

Modeling the 2010 Ford F250

Step 12

Texture Image

The texture that will be applied to the model is created using vector and paint graphics software. I have used iDraw (now called Autodesk Graphics) as my vector drawing program and Pixelmator and GIMP as my paint programs as I am familiar with these programs and also use a Mac running OSX. You will likely have other preferred programs that you are familiar with, certainly if you use a PC running Windows. If you have not yet chosen and mastered a vector or paint program, I might suggest considering GIMP and Inkscape. Like Blender, both these programs are open source, that is, they are free. Both are, however, full featured, which means they have significant learning curves. In part, this is why I use iDraw and Pixelmator.

I will outline the process you need to go through to create the texture file without going into detail as that will depend on your program(s) of choice. From the photos you have collected you need to create a file with face-on images of the parts we excluded from painting (e.g., bumpers, windows, lights, etc.). The end result should look something like this.



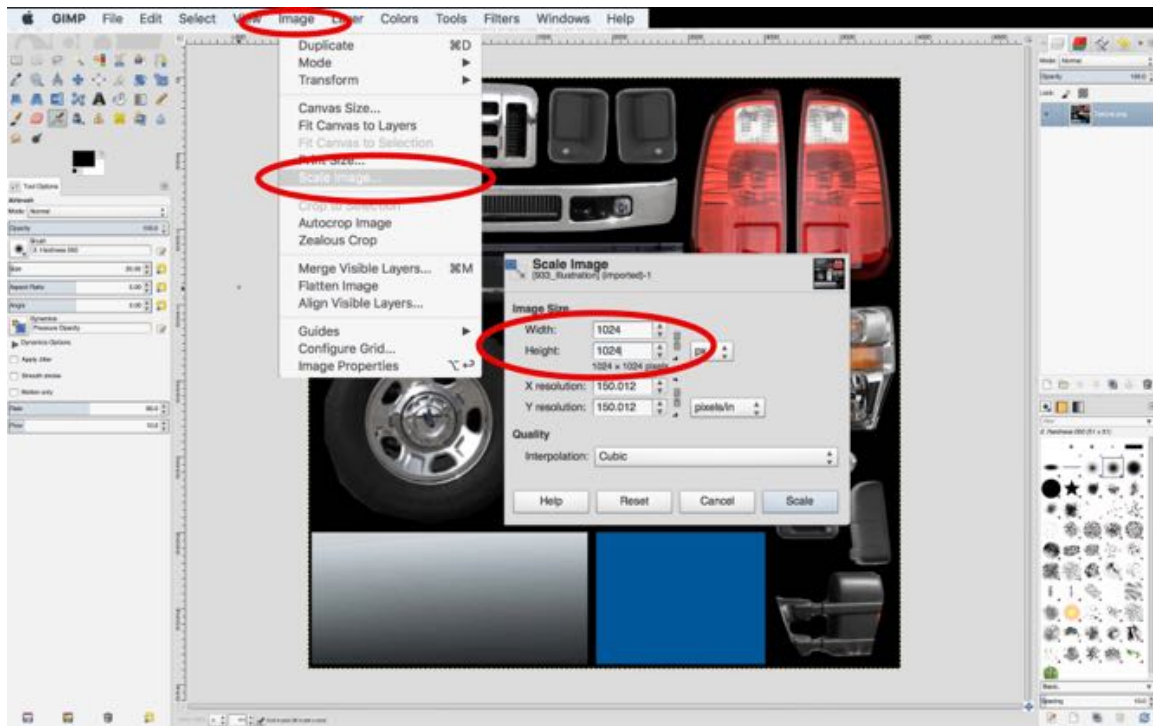
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Individual parts are cut out of photographs you have collected as reference images (see Step 01: Modeling – Reference Images). The parts do not need to be to scale. In fact, I have made the license, Ford emblem and even the headlights and taillights larger to give more resolution to these parts. Make sure you include both right and left copies of parts, such as the lights. I selected the gradient for the windows by searching the Internet for “windows”. The finished image should be square.

Power of 2

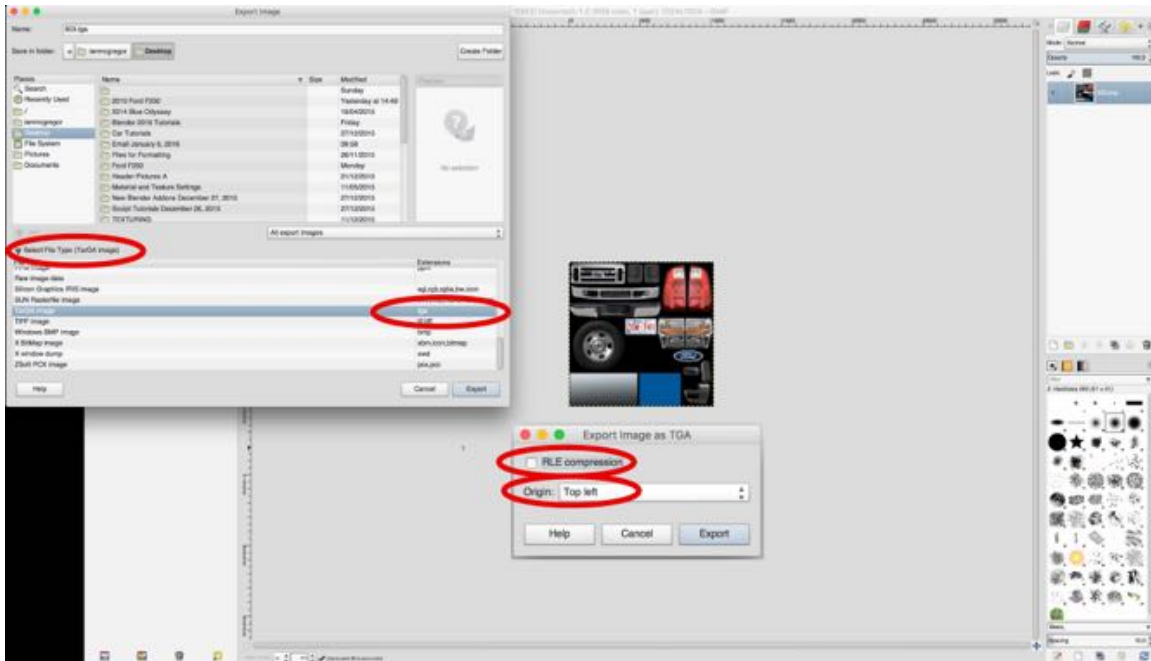
The final image also needs to be a power of 2, i.e., 512 X 512, 1028 X 1028 or 2048 X 2048 pixels. To ensure that it is I have opened the image in GIMP and sized it.

- Open GIMP and open your image.
- From the Image Menu select Scale Image.
- Set the width and Height to 1024 X 1024.



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- **Export** the image as **Texture.tga** file **uncheck** **Compression** and select **Top Left** as the **Origin**.



- Place the file in in the same folder as your Blender files.