapter 22- Textures in the Game Engine

Now go back to Face select mode, hit "**A**" for All twice to select all faces. Type "**U**" to bring up the UV Mapping options in the 3D window. You have several options. We want "Unwrap". You will now see the unwrapped faces in the UV Mapping window. You can select these vertices as you would for any other Blender object and move, scale or rotate them. You will also see the texture on the cube. By pressing "**P**" you will see the texture in game play. (*in object mode*) Adjust the vertices so it looks good on the cube.



By using this technique, you can select single or groups of faces on an object to assign textures. By switching back to the *Default* screen layout, you will find a panel in the *Object Data* buttons, in *Edit Mode*, that effect the texture faces. In the current version of Blender, you can only select one face at a time to change these options.

Some useful options here are:

Light: face is effected by light hitting it.

Invisible: good for adding planes along a track as guides.

Collision: unchecked and the actor can go through it.

Two-Sided: by default, texture visible from one side only.

Transparency: options for visibility.

### UV Textures in an Animated Movie:

Just like game physics can be written into an animation curve, UV can be used with materials and textures. After going through the steps above, add a material and texture to the object. Select "Image" for the texture type, select the picture you used, the under the "Mapping" panel, choose "UV" in the Coordinate box. Pressing **F12** should give you a rendered image of the map.

