



Depending on how detailed you want your model will kind of dictate how far you have to go on the UV Mapping. If your model is mostly just a front and back, like the sword, you can get a way with the way I did the sword model.

If it's more 3 dimensional, like a pistol, animal, etc. You'll have to do some more work.

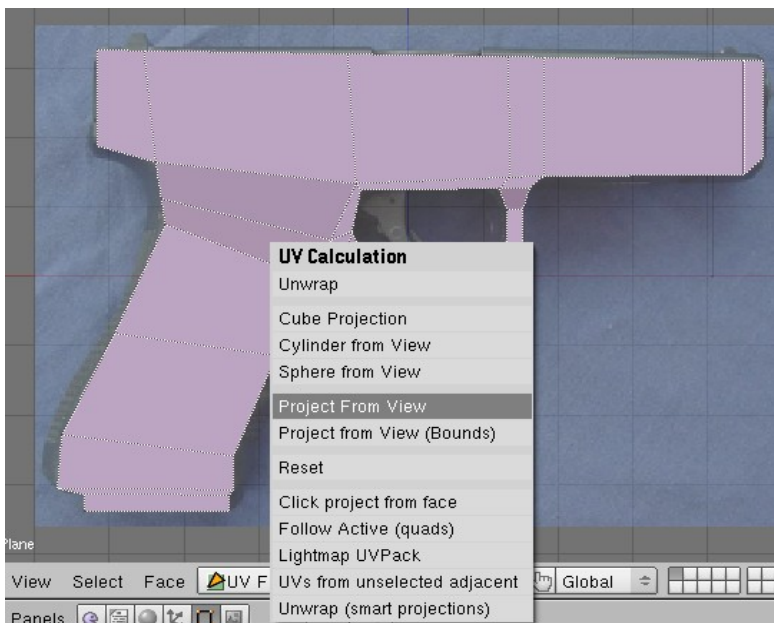
If you're really looking to make a detailed model, you're basically going to have to model every detail of the item, then just give it a texture. For a

pistol, it's just the dull gray finish applied to the whole thing.

If you don't want to go that detailed, you just want something 'low-poly', you can try to fudge some spots. If you're lucky enough to find an image on the web of every angle of the object you're modeling (Front,back, left, right, top, bottom), you can end up with something that looks fantastic with very few polygons.

I modeled a gloc before, so I thought I'd try to whip one up again for demonstration purposes. I easily found several side shots. One other shot I found was of the barrel. So I went with those and tried to whip up a model real quick.

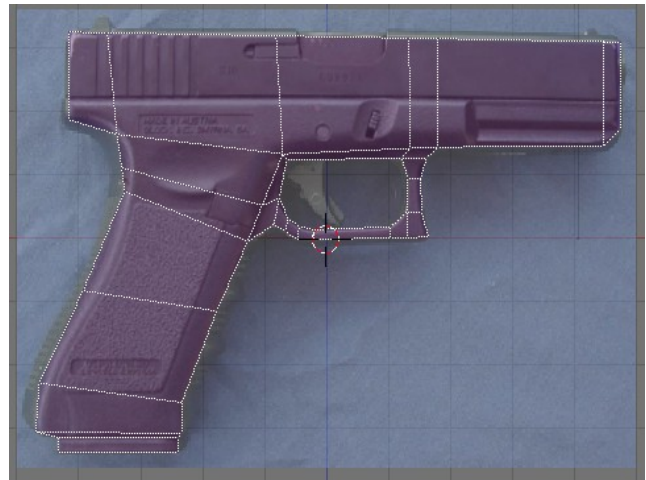
To this point, I've basically done the modeling the same way I did the sword. Traced the side shot with some faces, extruded a few places to give it some depth.



