

Colour a Fish

Open your fish model, and save a new version of it as fish_textured.blend

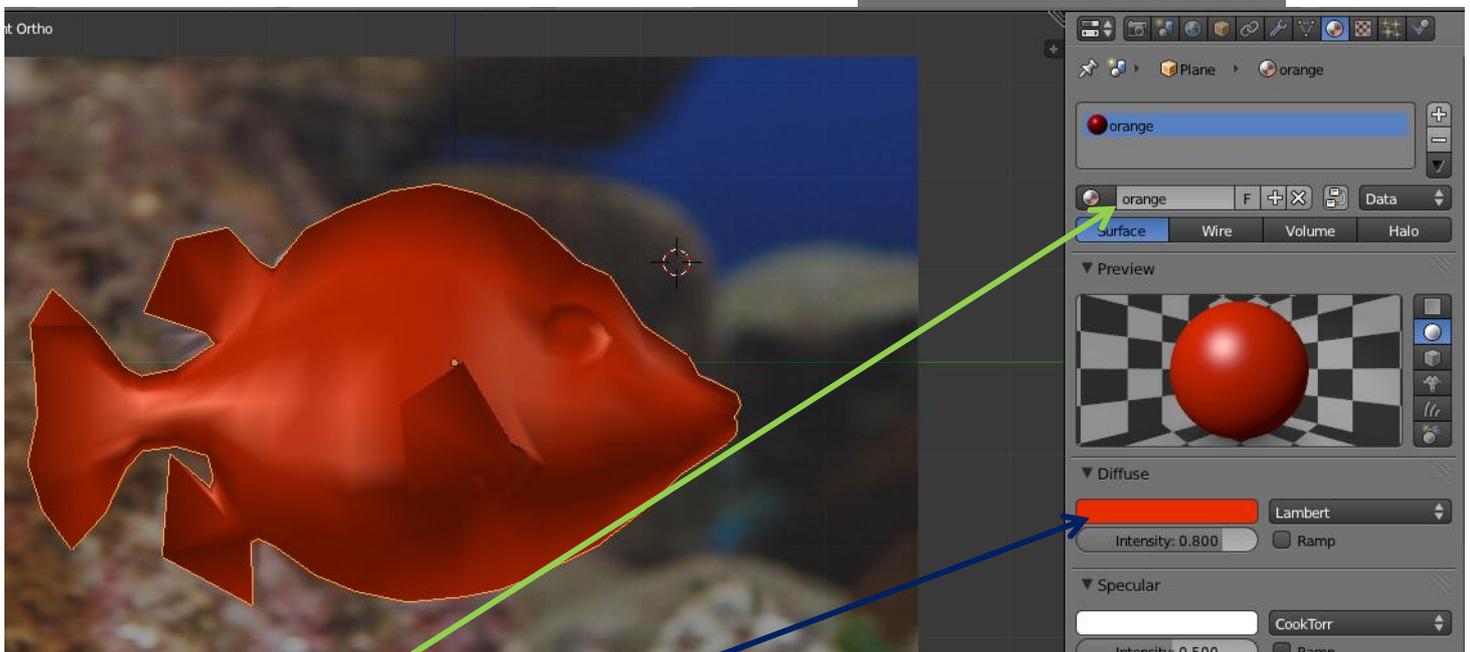
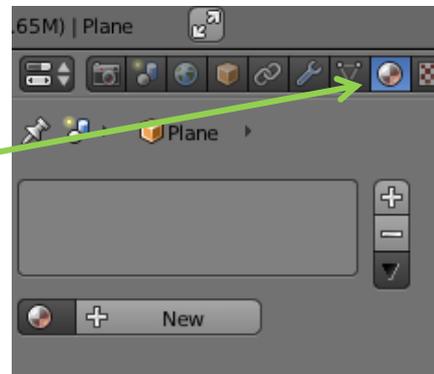


There are two ways to make a materials in Blender. Procedural, are ones that are built in, and UV, are ones that imported.

Procedural

Click on the material menu.

Click **New**.



Name your material "orange"

Click on the Diffuse square and choose an orange.

This will paint your fish orange.

Select the inner part of the eye.



Click the + button.

