

**The walls of your maze should use custom textures. This means gathering images from CGTextures.com or any other source and modifying them with PhotoShop to make them original. Two textures are generated: Diffuse and Normal Map.**

1. In PhotoShop create your new "texture" following the proper parameters - TARGA, RGB, and a Power of Two (typically 32, 64, 128, 256, 512, or 1024)



Original image

128

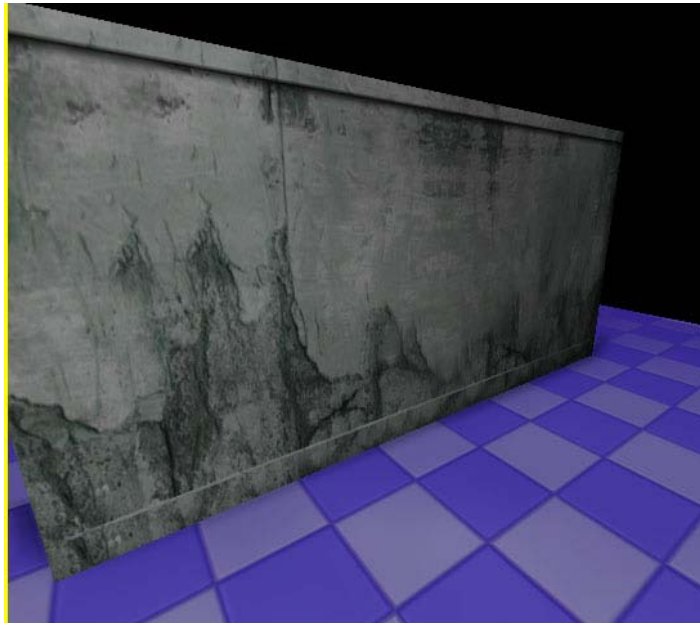


Image copied & flipped to lengthen. Detail floor and ceiling cornices added. Color shifted.

512



Black and white copy made to use as basis for Normal Map

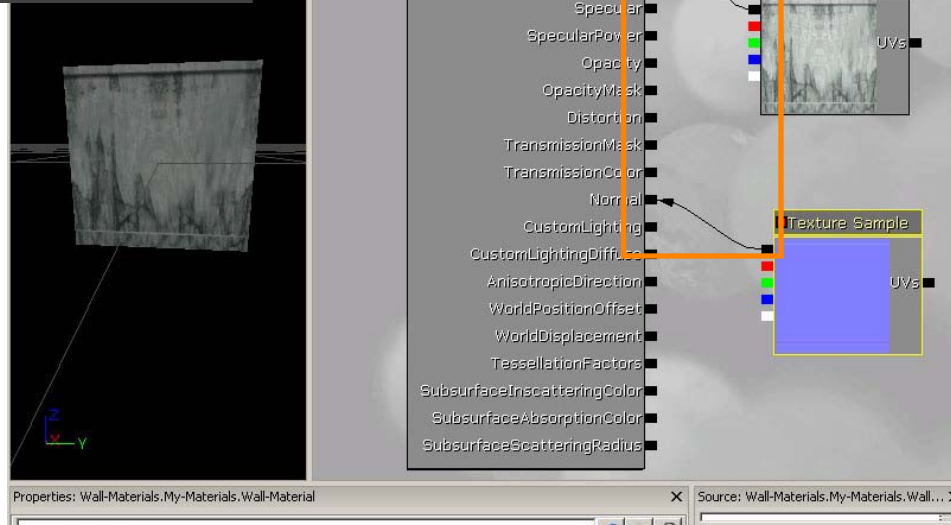
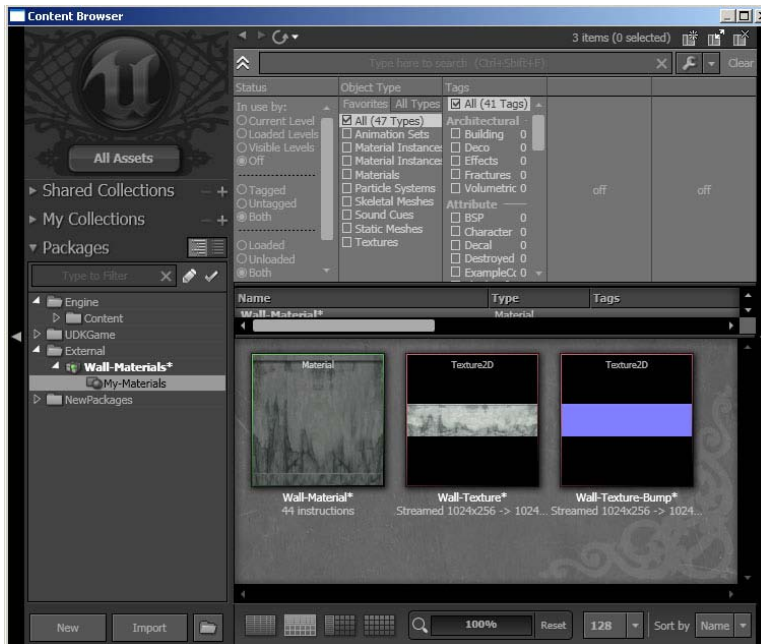


Finished material on wall in UDK.

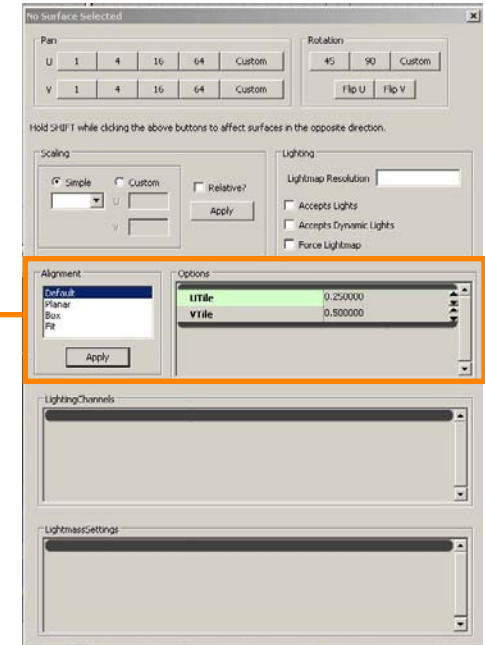


Normal Map

1. Import your new textures following the directions on the "Importing Custom Textures Instructions" on our class website.



2. Link the two textures to your new material as shown.



3. Right click on your wall and open "Surface Properties" to adjust the tiling.