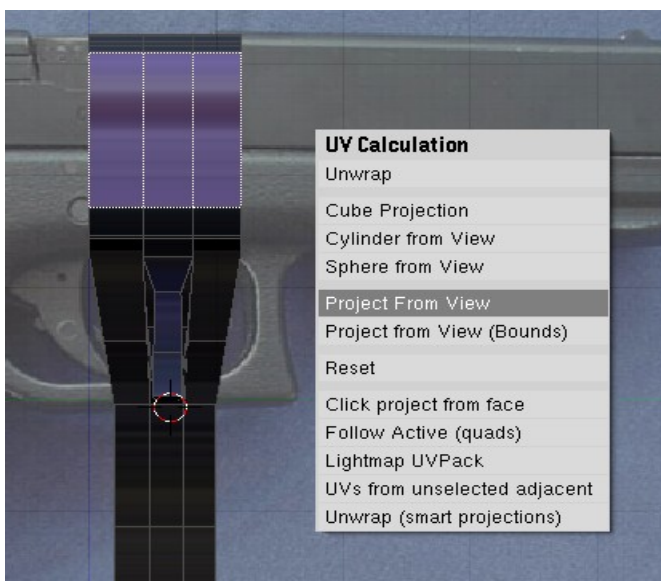
Selected all of the faces here and went with the project from view again to the side shot UV mapping.

Nice image.. .looks good on the side of the pistol.

Now to the fudging part. Since I didn't want to 'model' all of the details and bumps, I'm going for the low'poly model.



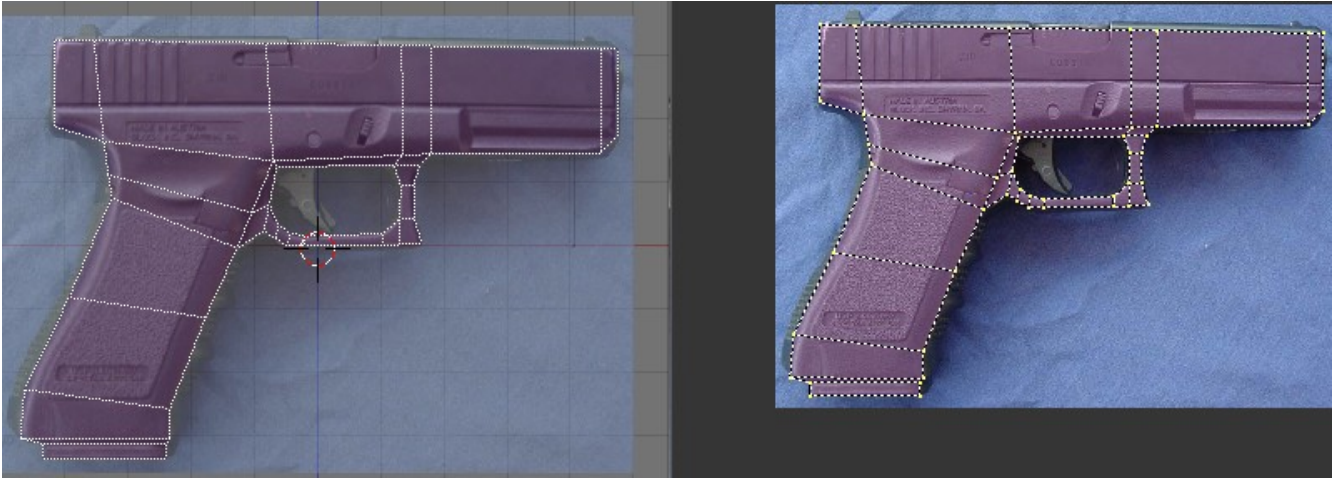
Rotate the pistol to the front. I've got the image of the barrel, so will try to get that looking decent. This time, I'll select just the faces on the front of the barrel so I can apply my image to.



I'm going to rotate it 90 degrees so I get a nice angle when we redo the mapping on these faces.

