

Modeling the 2010 Ford F250

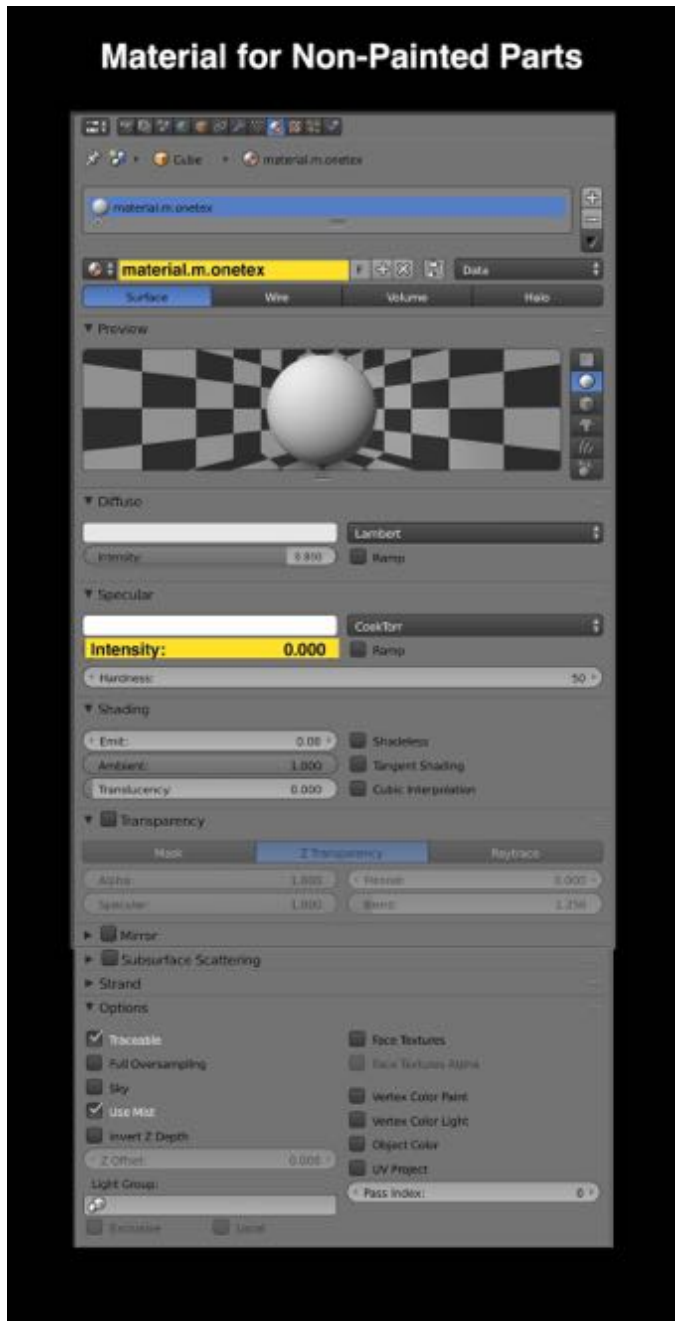
Step 13

Materials and Textures

Materials

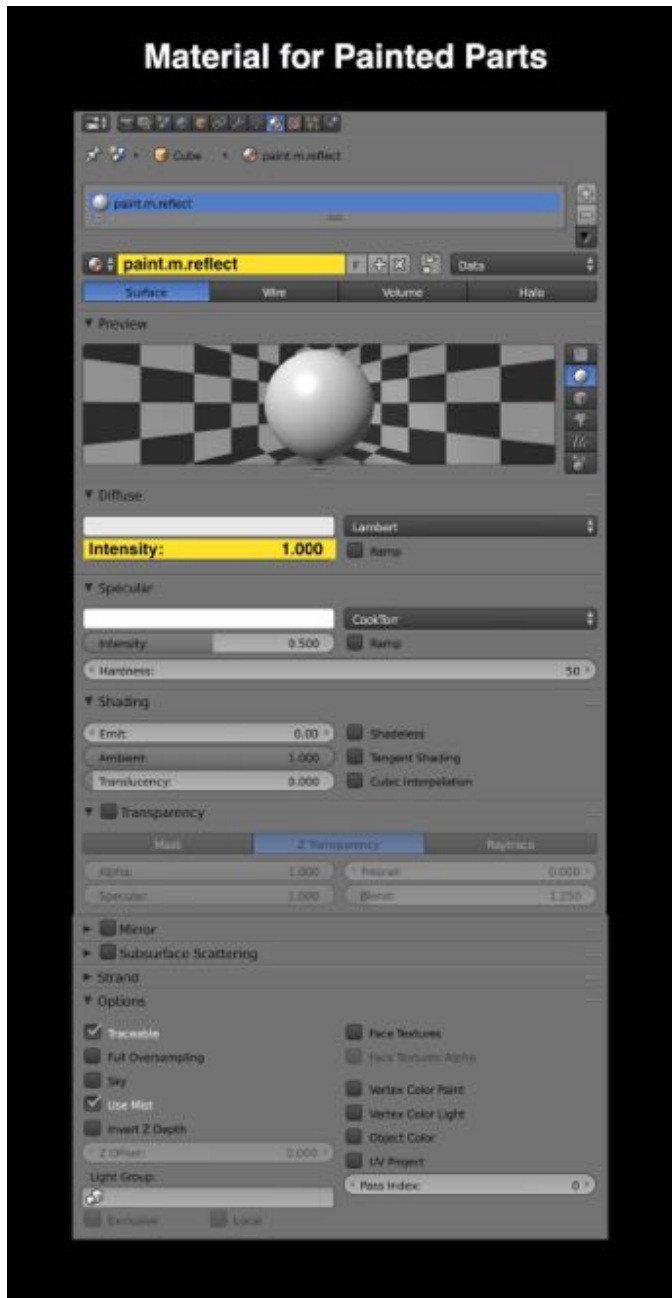
Before we can start UV mapping we need to create two materials , one for the non-painted parts of the model and one for the painted parts. The non-painted parts will be a diffuse material of the [Trainz Material Type](http://online.ts2009.com/mediaWiki/index.php/Material_Types) (http://online.ts2009.com/mediaWiki/index.php/Material_Types), .m.onetex. The material for the painted parts will be reflective of the [Trainz Material Type](http://online.ts2009.com/mediaWiki/index.php/Material_Types) (http://online.ts2009.com/mediaWiki/index.php/Material_Types), m.reflect.

- In the **Outline Editor**, select the **Back Bumper Object** (only because it is at the top of the list).
- In the **Properties Editor's Header**, select the **Material Icon (Sphere Icon)**.
