

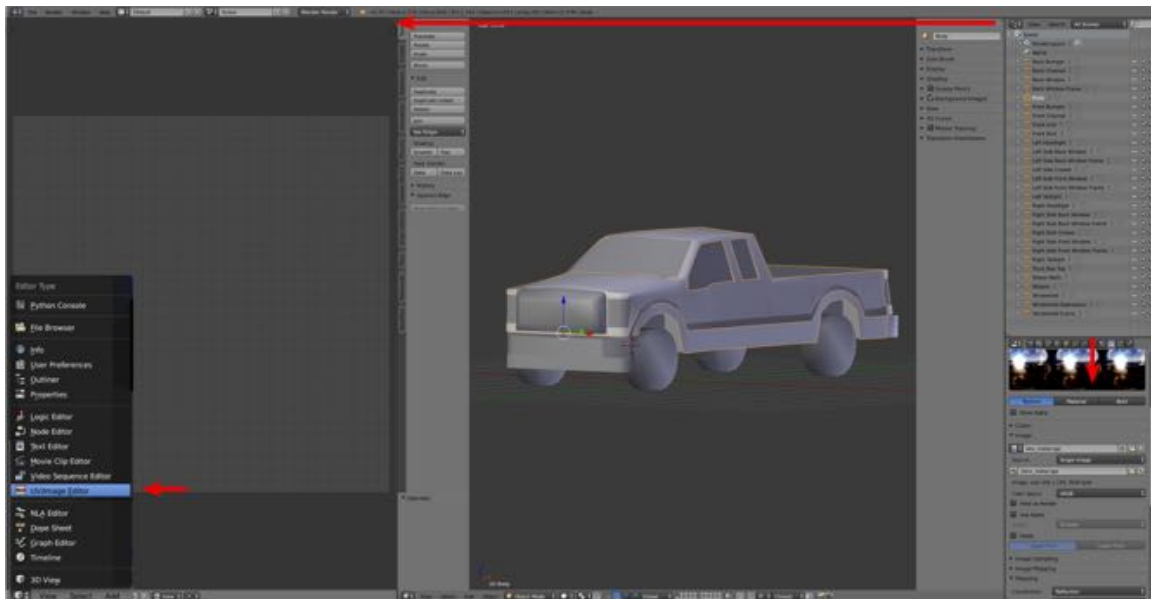
# Modeling the 2010 Ford F250

## Step 14

### UV Mapping

To UV map the texture to the various parts of the model we need to split the screen with a 3D Editor frame on one half and a UV/Image Editor frame on the other. You could simply select UV Editing from the Information Editor's Layout List but I prefer to create a new frame from the 3D Editor's frame and assign it to the UV/Image Editor. This way I also keep the Outline Editor in view.

- **LMB click on the cross-hatched area in the upper right-hand corner of the 3D Editor's frame and drag to the left.**
- **LMB click on the Editor Type Icon in the lower left-hand corner and select UV/Image Editor.**
- **In the UV/Image Editor expand the map area to fill the frame (F-KEY).**
- **Drag down the Properties Editor header so that the complete list of objects is visible in the Outline Editor.**

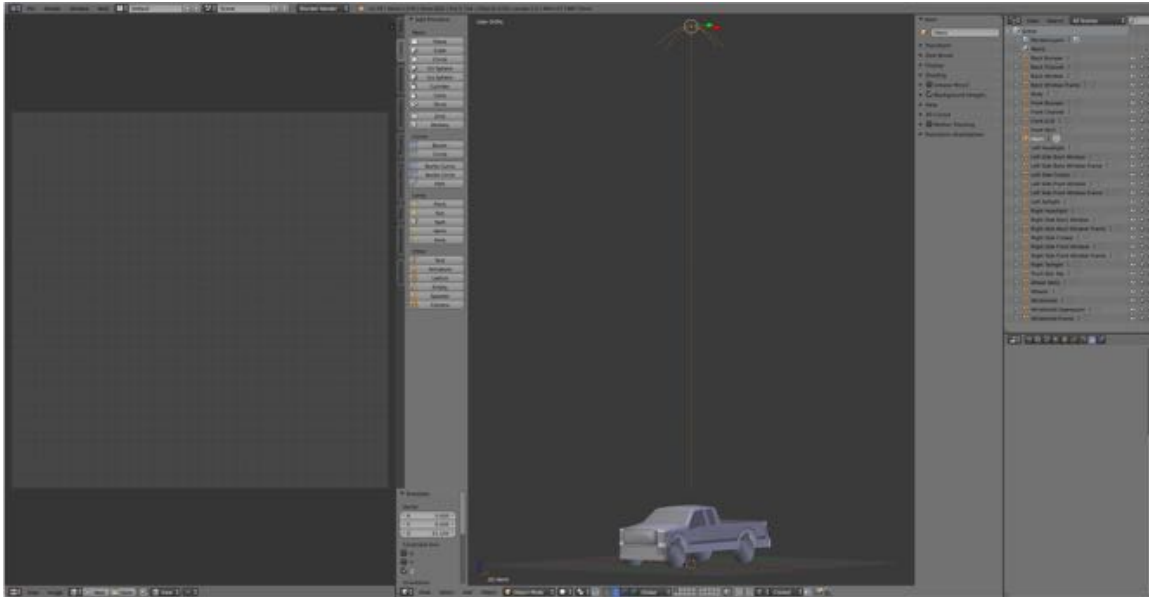


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We are also going to need more light to view our textured model. We will accomplish this by adding a Hemi Lamp over the model (i.e., at the origin then dragging it upwards).