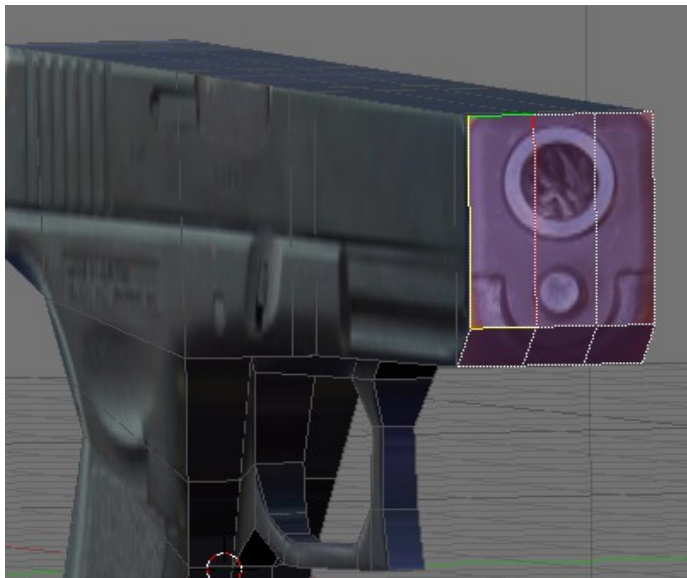
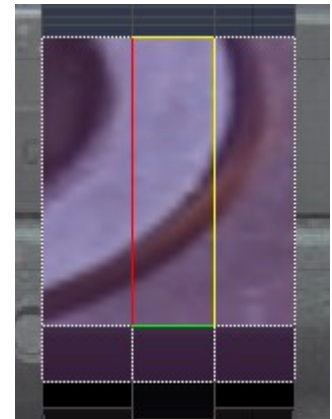
Keep in mind, in this picture, even though I have faces selected, I don't have one (right clicked) on to be the 'active face'. The active face will be the one with the red and green line around it. Right clicking a face one at a time will make it the active face. Using the 'box select' or 'circle select' won't give you an active face.

You won't be able to apply these faces to a different image unless you have one selected as 'active'.



I wasn't happy with the shape, so I went back and added a little taper to the bottom of the barrel. I've rotate it 90 degrees again. Now I have the 6 faces on the front of my barrel select to add a new image to. You can see my 'active face' in the middle.

When I apply the new image, the active face and all of the other selected faces will receive it.



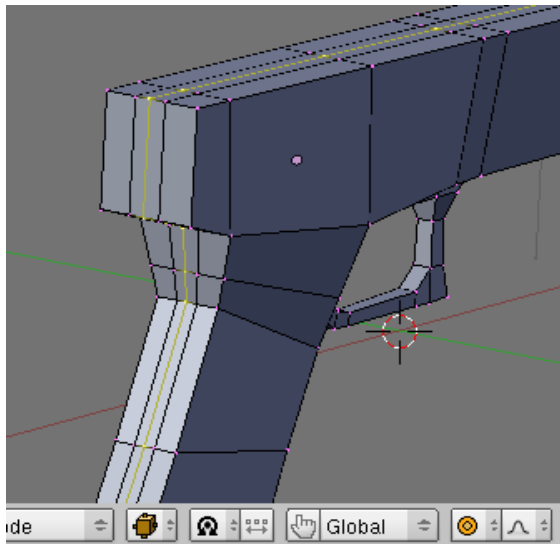
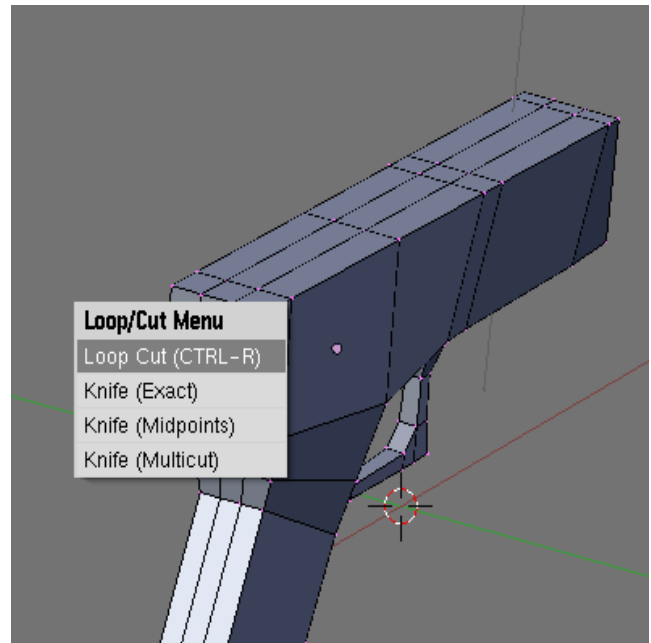
Here's the barrel image applied. Looks better. With a little fine tuning, we could get things looking pretty decent.



