Project 2

Texturing an Indoor Scene

Figure P2-1 *The final output*

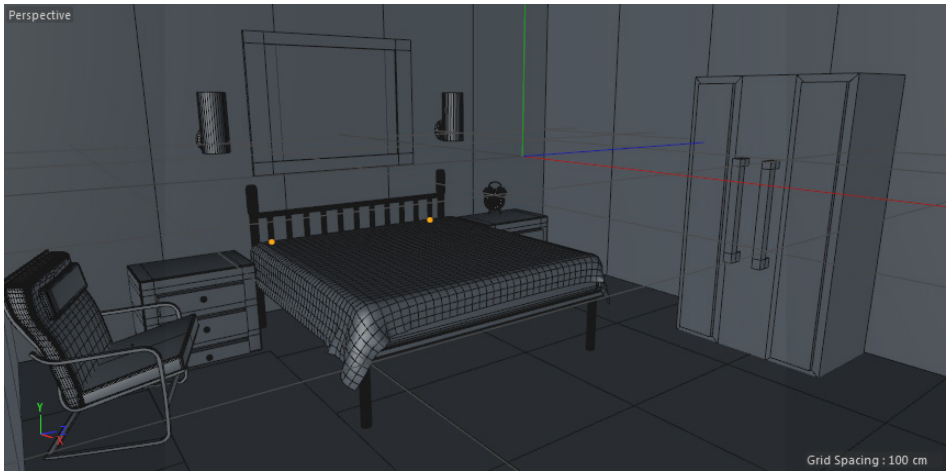

Figure P2-2 *The Project2_start.c4d file*

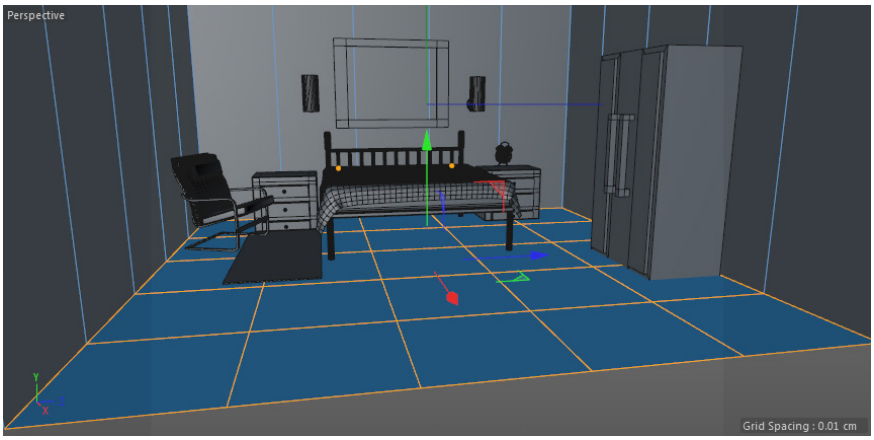

Figure P2-3 *The bottom polygons of Room selected*

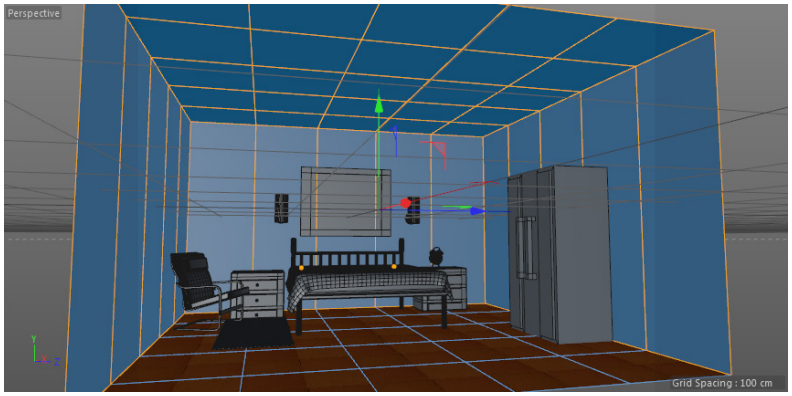

Figure P2-4 *The polygons of the walls and roof selected*