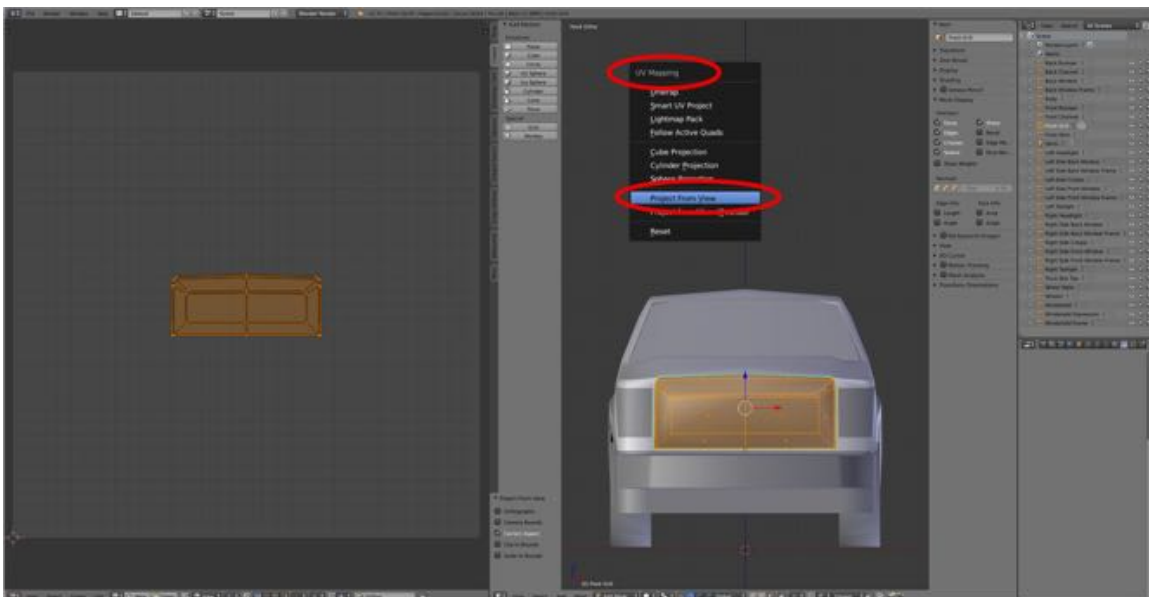
Note: If you haven't already done so, turn off background images (Properties Panel > Background Images Pane > uncheck Check Box).

- Place the **3D Cursor** at the **origin** (**SHIFT + C-KEY**).
- Add a **Hemi Lamp** (**Tool Shelf > Create Tab > Lamp > Hemi**)
- Switch to **Font View** (**NUMPAD-1-KEY**) and drag the **lamp upwards** until the **dotted line** is above the model.



