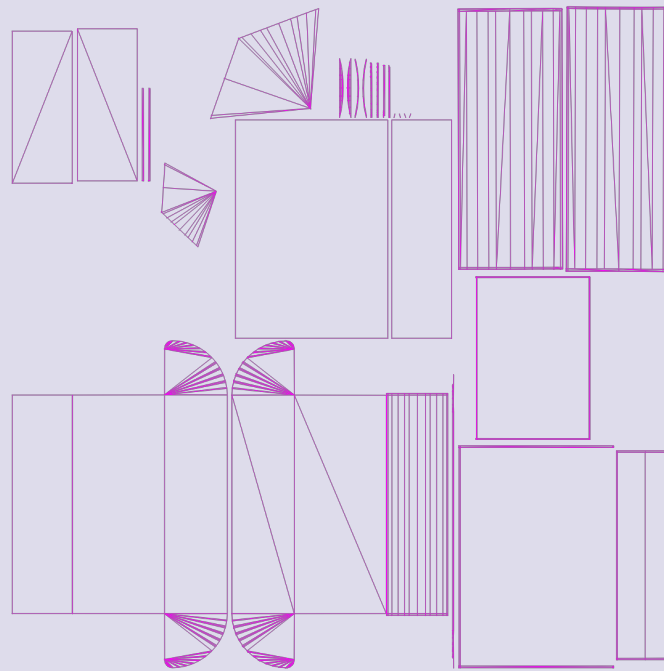


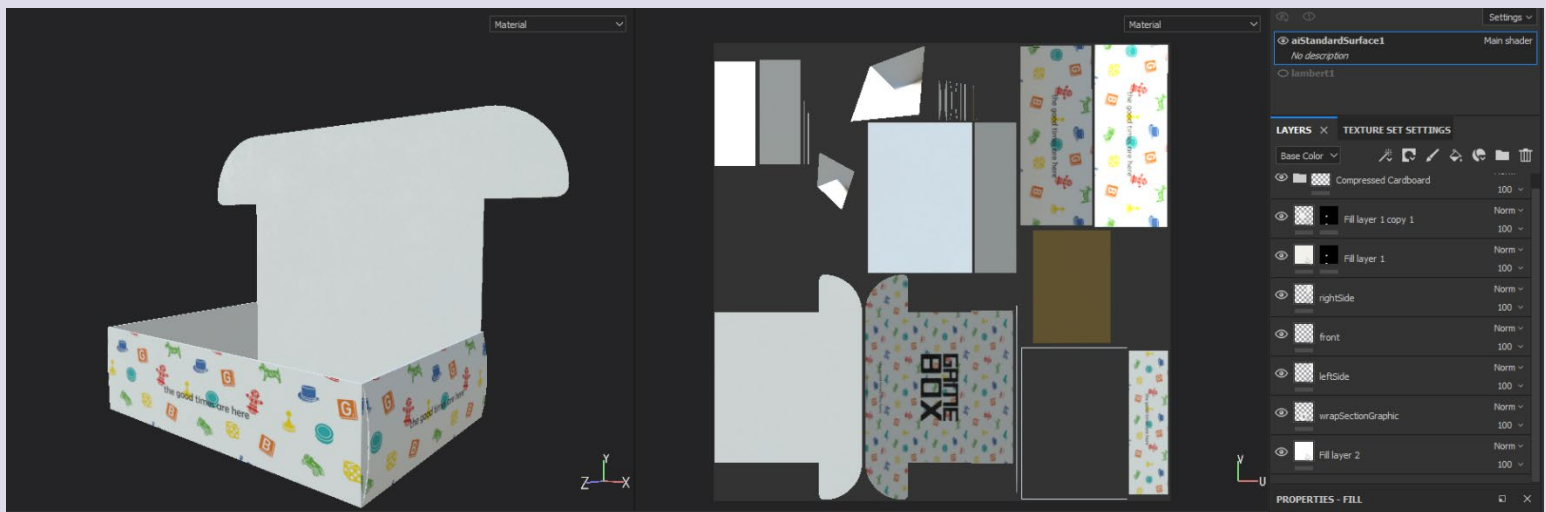
1/18/21

This morning I UV'd and textured the box. Due to the setbacks that happened over the weekend, I wanted to get this done by about 3pm so that it could be compiled into the scene and possibly some images could be pulled from the scene in preparation for our Quarter Quarter critique. (This critique occurs on class 5 of 20.)

I used Auto-UV as a start for my UV shells. I then used some orthographic projections to make shells that would be better suited for receiving the graphics I knew I had on hand. I wanted to make that only the shells receiving graphics where appropriately made, and I left the rest unaltered from the Auto-UV generation. I then exported an FBX and brought it into Substance Painter under a PBR Metallic Roughness template.



A UV snapshot.

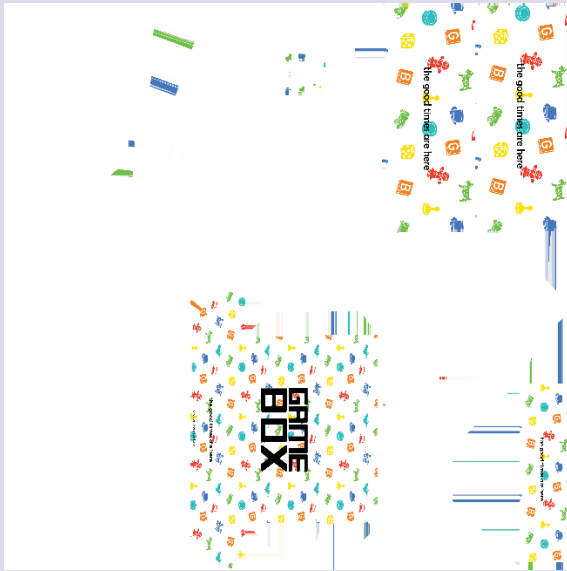


The box in Substance Painter.

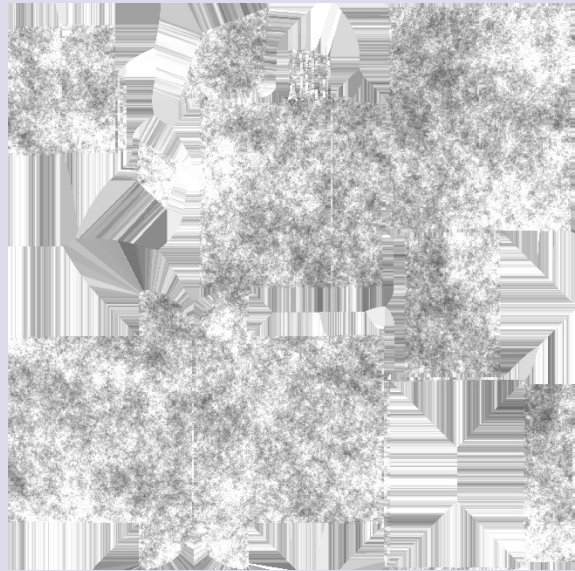
1/18/21

I removed some elements of a material I found on Substance Share and added in the graphics I needed to have on the box. I used simple fill layers to insert textures that I created for the physical box and lined them up on the corresponding shells. Then I made sure to create a fill layer below everything with the matching background color of the graphics so that the entire box was the same color.

The resulting textures only needed a Color and Roughness map to produce the look.



The Base Color map.



The Roughness map.

This was then uploaded to the shared drive to be received by the rigger and my Director, who is compiling the elements in the scene for us.