- **LMB click** on “New” box and **name it Material.m.onetex**.
- **Change** the default setting to the ones listed in **yellow**.



955

- In the **Outline Editor**, select the **Body Object**.
- In the **Properties Editor's Header**, select the **Material Icon (Sphere Icon)**.
- **LMB** click on “New” box and **name it Material.m.reflect**.
- **Change** the default setting to the ones listed in **yellow**.



957

Textures

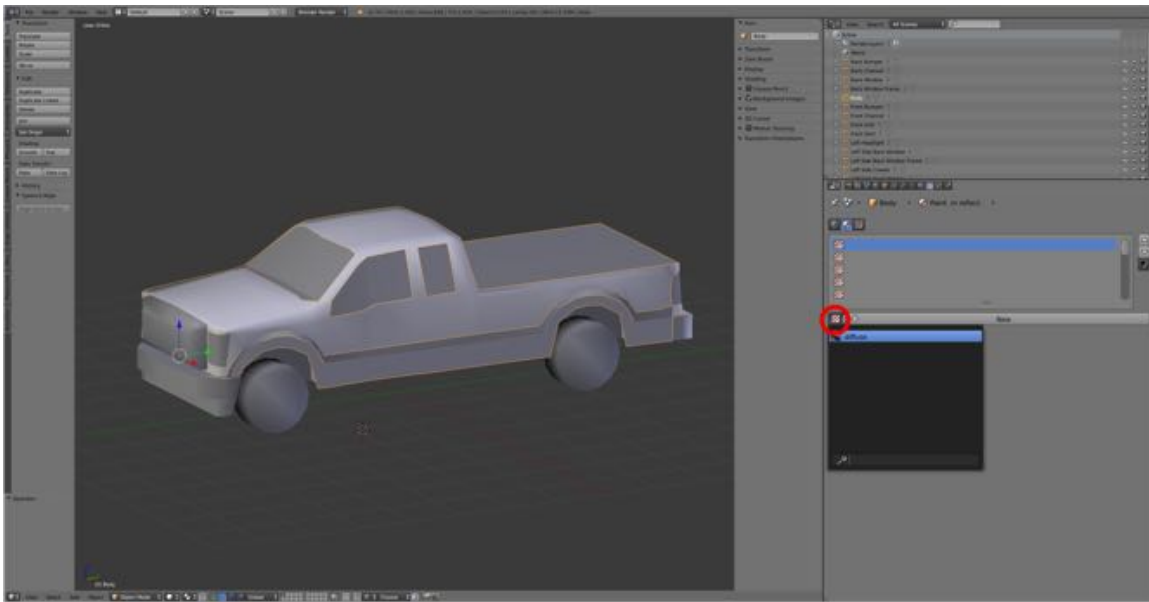
We now need to attach textures to each of these materials. For the non-paint material we will add just a diffuse texture and import the texture.tga file we created. For the paint material we will add two texture, a diffuse texture, import the texture.tga file, and a reflective, importing the env_metal.tga file (available here) frequently used to create reflective Trainz assets in Blender. The settings for the reflective texture are Paul's (pcas1986).

