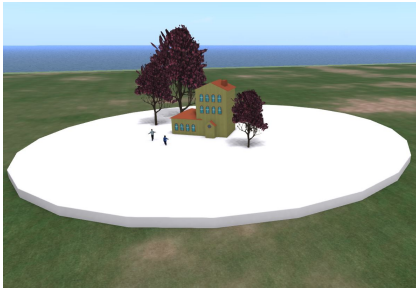


## Lab3\_ Upload, scale and work with textures

### Upload texture

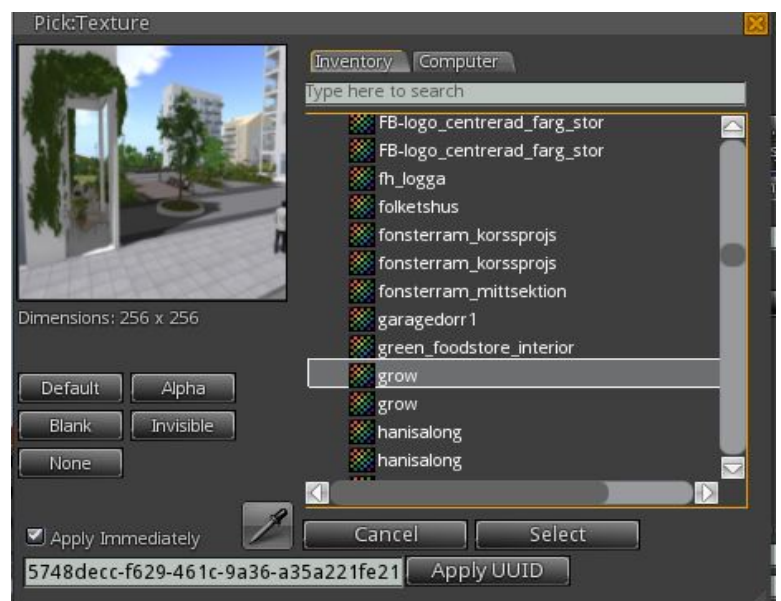
1. Find a texture for ground. Either free to use on internet, create one of your on in an editing tool such as Photoshop or the free version Gimp or go to mall XXXX .

The Open Sim model accepts png and jpg. Save to you computer.

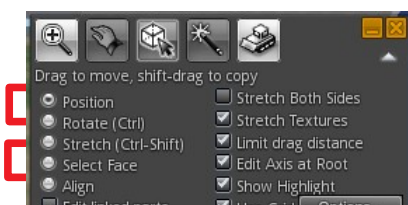


2. Rez a prim and change it to a cylinder under Object tab and Building block Type. Shape it to be a platform under the house and adjust the objects so they are placed on top of that platform. Set it to blank texture and color white.

3. Choose File at the top menu and Upload Image (free). Name the texture and Upload. The texture will end up in you Inventory.



4. Make sure the surface/surfaces you want your texture on is set to blank and drag the texture to the prim.

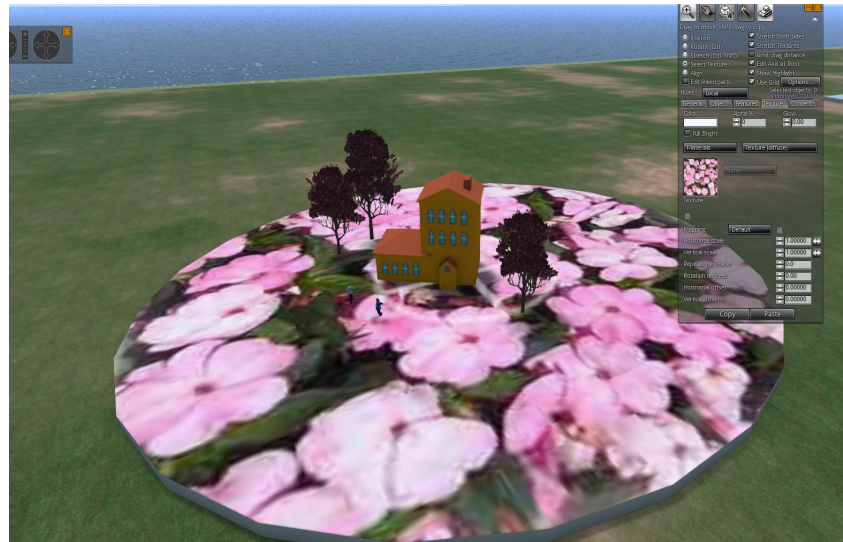


*In editing mode Position marks all surfaces and select face lets you choose one or more surfaces to set texture to. Click the surfaces of you choosing or hold down shift and click with the surface to unmark it.*