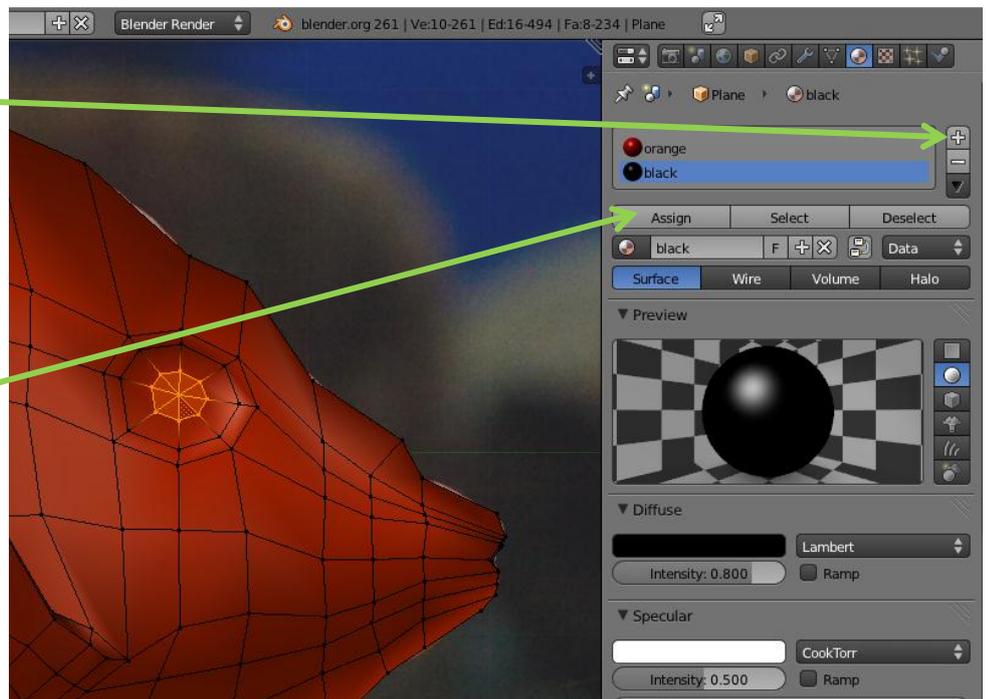
Click **New**.

Name the new material "black".

Change the colour to black.

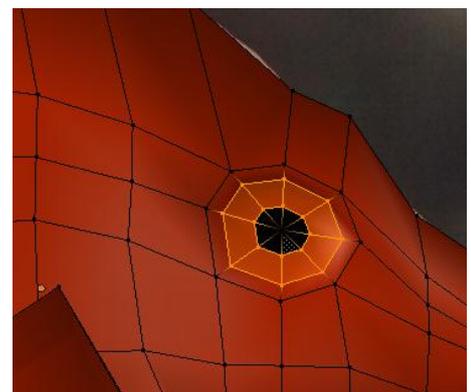
Click the **Assign** Button.

This will change the eye to black.



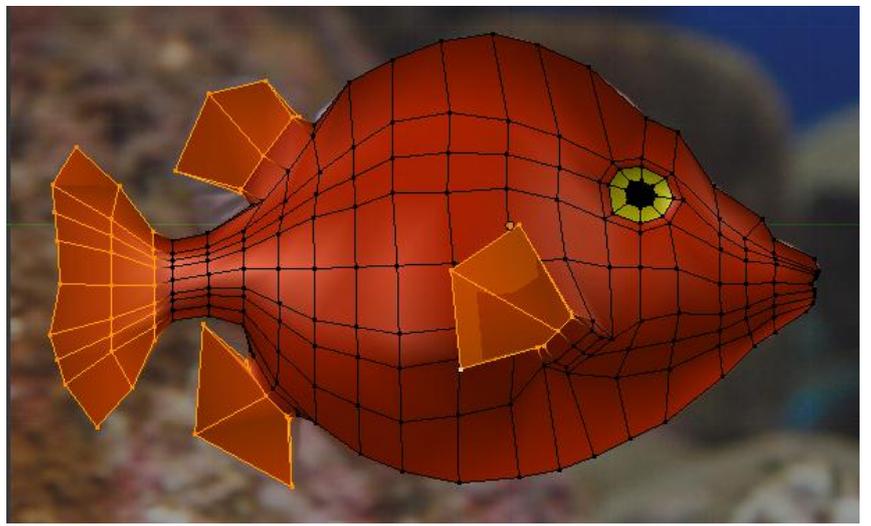
Select the outer eye, and create a new material. Make this yellow.

Don't forget to name your material and Assign it.



