

Worksheet IT 39: Insert texture on the object scanned in 3D with Meshmixer

Applying textures on 3D models through Meshmixer is an important step to make models more realistic looking and detailed. Textures can be used to add color, patterns or visual features to the objects, like scratches, stains and other imperfections that real objects have.

Textures are also useful for making 3D models look better in scenes or animations. Without textures 3D models often look poorly detailed and unappealing. Furthermore, adding textures to models can make them visually react better to light and shadow, and that can further enhance their realism.

What will you learn?

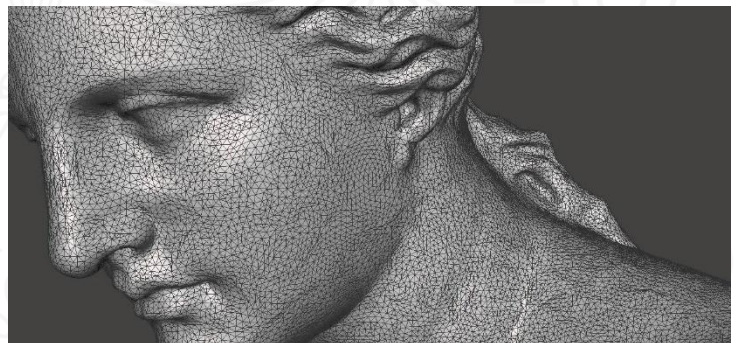
- Step 1: File extension for texture data
- Step 2: The correct steps for implementing texture
- Step 3: Editing of existing textures

File extension for texture data

Not every file extension is supported by the software to be used as a texture.

Which of these file extensions are supported by Meshmixer?

- JPG, PNG, BMP, TIF;
- INDD, PSD, AI;
- PDF, MP3, MP4.



The correct steps for implementing texture

There's a couple different steps you need to take in order to implement a texture to your 3D model, from importing it to mapping it on the object's surface. Put the steps in the correct order:

- Use UV mapping tools to align the texture to the 3D model;
- Go to the "Texture" menu inside Meshmixer;
- Select the object;
- Select the texture you intend to implement.



Editing of existing textures

Among the tools that Meshmixer offers there's also a suite of tools that are useful for editing textures that are natively available in the app in their brightness, contrast, sharpness. It even lets you draw on the image and modify the UV alignment for the texture image.

Which editing action does Meshmixer let you do on its preloaded textures?

(Choose the correct answer):

- Edit the UV mapping indicators for the texture alignment;
- Add an editable text box to the image;
- Add vector forms to the texture image.