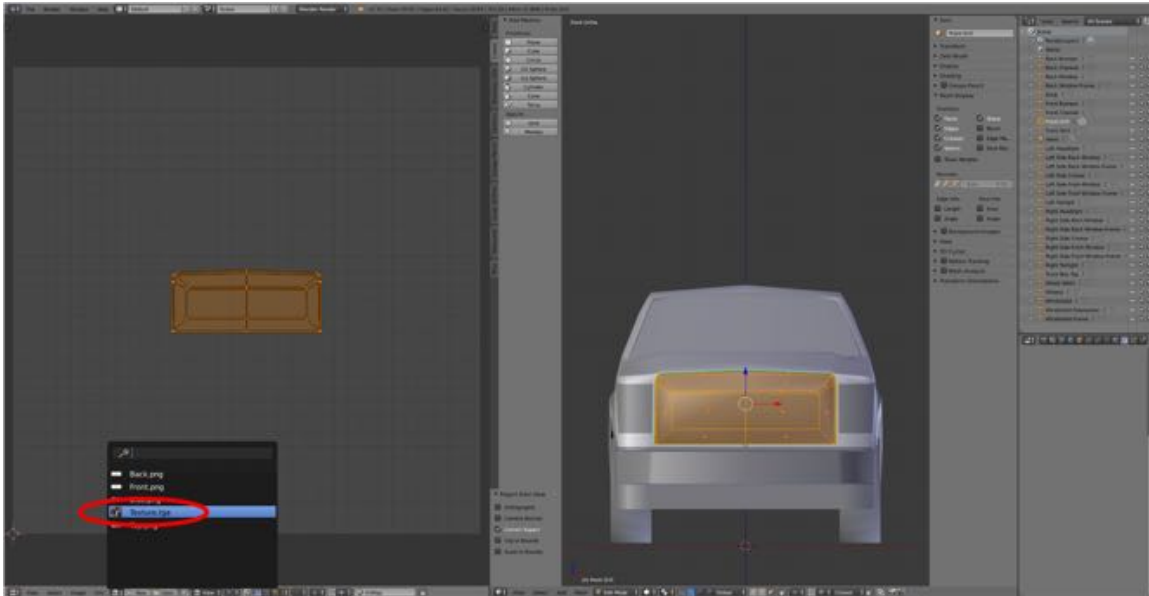
962

- From the **Outline Editor**, select the **Front Grill** and center it in the 3D Editor (**NUMPAD-PERIOD-KEY > NUMPAD-PLUS-KEY**).
- In **Edit Mode** and **Face Selection Mode** with the **Front Grill** selected, press the **U-KEY** and in the **UV Menu** select **Project from View**.



940

- In the **UV/Image Editor's Header** select **texture.tga** from the list of images.



941

- In the **UV/Image Editor**, select (**A-KEY**) the grill and **move (G-KEY > Drag)** and **scale (S-KEY > Drag and S-KEY > X-KEY > Drag)** to align with image.
- To view the texture in the **3D Editor**, in the **Properties Panel**, open the **Shading Pane** and **LMB** check **Textured Solid**.
- In the **Properties Editor** select **material** and **LMB** click on the checkered Icon to the left the **New Box** and select **Material.m.onetex** as the material.



942

Continue selecting the other parts of the model, UV mapping, and applying the appropriate material (Material.m.onetex for non-painted parts and Paint.m.reflect for painted parts). For UV mapping use Project from View for:

- |                           |                               |
|---------------------------|-------------------------------|
| • Right Side Front Window | Right Side View               |
| • Right Side Back Window  | Right Side View               |
| • Left Side Front Window  | Left Side View                |
| • Left Side back Window   | Right Side View               |
| • Windshield              | Front                         |
| • Windshield Depression   | Top View                      |
| • Back Window             | Back View                     |
| • Right Taillight         | 45° angled view to be face on |
| • Left Taillight          | 45° angled view to be face on |
| • Back Bumper             | Back View                     |
| • Right Headlight         | 45° angled view to be face on |
| • Left Headlight          | 45° angled view to be face on |
| • Front Grill             | Front View                    |
| • Front Bumper            | Front View                    |
| • Wheel Faces             | Right or Left Side View       |

With the remainder you can use either Unwrap or Smart UV Project then scale the UV down and place it in an area with black background or painted background as required.

- Body
- Right Side Crease
- Left Side Crease
- Right Side Front Window Frame
- Right Side Back Window Frame
- Left Side Front Window Frame
- Left Side Back Window Frame
- Windshield Frame
- Back Window Frame
- Back Channel
- Front Channel
- Front skirt
- Wheels (minus the faces)
- Wheel Wells

For example, the Body has been UV unwrapped using Smart UV Project then scaled down to fit the paint swatch area of the texture image.



963

**Note:** You will need to pull vertices to align the UV map with the image, e.g., headlights and taillights.

Sometimes you will have to select the image from the list of images in the UV/Image Editors header, e.g., when texturing the faces of the Wheels and for the Wheel Wells.

For the Wheel Wells, tilt the model at an angle and press the L-KEY to select.

Your model should now look like this.



964

Save your work.

- Press **SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to **incrementally increase** your file name **“FordF250\_15.blend”**.
- Save the file to a folder named **“2010 Ford F250 Blender Files”**.

## Detailing

For door handles, license plate and rear emblem we will add a plane and position.

- **Switch to Back View (CTRL + NUMPAD-1-KEY)**, place the **cursor** where the license plate should go and add a plane (**Tool Shelf > Create Tab > Plane**) and **label it License**.
- **Rotate 90° on the X-axis (R-KEY > X-KEY > 90)** and **scale** to the size of the license plate.
- Position on the Y-axis next to the bumper.
- **Select the License Plate** in Edit Mode and **UV map** using **Project from View**.

Similarly add Ford Emblem and Tailgate Latch by adding 14 segment circles and filing the face. The side door handles need to be rotated about the Y-axis in order to be snugly fitted up against the side of the truck.



965

The Texture image contains images of the side mirrors. I am going to leave them off of this model, in part because I forgot to provide both right and left images. But you can add them if you like.

Save your work.

- Press **SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to **incrementally increase** your file name **“FordF250\_16.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**.