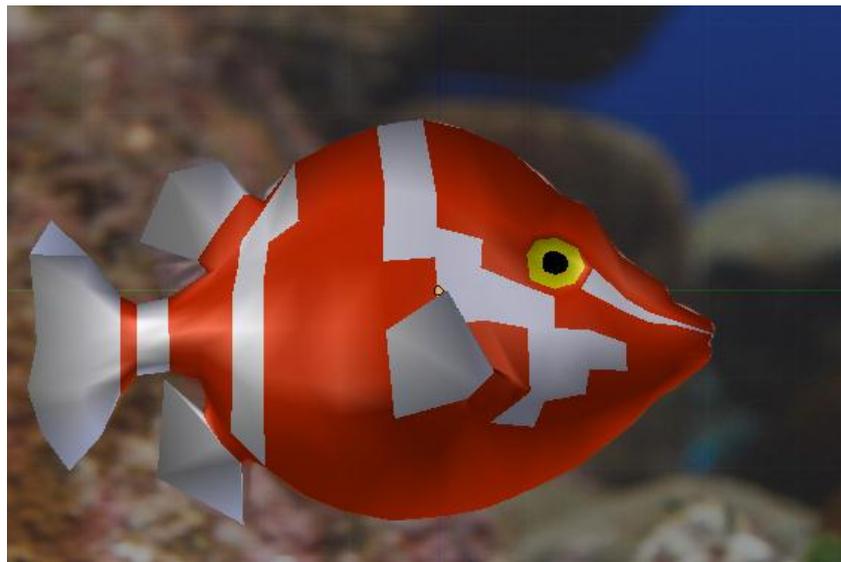
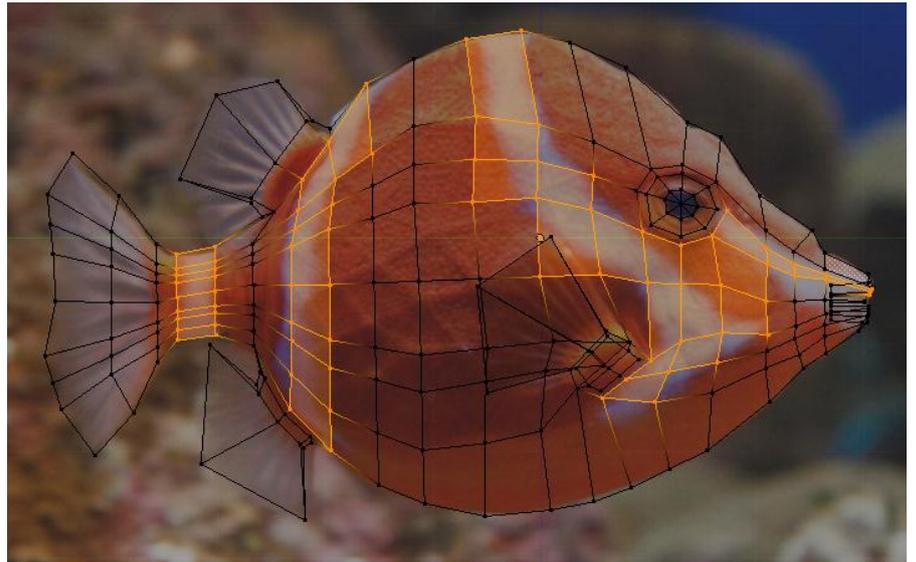
Select the tail and fins.

Paint them white.



Select the verts that correspond with the white markings on the fish.

Assign the white material to the selected areas.



Save. Close.

UV Materials

Open your original fish file, not the orange one.

Save the file as fish_UV.blend

Open Paint.

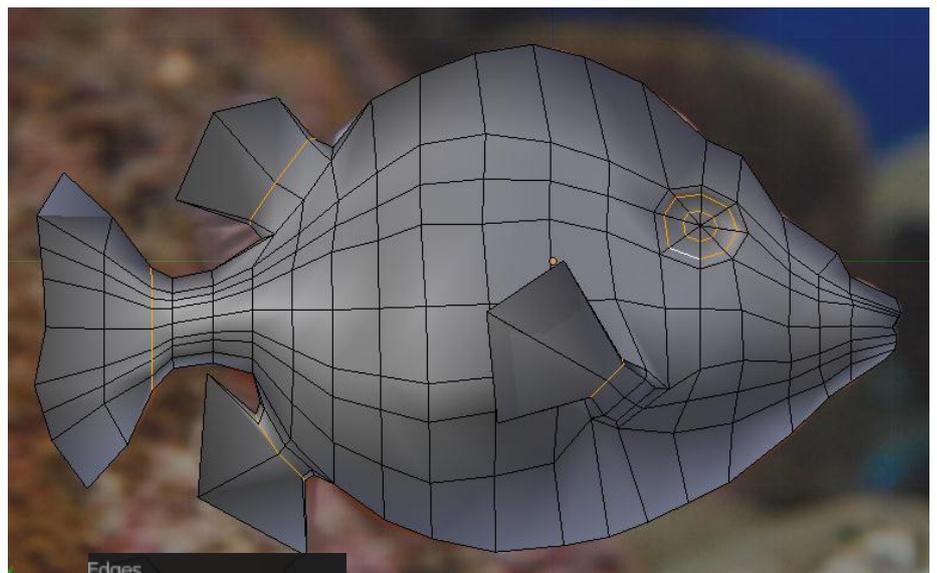
Fill the picture in orange. Draw a white, yellow and black squiggle similar to the image to the right.

