

## Project 8- UV Textures and Materials

Use the UV Editor and Photoshop to add unique textures and materials to your model.

### Steps:

- Create a New Lambert Layer for your model
- Use the UV Editor to layout your projected polygons
- Make a UV Snapshot PNG
- Open the PNG in Photoshop and add colors, save this file
- Load the new PNG file to your Lambert layer
- Adjust and edit as necessary

**Ideas:** Use real life textures, or paint your own designs.

### Requirements:

**BEFORE YOU BEGIN**, backup your work. Don't work on your original folder in case you mess up!

Save your project in your Maya project folder (a new version).

When you are all done put this folder in to a new folder called LastName\_Project8  
Turn in the folder to the Instructor Computer.

**MAYA CAN CRASH!!!**  
**MAKE SURE TO BACK UP YOUR WORK!**