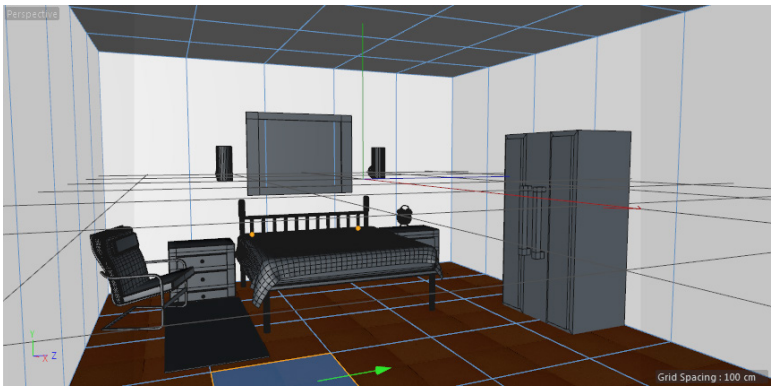

Figure P2-5 *The* ***Wall*** *material assigned to walls of the Room*

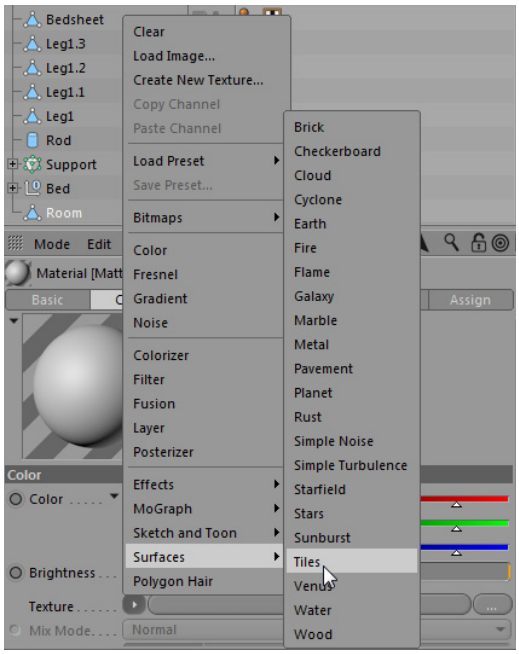

Figure P2-6 *Choosing* ***Surfaces > Tiles*** *from the flyout*

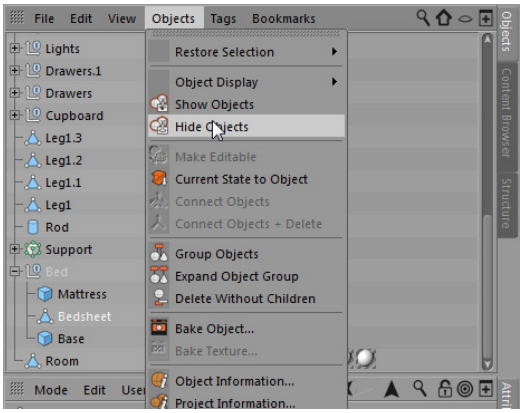

Figure P2-7 *Choosing* ***Hide Objects*** *from the main menu in the Object Manager*