Save this as **fish_tex.png**



Change to Edge mode.

Select the edges as shown in the image.



Press Ctrl+E, choose **Mark Seam**.

This will make the edges turn red.

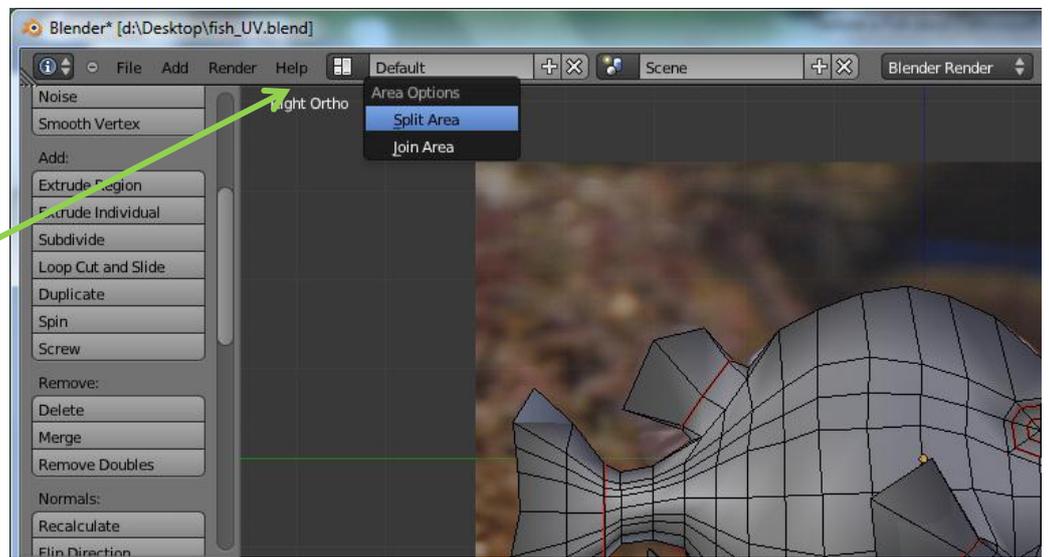
Seams are like zips.



