Shading Vs. Texturing!

➔ Shading tells program what surface type object has and how it reacts to light
   ◆ Looks at transparency, shininess, etc.

➔ Texturing is a 2D image mapped onto 3D object
   ◆ Affects colors, patterns, roughness, etc.
UV Unwrapping & Texturing
Think of it like this!

Texturing

Is like wrapping a flexible piece of wrapping paper on a gift...

Wrap texture over model

Instead of this

You'll cut and glue the wrapping paper around

Unroll you have, something that sticks firmly on your gift (sawdust?)

No distortion of corners on the gift
Basic Steps

1. Take 3D Object
2. Unwrap into flat 2D pieces
3. Add texture
More terms to know

**UV**: Coordinates telling the program where the colors will go at which point

**UV Shell**: group of UVs that are flat and not overlapping.
- Acts as map for where texture should be placed on model!

**UV Map**: where the UV shells are then arranged so that software knows where to put the texture on the map.