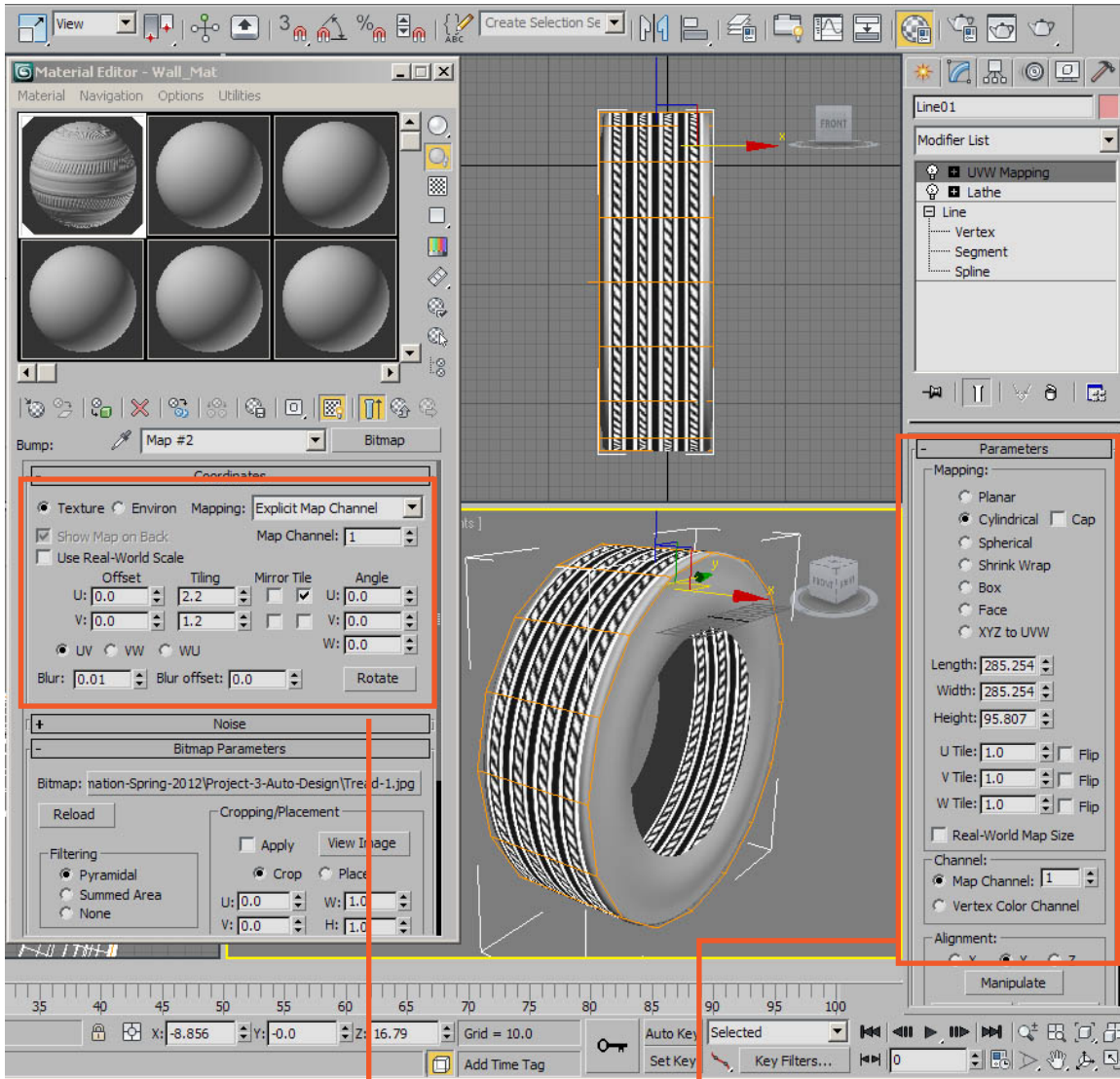




3D Modeling & Animation

Making Treads on the Tires

Tire treads are created using a bump map texture. The class web site has several to copy.



1. Save one of the treads from our class web site to your folder

2. Open the "Material Editor" and place the tread in the "Bump" slot

3. Adjust the parameter in the Bump panel.

4. Place a UVW Map on the tire and set to cylindrical