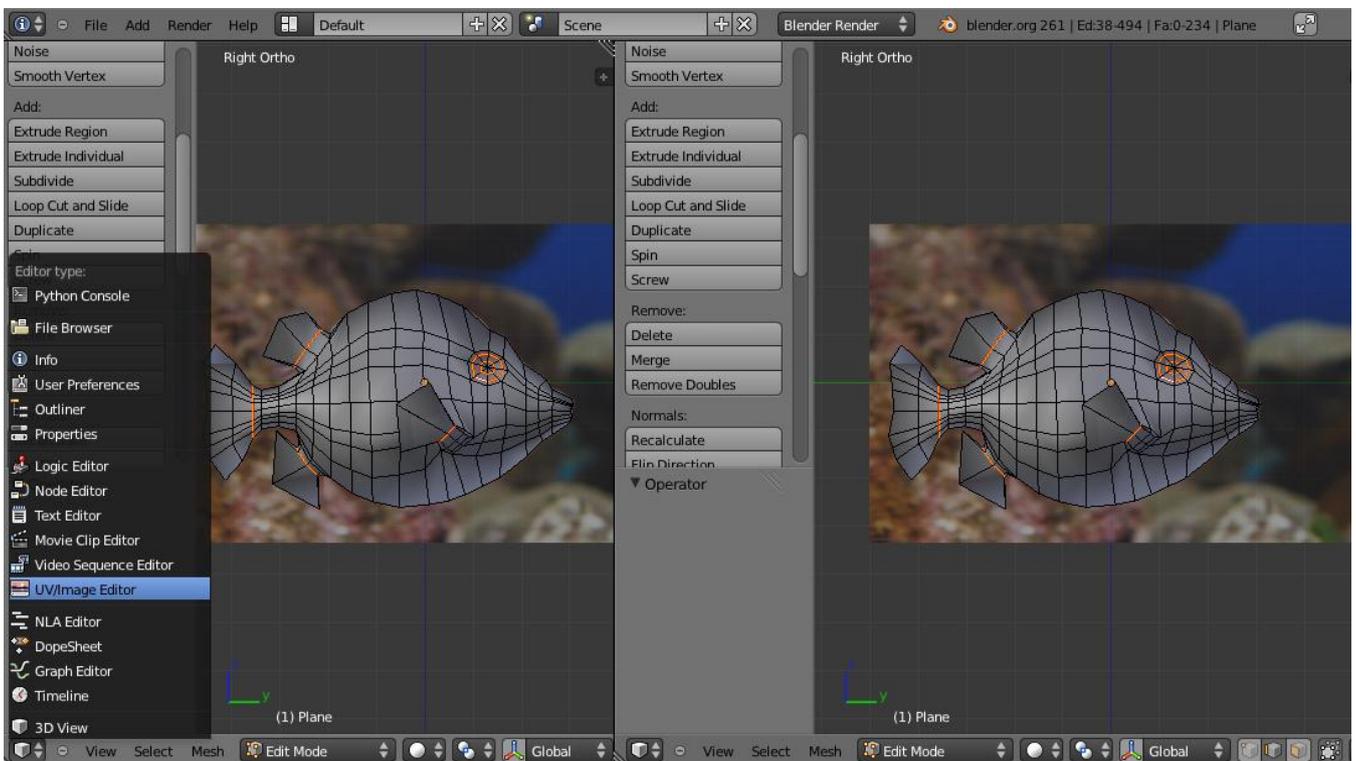
Split the screen

Put the cursor on this line and right click.

Choose Split Area.



Drag the split into the middle of the screen, then LMB click.



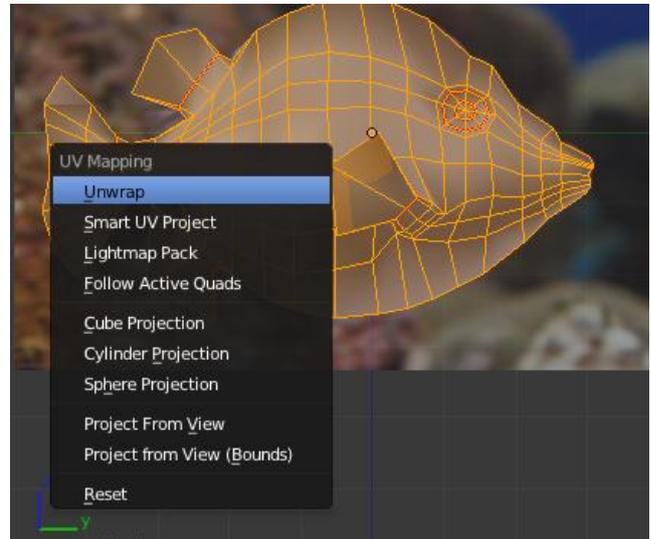
Click this and select UV/Image Editor.

Click **Image > Open** then locate fish_tex.png

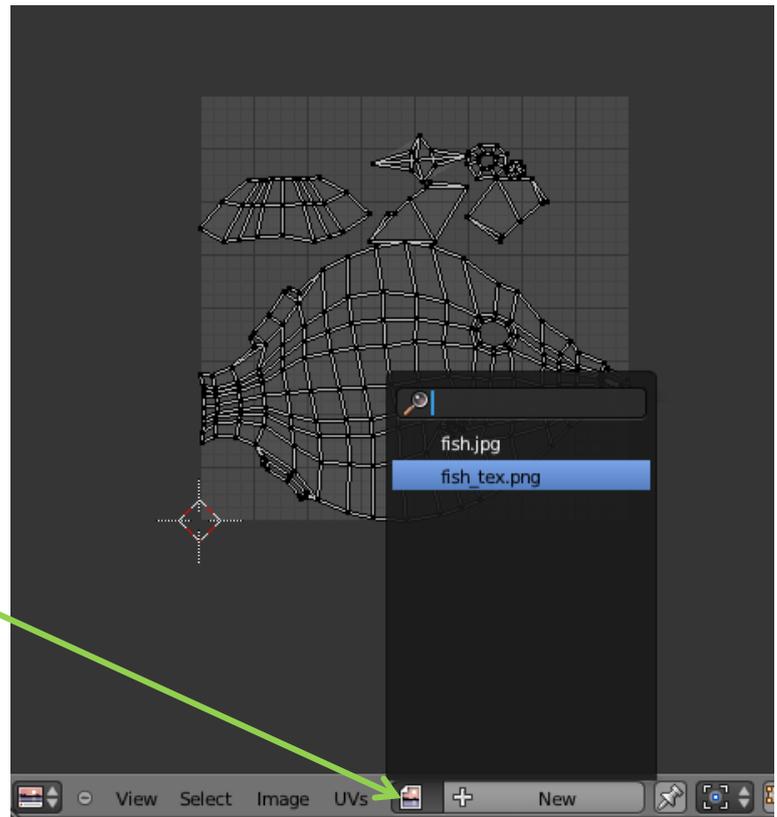
Put your cursor in the fish mesh window and press A until it all turns orange.