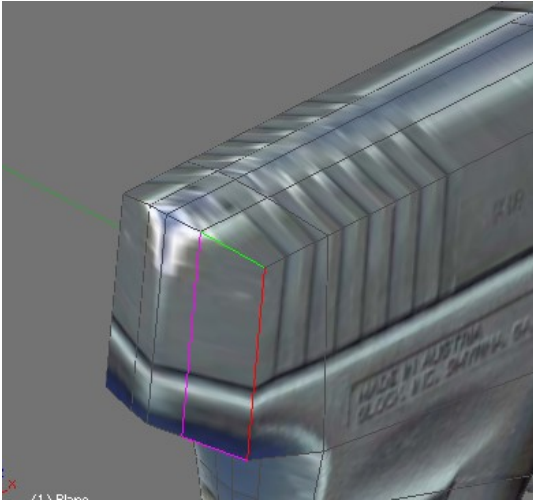
I tried to taper the bottom together here. Then, pointed the pistol directly at the camera and recalculated the map again.

As I said in the beginning, I was unable to find a picture of the handle side of the pistol, so I'll just try to get the side texture wrapped around a bit to give it some detail.

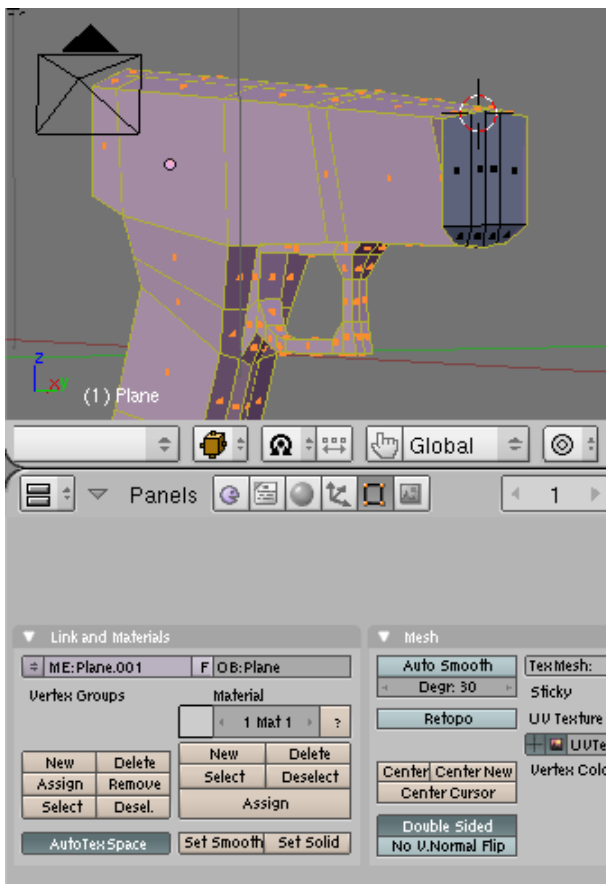
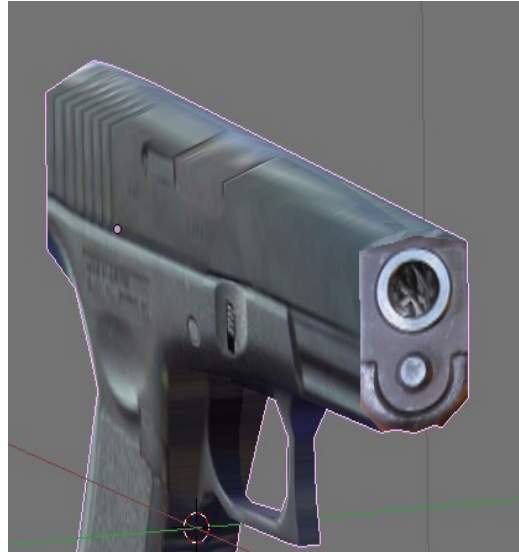
In edit mode, I'm going to do a loop cut right around the barrel and handle. I want this so I can scale the middle seam out enough for the side map texture to have something to show up on.