## Scale texture

5 Make sure the surface/surfaces with texture you want to scale is marked. Go to Texture tab and adjust Horizontal scale and Vertical scale. Start at 1 and adjust the scale til texture looks accurate.



*Texture with horizontal scale 1 and vertical scale 1*

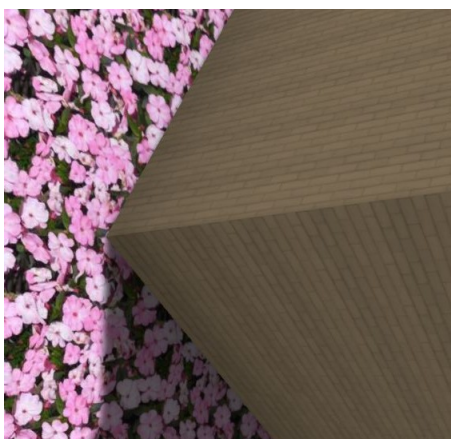
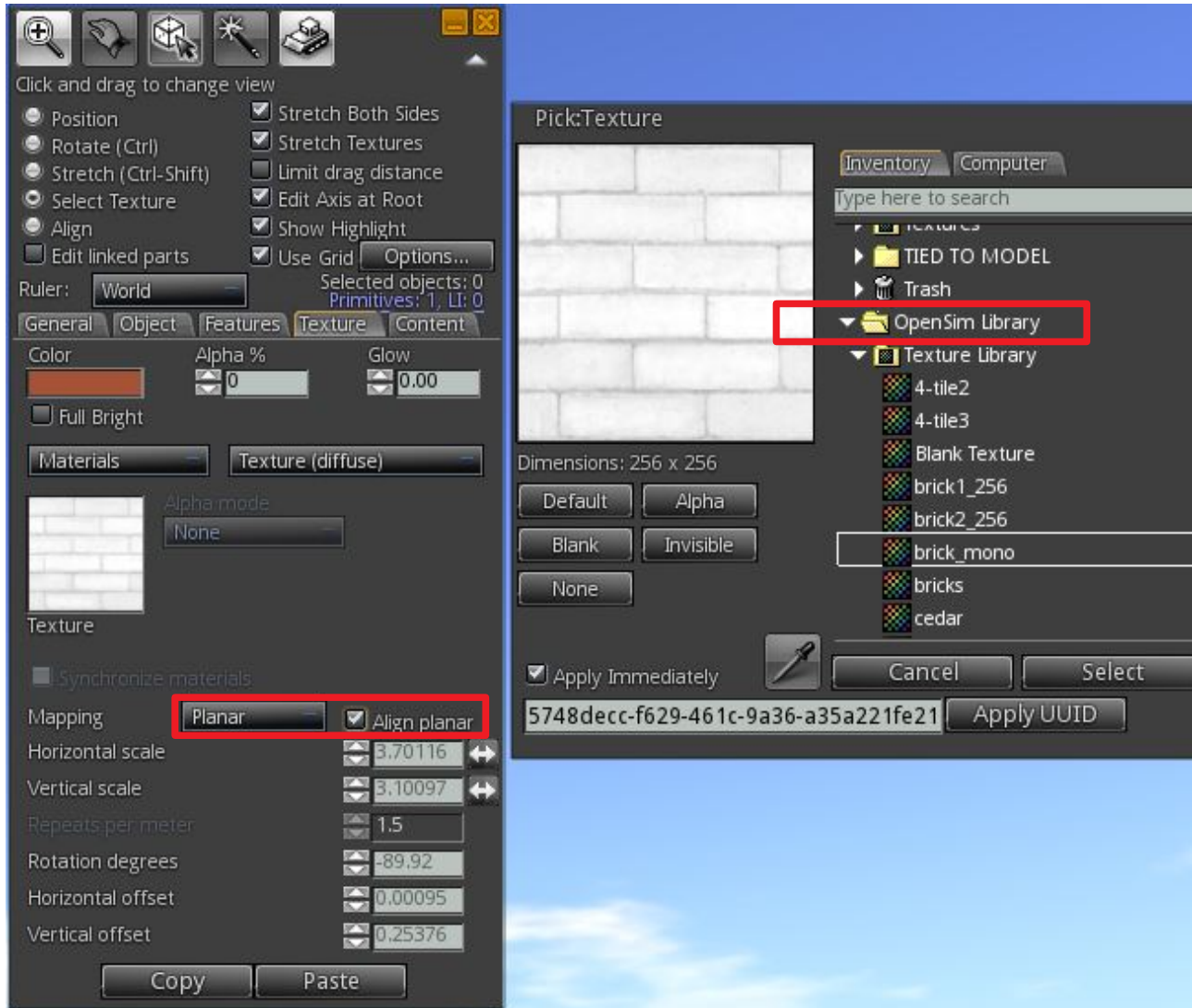