Press U then unwrap.

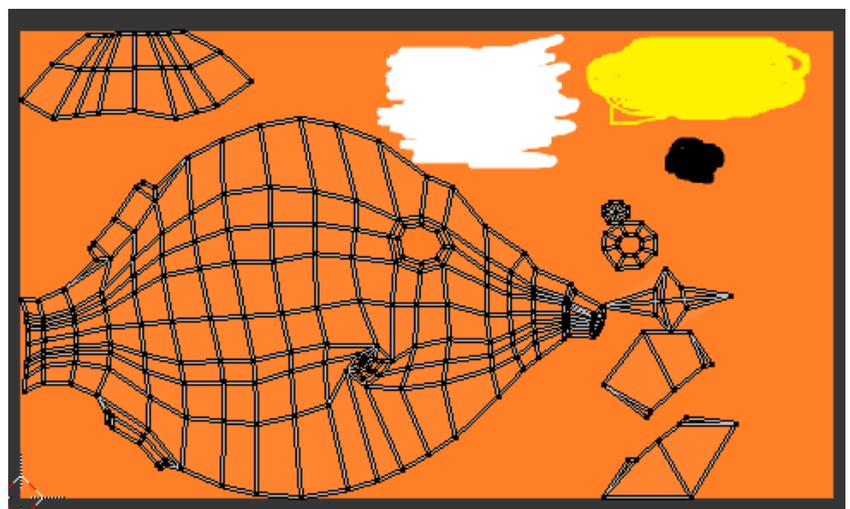
Your unwrapped fish mesh will now appear in the UV Image Editor window.



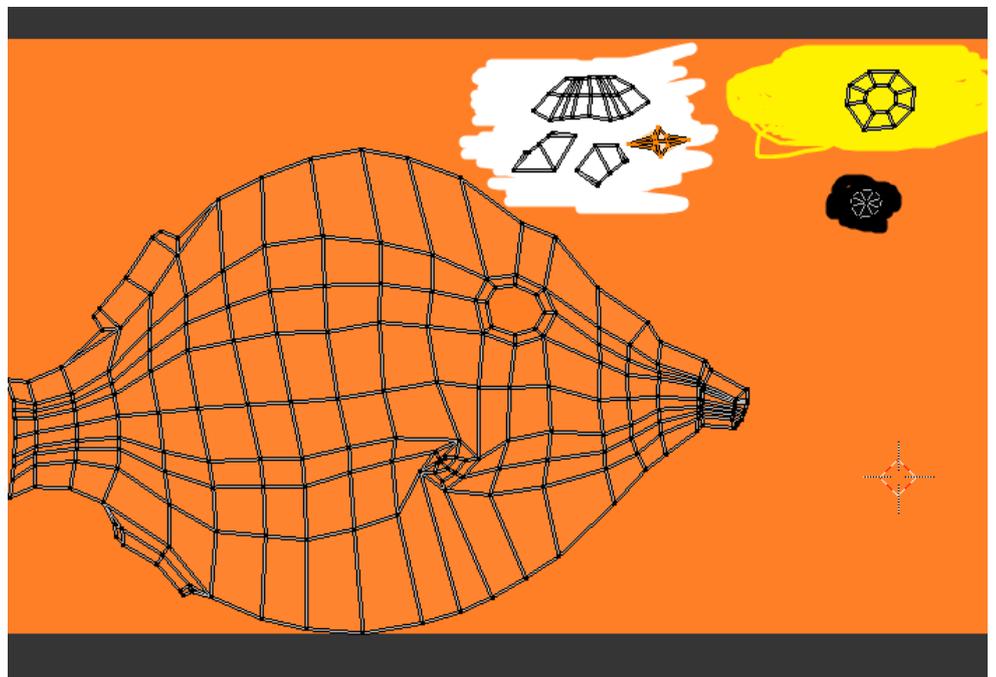
Click here and select fish_tex.png



Put your cursor in the fish window, and unwrap (U) again.



