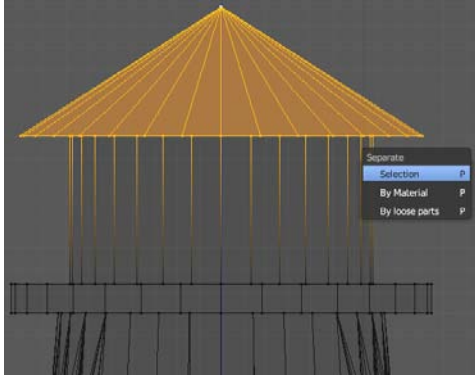


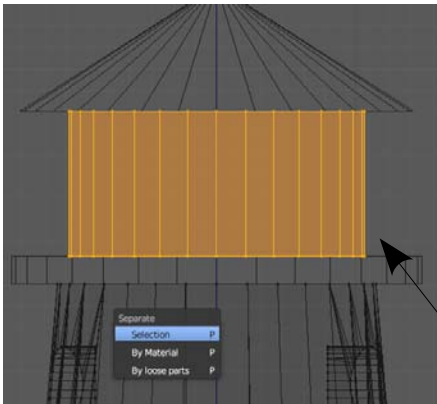
Applying Textures- Landscape & Lighthouse

PRACTICE EXERCISE

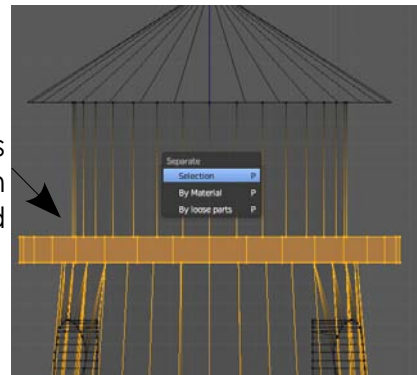
Let's start by adding textures to your lighthouse. Open your "**Lighthouse**" model, switch to a front view (#1), and enter Edit mode (tab). Make sure you are in wireframe view ("Z" key). Deselect all vertices using the "**A**" key (remember- deselected vertices are pink, selected vertices are yellow). Zoom in on the top portion of your lighthouse.



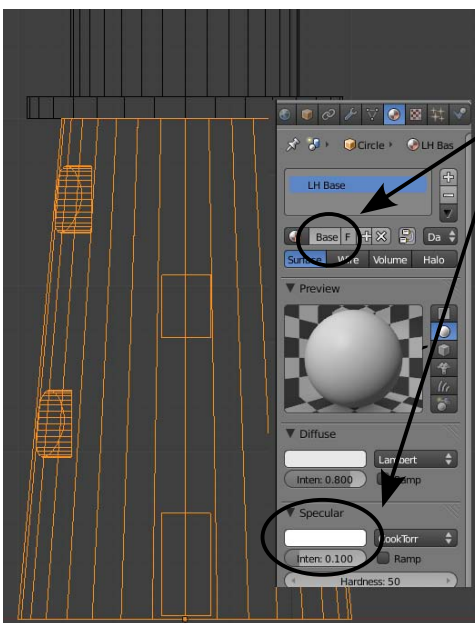
Begin by box selecting ("**B**" key) the top of the lighthouse (roof only) as shown. We will separate these vertices from the rest of the mesh, making it easier to apply a different material and texture to that part of the lighthouse. Press the "**P**" key to partition (separate) and choose the "Selected" option. The top of the lighthouse is now a separate mesh.



Now select all the vertices that form the walkway with the box selection and separate them using "P".



Lastly, select all the vertices that form the lighted area of the lighthouse and separate them using "P".



Exit edit mode (tab) and zoom out to see the entire lighthouse. The base of the lighthouse should be selected. Go to the Material buttons. Select "New" and name the material **LH Base**. Change the Specular Intensity setting down to **0.1**. This will keep the gloss down. We do not need to set a color in the RGB sliders since we will be applying an image texture to the mesh. Just to check our results so far, Press F12 for a render.

If you notice any strange effects when rendering, it is the result of separating the mesh. Try entering Edit Mode, select all vertices and use the "Recalculate" Normals, or "Remove Doubles" options in the Tool Shelf. There may even be the possibility that you have a double mesh.

