3D Modeling & Animation

SoCal ROC
Career Technical Education

DESIGNING A CUSTOM AUTO

Advanced Level
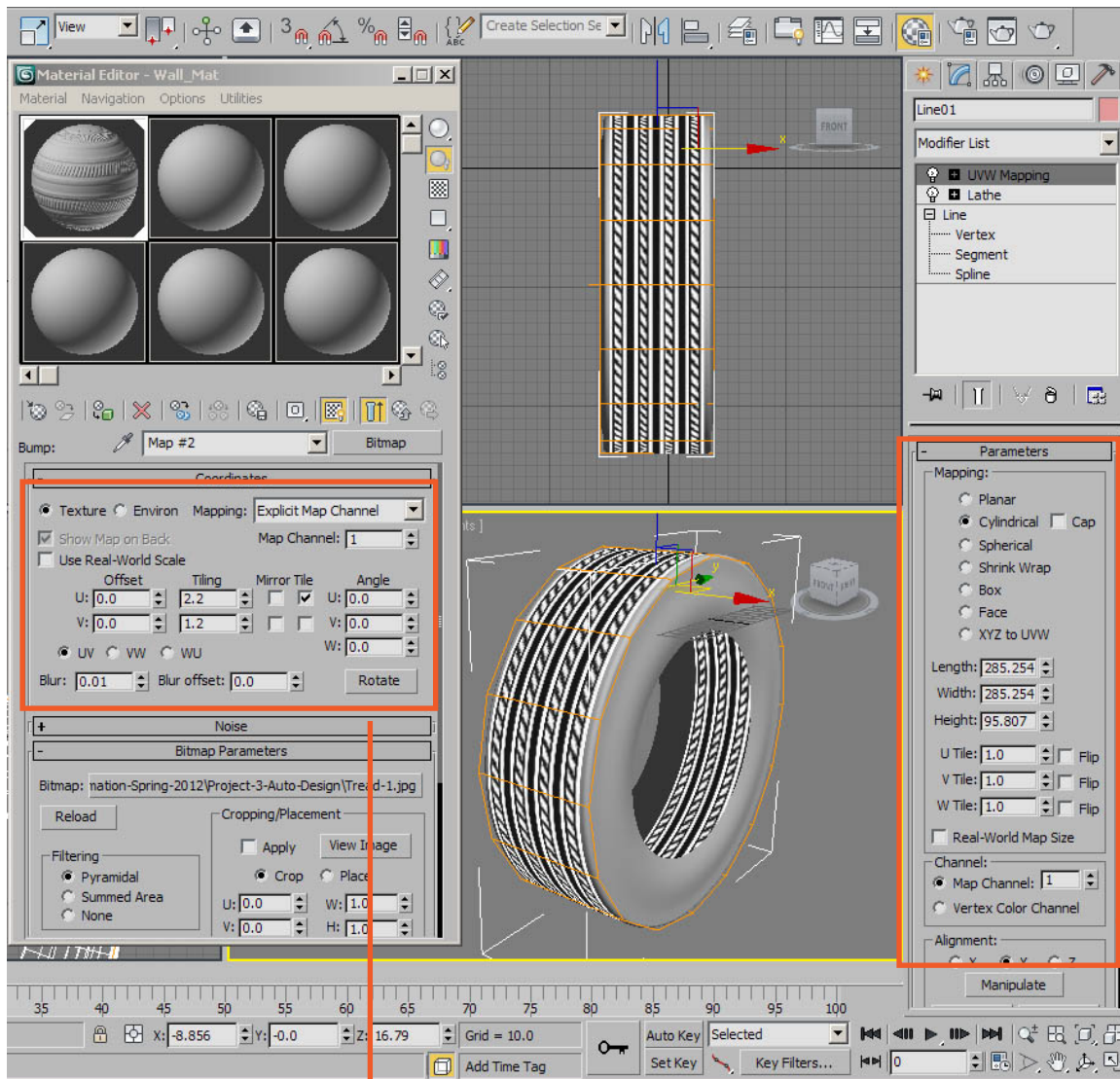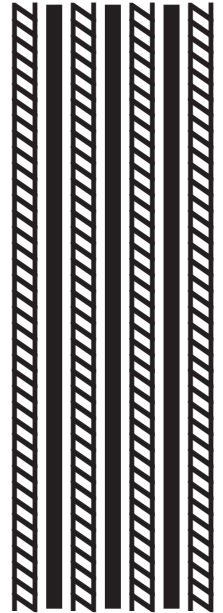**(Point Value - 1 to 15 points)**

Tire Treads

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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.

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

3. Adjust the parameter in the Bump panel.