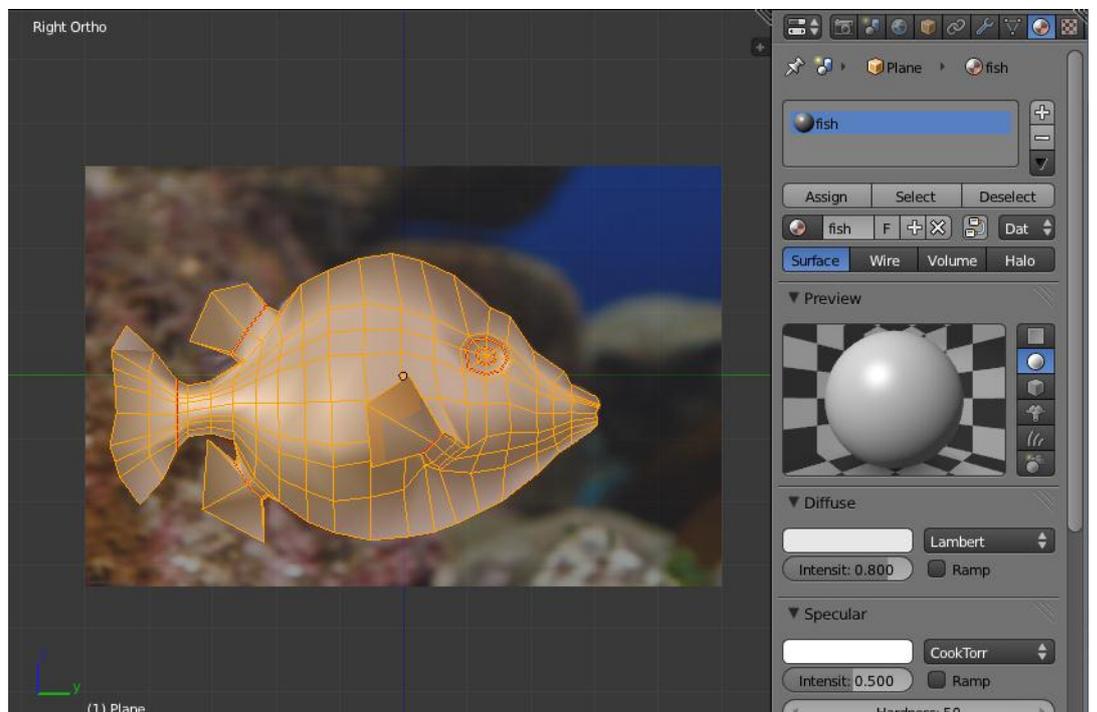
Now you can select the parts of the unwrapped mesh and move them to the right areas on the image.



Create a new material for your fish.

Name it fish.

Don't give it a colour.



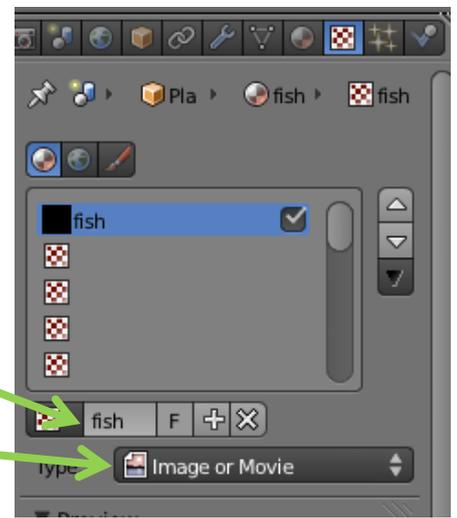
Click on the texture panel.

Click New.

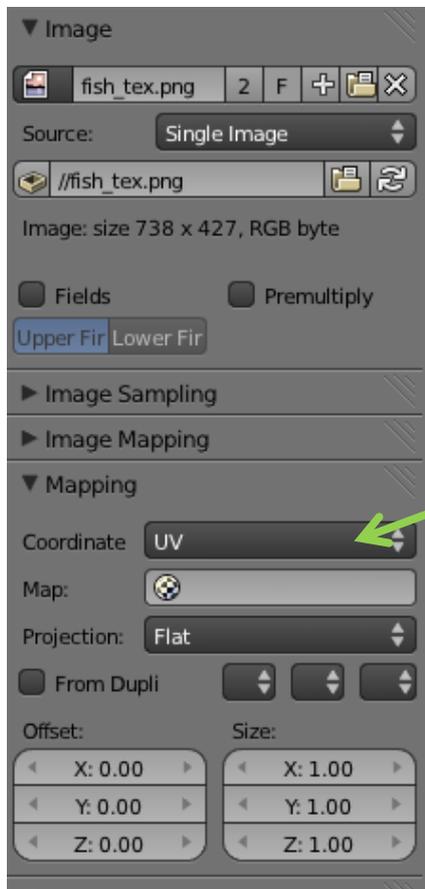


Name the texture fish.