There's my added loop. With this still selected, I click on the dough nut button :) (The proportional falloff edit button). This will allow us to scale the middle loop slightly bigger while dragging some of the near by vertexes with it.



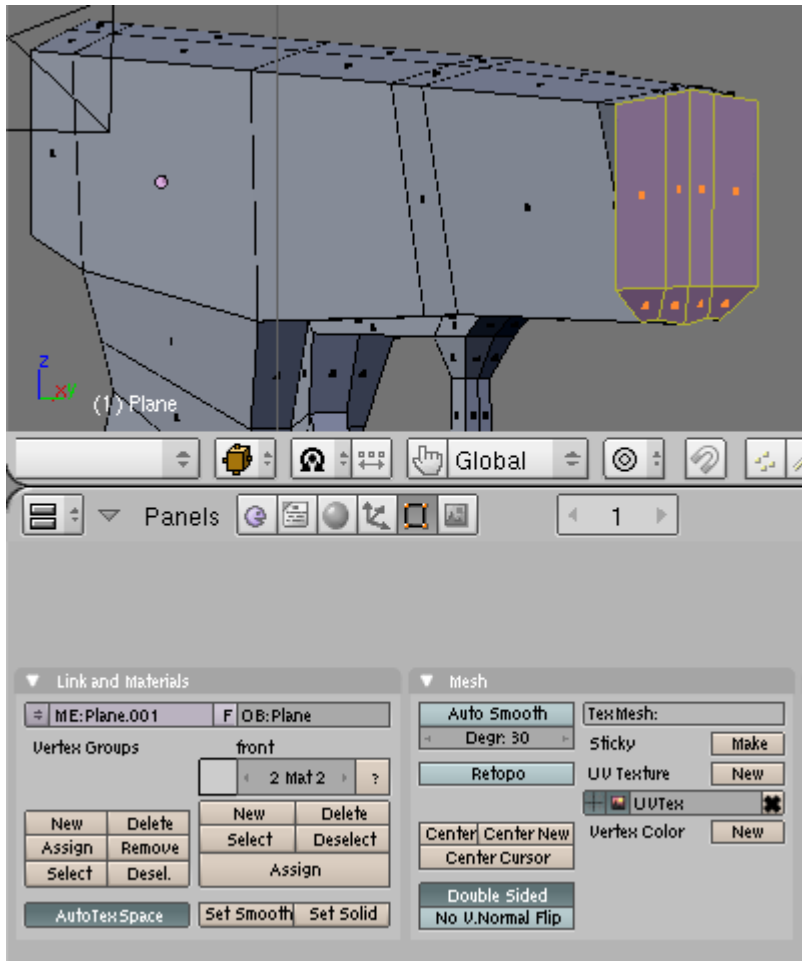
You can see from this picture, by slightly altering the model, we can get some of our texture to wrap around it.



Get 2 or more different image maps on to an object can be a little tricky. To use the 2 different image maps for our pistol, here's what we need to do:

- Create one new material, add a texture for it of the side of the pistol. Under map input, select UV of course. Under map to, I went selected 'Col' and 'Nor'.
- Create a second new material, adding our barrel texture to it. Map input = UV. Map to 'Col' and 'Nor'.
- With our model selected, switch to edit mode. Using the face select mode, select all of the faces associated with the Side image.
- Still in edit mode, under Link and Materials (See image to the left), you'll see the area marked 'Material'. The

default number one is there, click the assign. Switch to 'Material Mode (F5), and make sure you're 'Side' material is selected.



- Back to edit mode (F9). Select all of the faces associated with the barrel.
- Under 'Link and Material', click the new button. Click 'Assign' to assign the selected faces to the new material.
- Immediately, switch to Material Mode and select you're previously created Front material.



Not the greatest, but again, it all depends how much detail you want or need to put into a model. If this pistol ends up 3ft or more away from the camera, I think it will great.

Closer than that, and you would want model all of the details, bumps and buttons with mesh.

Hope this helps. :)

Scott

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