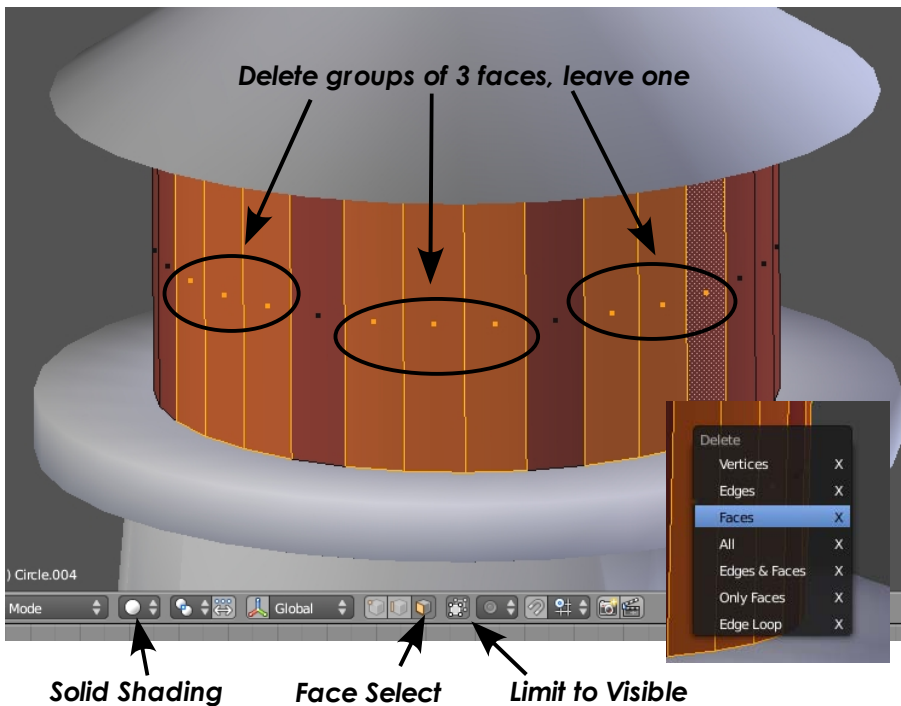


Applying Textures- Landscape & Lighthouse

Here's the final result of my texturing. I decided to go with a straight color of red for the light area and a stucci texture on the walkway to simulate stone/concrete. Since the lighthouse will be toward the back of our final scene, it doesn't need to be "photo realistic".

It's now time to cut some windows to let the light shine out. We will do this easily by deleting faces in *edit mode*.

First, select the tube mesh and enter *edit mode* (tab). Change from selecting *vertices* to *faces*. (see page 3-5 if you forget). You'll also want to switch from wireframe view to *solid shading* ("Z" key) and hit the button to *limit selection to visible*. You will need to select every 3 faces and delete "*faces*". You will leave 1 face (as the post between the



windows), and delete the next 3 faces. Continue all the way around. Since there are 32 divisions, it should work out perfectly all the way around.

With the faces deleted, exit *Edit mode* and render a picture with F12. Your lighthouse should look something like the picture below.

Now that we're done texturing and editing the lighthouse, it's time to join the meshes back together. In *Object Mode*, select all the meshes by RMB (right-mouse-button) clicking on them while holding down the **Shift** key. Hit **Ctrl-J** and confirm the operation. The lighthouse should once again be a single mesh. You should also have a final rendered view, fully textured! After joining your meshes, you now have one mesh with multiple materials and can see them listed in the material panel. You may need to go back and adjust them after joining, but should not need much.

