Materials: JPEG Maps

A JPEG is just a file name for a photograph that is stored in your computer. In this case you're going to wrap a photograph of some wood around your model.

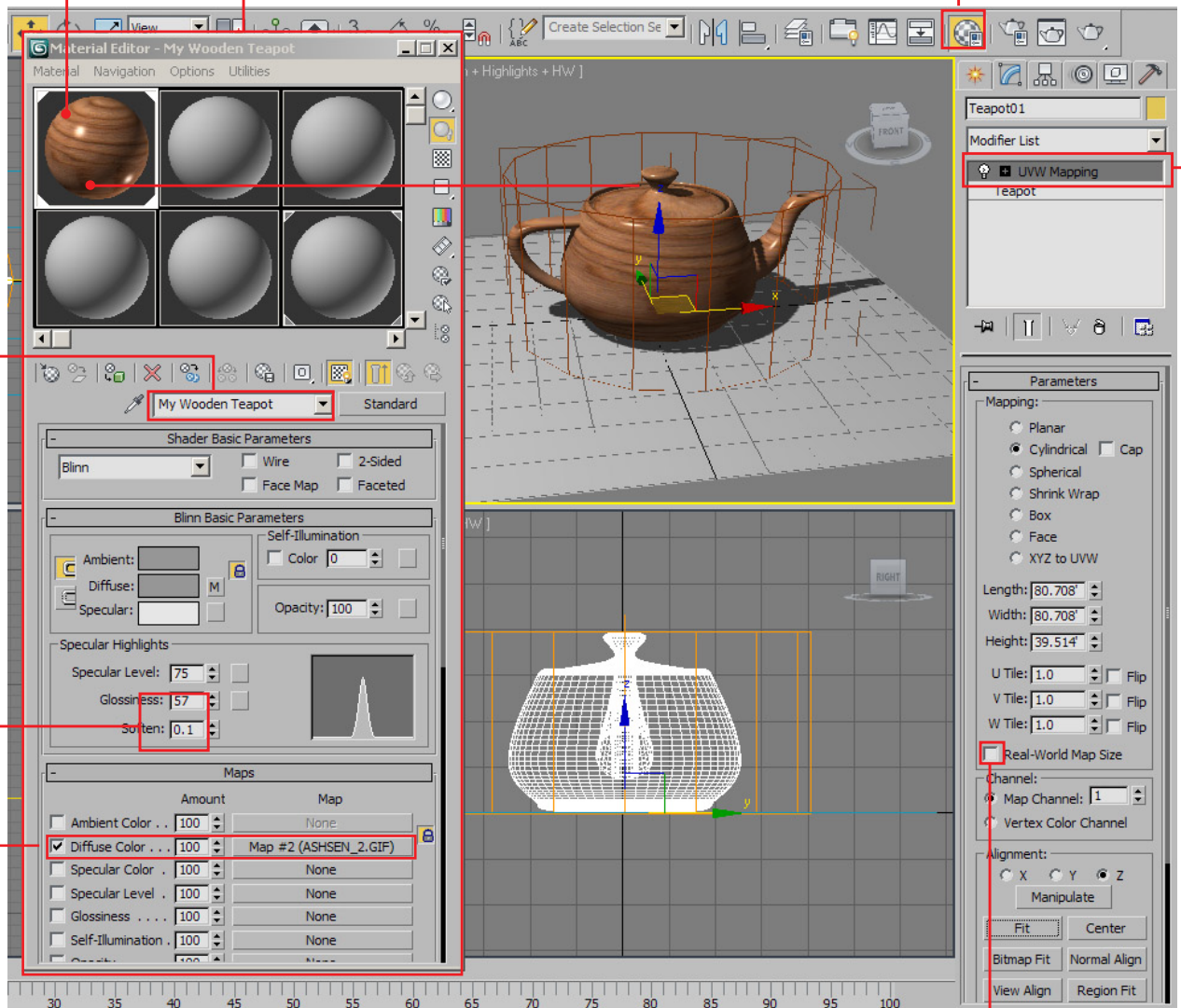**1.** Click here. Select "Bitmap". Then find the photo you want to use.

The "Material Editor" is opened by clicking this button.

2. Select a material sphere and drag it to your model.

Always add a "UVW Map" modifier.

Get in the habit of naming your textures.

Adjust the surface shine with these two parameters.

Make sure the Real World Map is turned off.

NOTE: On our system, you can find a whole library of JPEG textures on the 'I" Drive.

Or, you can go to www.cgtextures.com and find a large library.