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| |  | | --- | | **Textures** | | **What we are going to do:** | | In this section, we are going to apply textures to our [Basic Room](http://web.archive.org/web/20040101120904/http:/users.1st.net/kimberly/Tutorial/basicroom.htm). | |  | | **Get Going!** | | Now we have our room made, but it only consists of 1 texture. No map is fun w/just 1 texture, so lets apply more.  Go up to "Textures" "Algiers".  http://web.archive.org/web/20030331091923/http://users.1st.net/kimberly/Tutorial/Basic%20Room/textures.jpg  It may take a while to load, but when your mouse is not an hour glass anymore, hit the "T" button on you key board, this will bring up the textures to use, in the console is where they will be stored.  http://web.archive.org/web/20030325204800/http://users.1st.net/kimberly/Tutorial/Basic%20Room/pictexture.jpg  Now pick any texture you desire, I picked "[afrika\_boulder2]" just click on it and it will apply to your room!  Now move the console out of your view, you can move it all the way to the bottom if you want, just so you see the title of it "Console", and your room in the 3D view should look like this.  http://web.archive.org/web/20040101120904im_/http:/users.1st.net/kimberly/Tutorial/Basic%20Room/Thumbs/textinroomthumb.jpg  Good job!  Now left click in the top view, all this does is let you work in the top view. Now hit the "Esc" key to deselect your room. I use this method, just b/c I am used to it: "hit the "space" bar and you will duplicate your room. Now that you have the second room all read selected, hit the "Backspace" button to delete it", but use what ever way you want. Now you will notice your room in 3D is not red anymore!  http://web.archive.org/web/20040630050351/http://users.1st.net/kimberly/Tutorial/Basic%20Room/2room.jpg ((hit backspace))  http://web.archive.org/web/20030325193709/http://users.1st.net/kimberly/Tutorial/Basic%20Room/deselect.jpg ((this is it deselected))  Okay, not so hard huh? Now in the 3D view, left click anywhere. Now the tricky part! Hold down shift and then left click on the ceiling, you will select it, it will turn red.  http://web.archive.org/web/20030331094449/http://users.1st.net/kimberly/Tutorial/Basic%20Room/topselected.jpg  Drag up the console and choose a texture, the texture you choose will only apply to what you have selected, and in this case, it is the ceiling.  To deselect something, just hold down shift and left click on whatever you have selected now!  Apply a texture to the floor too, here is my room textured!  http://web.archive.org/web/20030325200217/http://users.1st.net/kimberly/Tutorial/Basic%20Room/finroom.jpg | | This ends Textures! Congrats. Now onto [Player Start](http://web.archive.org/web/20040101120904/http:/users.1st.net/kimberly/Tutorial/playerstart.htm)! | |  |   © Nemesis's Tutorial Page 2002-2003 |
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