

Exercise #3

After completing the transfer map lesson and seeing the Integration video. Take th three different surfaces textures you created and place them on a cube. To be more specific, assign each texture to a different cube polygon face and then export the whole thing as a FBX. Then make sure to integrate it in unreal engine 4. *Make sure you have proper naming conventions!* e

Material example naming convention.

mt_tipodematerial_lugar-de-donde-es_que-es-el-material

mt_pla_room203_projector

mt_sss_room203_profesor

Material prefixes

mt_mtl Metal material

mt_plaPlastic material

mt_tra Translucency material

mt_ems Emissive material

mt_ans Anisotropic material

Texture example naming convention.

tx_tipo-de-textura_lugar-de-donde-es_que-es-la-textura

tx_dif_room203_projector

tx_nrm_room203_profesor

Texture prefixes

tx_dif Diffuse map

tx_nrm Normal map

tx_spc Specular map

tx_dspDisplace map

<i>tx_occ</i>	<i>Ambient occlusion map</i>
<i>tx_ems</i>	<i>Emissive map</i>
<i>tx_sss</i>	<i>Sub Surface Scatter / translucency map</i>
<i>tx_Alpha</i>	<i>Alpha map</i>

Mesh example naming convention.

msh_tipodemesh_lugar-de-donde-es_que-es-el-objeto

msh_static_room203_projector

msh_skeletal_room203_profesor

Mesh prefixes

msh_static

msh_skl