*Texture with horizontal scale 50 and vertical scale 50*



## Add texture from the Open Sim Library.

5. Mark all the prims on your house, select editing mode and texture tab. Click the texture box and choose a brick texture from the Open Sim Library. Change default to planar and check the box to Align planar. This will make all texture align and change the same way while you adjust scale.



*If you notice that any weird rotation in the texture as in the picture to the right, this may be adjusted under Rotation degrees. Mark the surface and type in 90 degrees.*



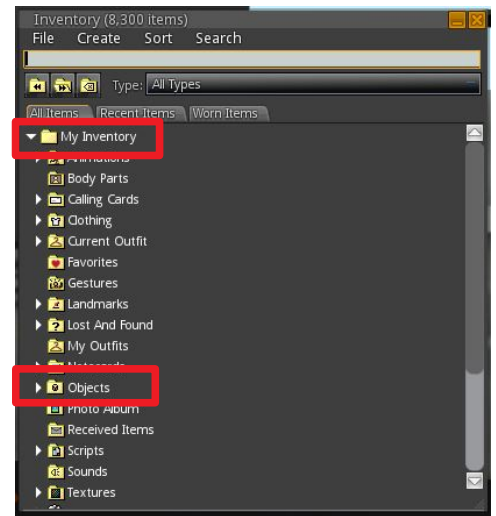
*Textures are grass on the ground and bricks from the Open Sim library on the house. The house also has color added to it.*

Write mall 11 in the box. Make sure you have the space in the text and hit Enter and then Teleport.

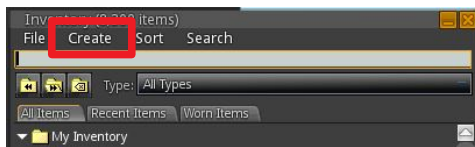
You will end up in Sandbox used for beginners training.

## Inventory

1. Click Inventory at the bottom menu and a pop up window will show. Open My Inventory and Objects.



2. Mark the Low Poly window you wish to place in your inventory. Right click and choose Copy Item. The item will end up in your inventory.



You can create a folder structure under Create> New Folder and drag them to Object folder in My Inventory

3. Teleport back to sandbox 11 or the uidc model and drag the item into the model.

## Mall structure

There is a large amount of items in an already existing Inventory. Feel free to copy and save to your personal inventory. It's however not allowed to upload, copy or build anything new in the Inventory. Also please note that this malls contains a large amount of items and it might some time for everything to load.

Inventory is placed according to category in malls.

Mall Sandbox 1 is for Drop Off

- A place to leave new object to be approved before they go into inventory. Objects should be removed from Drop Off when moved.

