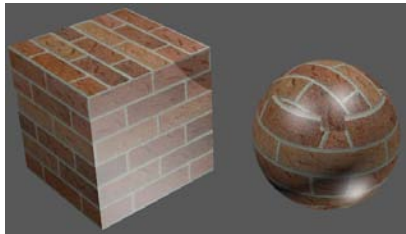
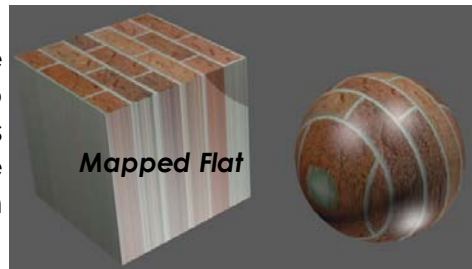
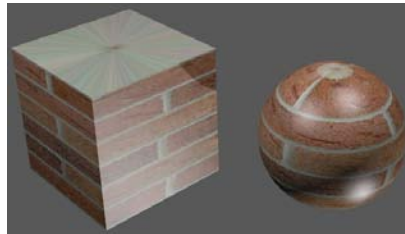


## Chapter 4- Materials and Textures

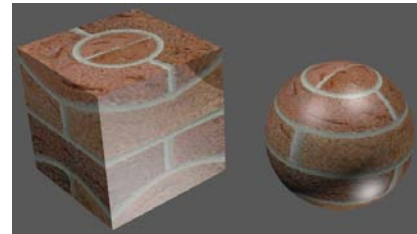
For an example of using images, here is a cube and sphere rendered using a brick image. You will notice that, by default, the image is mapped onto the top and stretched down the sides of the object. This is called “Flat” mapping. This can be adjusted in the “Mapping” panel. Your other options are shown below:



**Mapped Cube**



**Mapped Tube**



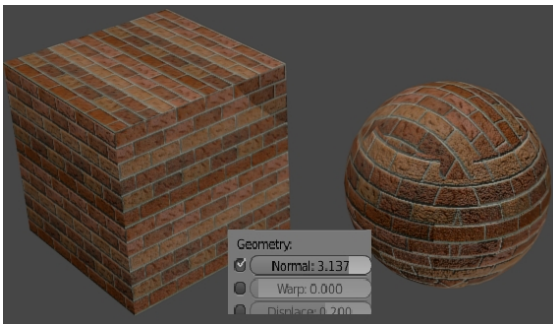
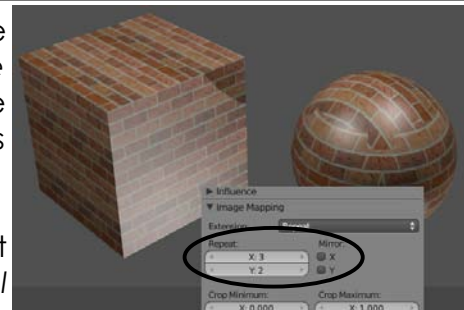
**Mapped Sphere**



### **RoboDude Asks: Why can't I find any images to use with Blender?**

Blender does not come with any images installed with the program, only the built-in texture generators. You will need to supply your own images. There are many texture libraries available on the internet or you can create your own.

Let's say I want to use the “Cube” mapping, but the bricks are too large. I can control this in the “Image Mapping” panel under the “Repeat” option. The image I used tiles well, but if it does not you can press the Mirror- X and Y buttons.



Remember that the *Material* and *Texture*

panels work together. The bricks look good, but a bit too glossy and flat. You can make adjustments to Specular in Materials (glossiness) and add a “*Normal*” to the brick texture in the *Texture* panel under the “*Influence*” panel. This will simulate depth and add a nice effect to the brick.

### **Movies as Textures:**

You load a movie just as you would load an image, except that you have a few other options. You can control which frames of the movie to use, when it starts (offset) and if the movie cycles through your animation. This can be a great option for animated backgrounds, and motion on objects. Remember that all movie formats may not be supported.

