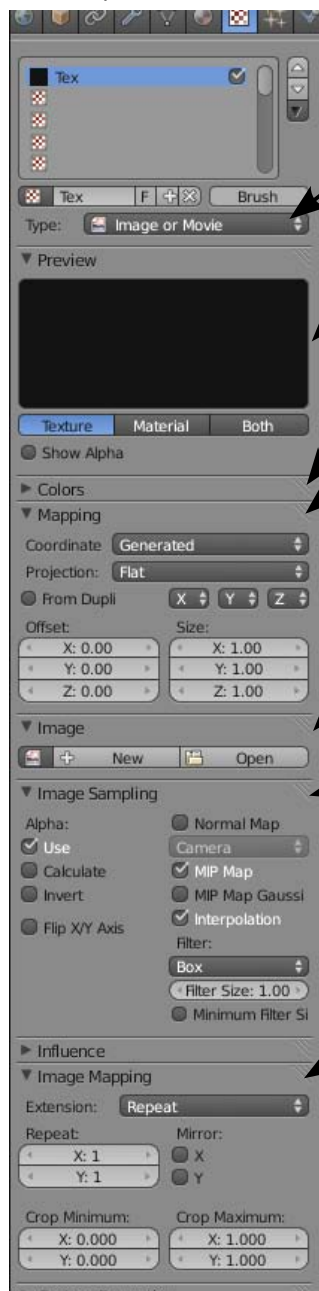


## Chapter 4- Material and Textures

### Using Images and Movies as Textures

The basic texture generators are nice, but not complete. Most of the time you need to place textures like grass, brick, metal, fabrics and such into your model. **Anything that can be saved as a JPEG image can be used as a texture in Blender.** Most other image type files can be used as well (png, targa, TIFF, bmp). If you want to put a picture of your face on an object- you can! Movie files can also be placed on an object as a material. To use a JPEG as a texture, add a *Material* as before, go to the *Texture* buttons and select the **"Image or Movie"** option under **"Type"**. When you select this, here is what you see for options:



#### Texture Type:

Changed to "Image or Movie"

#### Preview Window:

Can be set to display Texture or Material or Both

#### Colors Panel:

An image can be adjusted if colors are not quite what you want (i.e. a wood grain that you may want more red in it)

#### Mapping Panel:

Textures can be projected *Flat*, *Cube*, *Tube*, or *Sphere* onto an object. Important block! Here, you can also adjust the offset and size of an image on your object.

#### Image Panel:

This is actually where you open the image or movie you wish to use for your texture. If you don't see thumbnails of your images, you can change the window's viewing type (see page 1-4 for details).

#### Image Sampling Panel:

Make adjustments to your image such as Alpha (transparent images). For example, you have a tree image made in a graphics program with a transparent background. Set alpha here to remove that background.

#### Image Mapping Panel:

If you would like to have the texture repeat (i.e. a brick pattern where you need to use the image several times on a surface), set it here. You also have mirror options in case the image you're using doesn't appear seamless.

**RoboDude Asks:** I've worked with all these settings, but the texture still won't map correctly- what's wrong?

Textures can be affected by rotation and scaling of objects. Try pressing Ctrl-"A" to reset scale and rotation.