- In the **Outline Editor**, select the **Back Bumper Object**.

- In the **Properties Editor's Header**, select the **Texture Icon (Checked Square Icon)**.
- **LMB click** on “New” box and **name it diffuse**.
- **Change** the default setting to the ones listed in **yellow**.

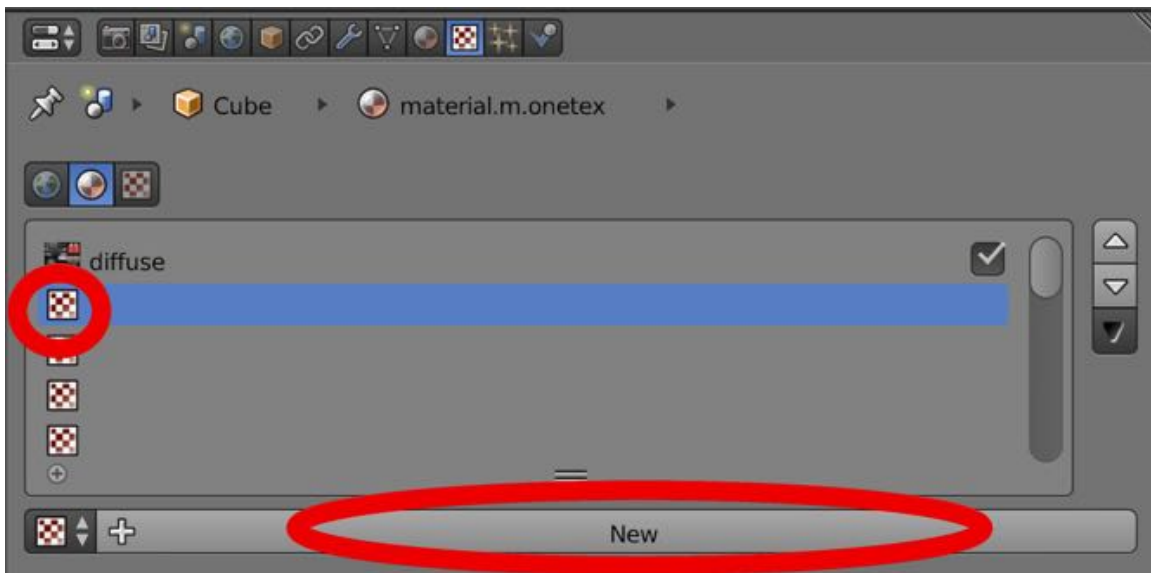


- In the **Outline Editor**, select the **Body Object**.
- In the **Properties Editor's Header**, select the **Texture Icon (Checkered Square Icon)**.
- **To the right** of the "New" box **LMB click on the checkered icon** and select the **diffuse** texture.



961

- In the box at the top of the Texture Pane, select the **empty slot below the diffuse texture**.



960

- **LMB click** on “New” box and **name it reflect**.
- **Change** the default setting to the ones listed in **yellow**.



959

As we UV map each part of the model we will need to add a material and a texture(s) to the part.

Save your work.

- Press **SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to **incrementally increase** your file name **“FordF250_14.blend”**.
- **Save** the file to a folder named **“2010 Ford F250 Blender Files”**.
- Right after you have saved your Blender file, under the **Information Editor’s Window Menu**, select **Save Screenshot**.