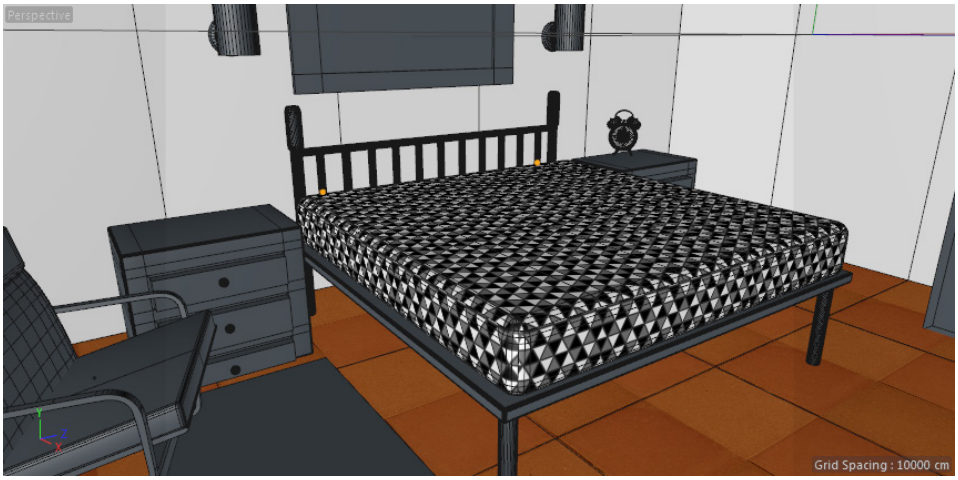

Figure P2-8 *The Mattress material displayed*

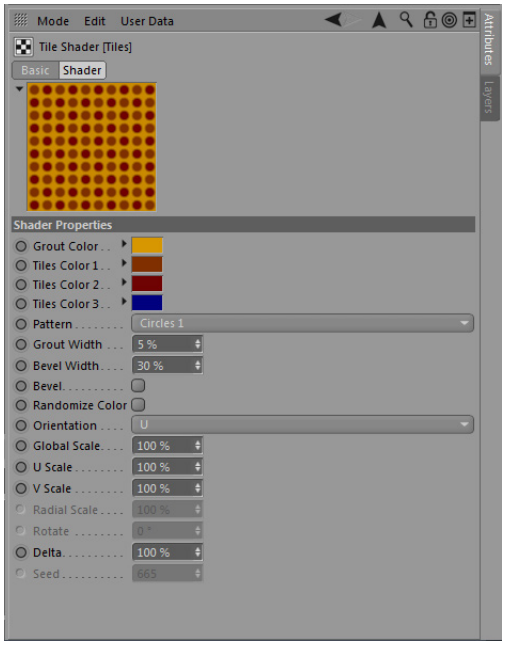

Figure P2-9 *The Bedsheet texture created in the* ***Color*** *area*

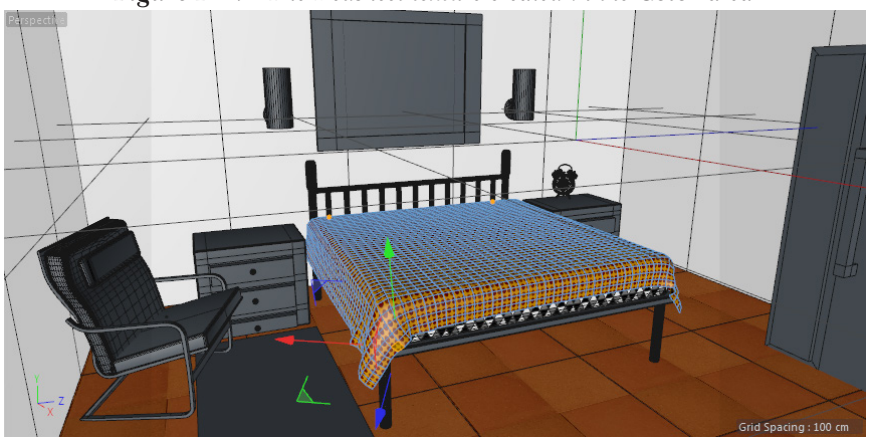

Figure P2-10 *The Bedsheet material displayed*

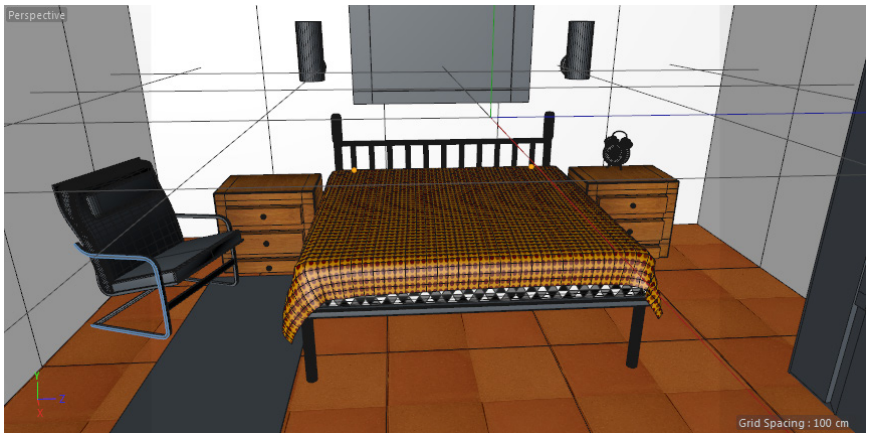

Figure P2-11 *The Drawers material applied to drawers*

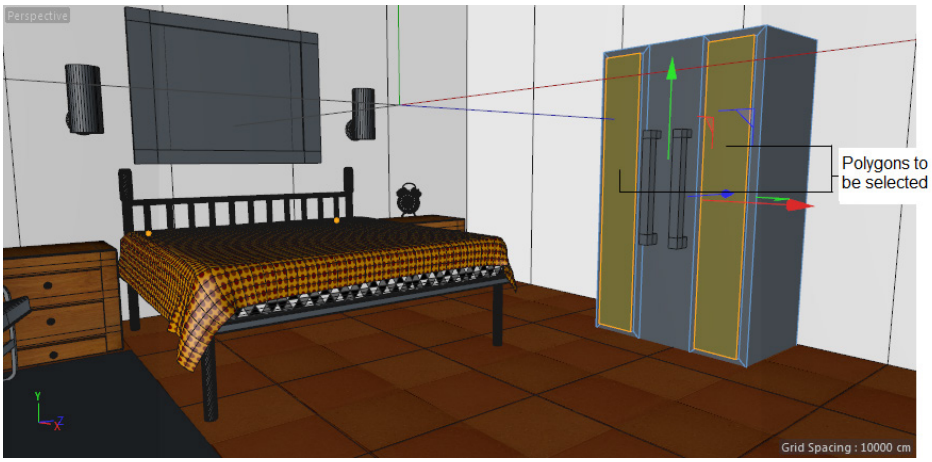

Figure P2-12 *The selected polygons of Wardrobe*

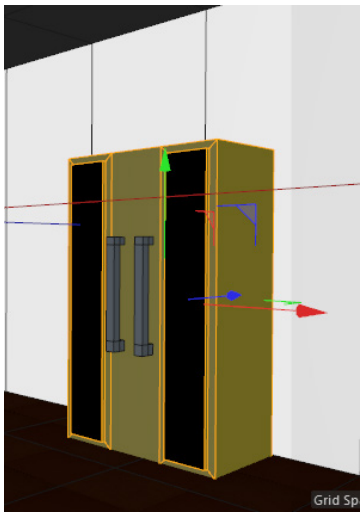