Mall 1 Vegetation

- Trees, bushes, flowers etc

Mall 02 Vehicles

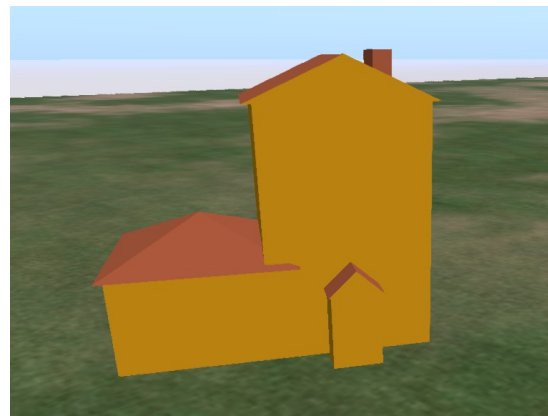
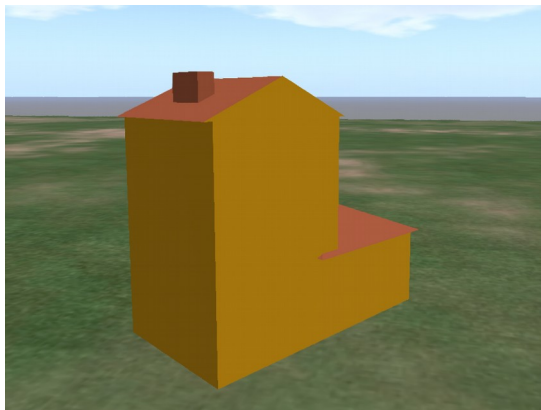
- Cars, Official vehicles (Ups-tracks, ambulances,police etc), Buses and bus-stops, Ships and boats, Pod cars and stations, Self-driving buses and station, Air planes, Zeppelin, Bikes

#### Mall 4 Exterior

- Lamp posts, Park benches, Tables and chairs, Street market stands with goods, Traffic signs, Avatars-static, Avatar accessories, Strollers, bags, Features to Avatars like clothes and stuff.

#### Mall 5 Signs and texture

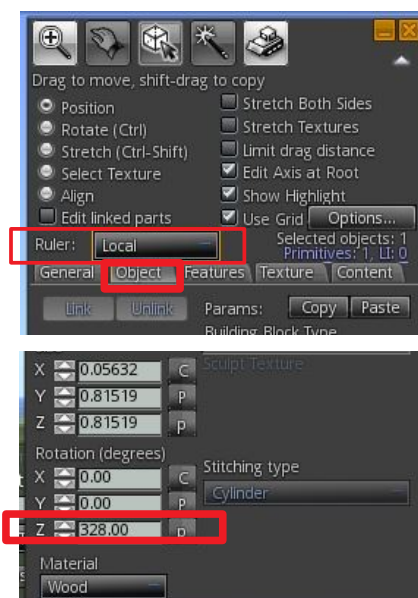
- Signs-mailny swedish, placed in alphabetic order, A texture-boards, Windows (Made in Blender)



### Place windows

1. Drag the window from you inventory into the model.  
Make sure the Ruler is set to Local
2. Go to edit mode and mark the window. Click Object tab and check rotation on z axel. This should match rotation on the house. Drag the window to place.

*Please note that if surfaces end up to close to each other they might flicker.Zoom out and pan around your building to make sure it doesn't flicker. This is important in the movies created from the model.*



3. Click Select Texture and change the color of the window and frame.



4. Place one window, set the rotation and colors right. Copy it by holding shift and drag the arrow. Make one floor with windows Then mark all the windows by holding shift and drag to create one more floor.

*When adjusting the size of any inventory item make sure the Stretch Textures box is checked in Edit mode.*



5. Place windows on all sides of the house, add some trees and inventory of your choosing.



Communicate and send inventory between team members.



Click Communicate at the bottom bar menu. Click Add and write the name of your team member. When your team member have accepted the request you may use the chat, see each other on the radar or send inventory to each other.

Double click on the persons name.

Drag inventory item into the chat box and the team member will get a note in the top right corner to accept the given object.

It will end up in that persons inventory.