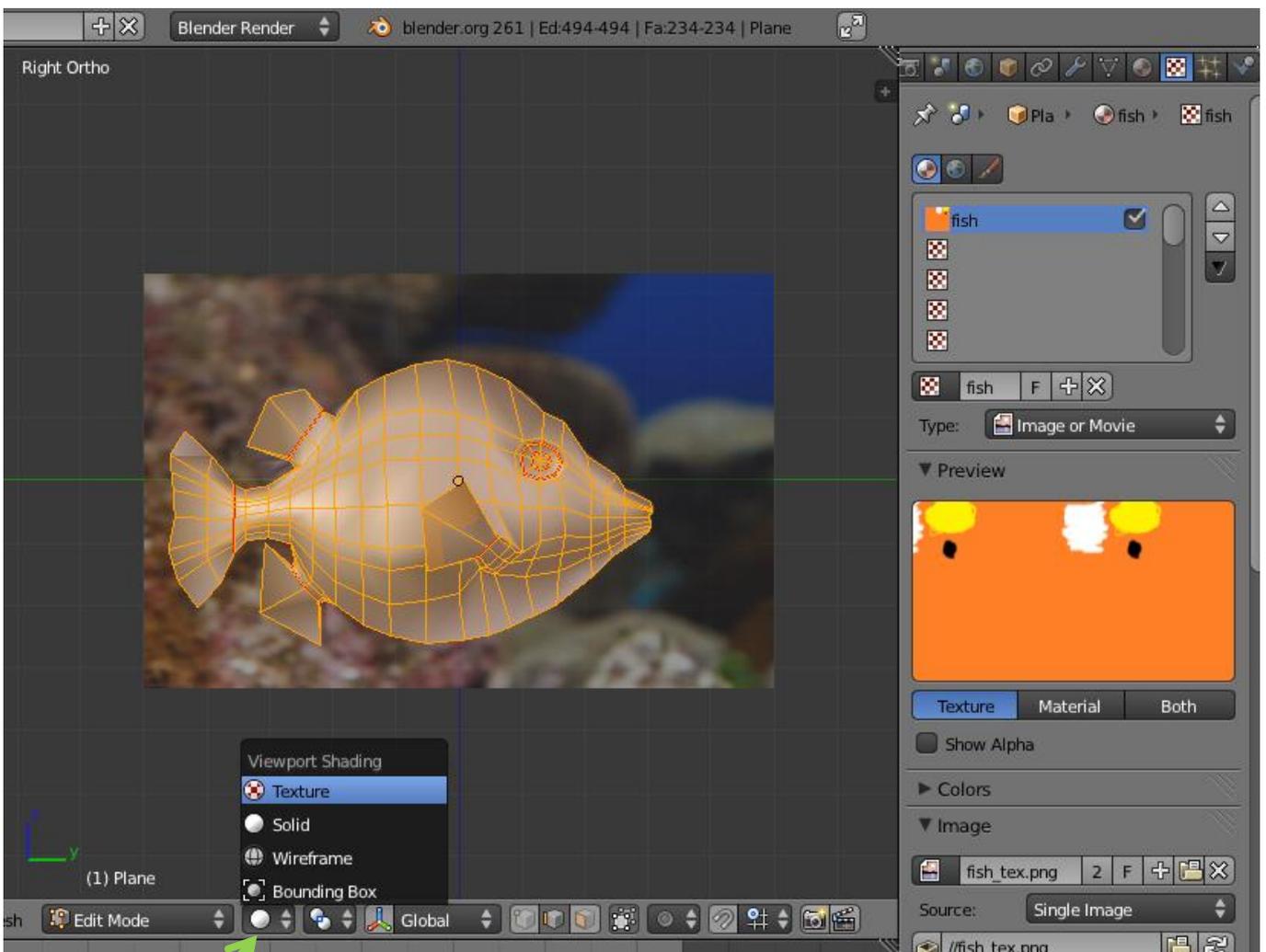
Change this to Image or movie.



Click on this, and select the fish_tex.png



Change this to UV



Now click this and change it to Texture.

You have made your first UV material. Congratulations. This is the way the professionals make textures.

Save your fish.