Figure P2-13 *Selecting the rest of the polygons*

Figure P2-14 *The Drawers mat and Mirror materials applied to Wardrobe in the rendered scene*

Figure P2-15 *The Chair mat material applied*

Figure P2-16 *The materials applied to Lights and Light.1 groups*

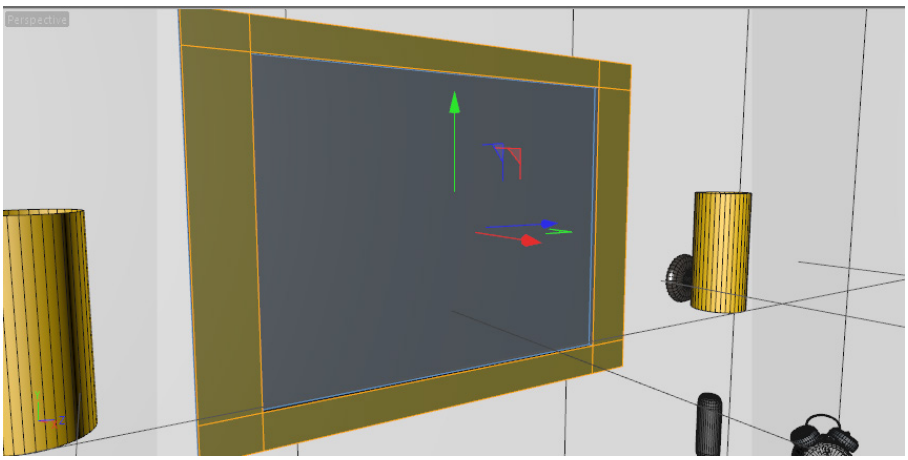

Figure P2-17 *The selected polygons of Wooden Frame*

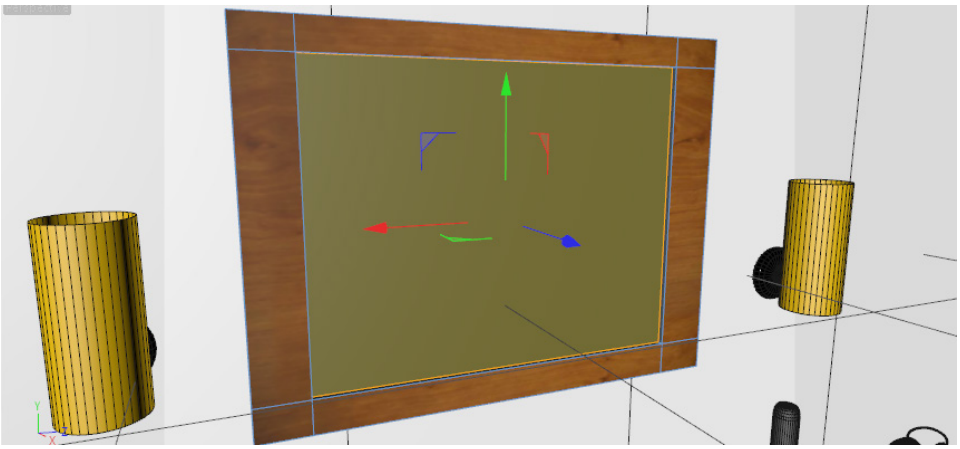

Figure P2-18 *The selected polygons of Wooden Frame*

Figure P2-19 *The Painting material mapped to Wooden Frame*

Figure P2-20 *The final rendered scene*