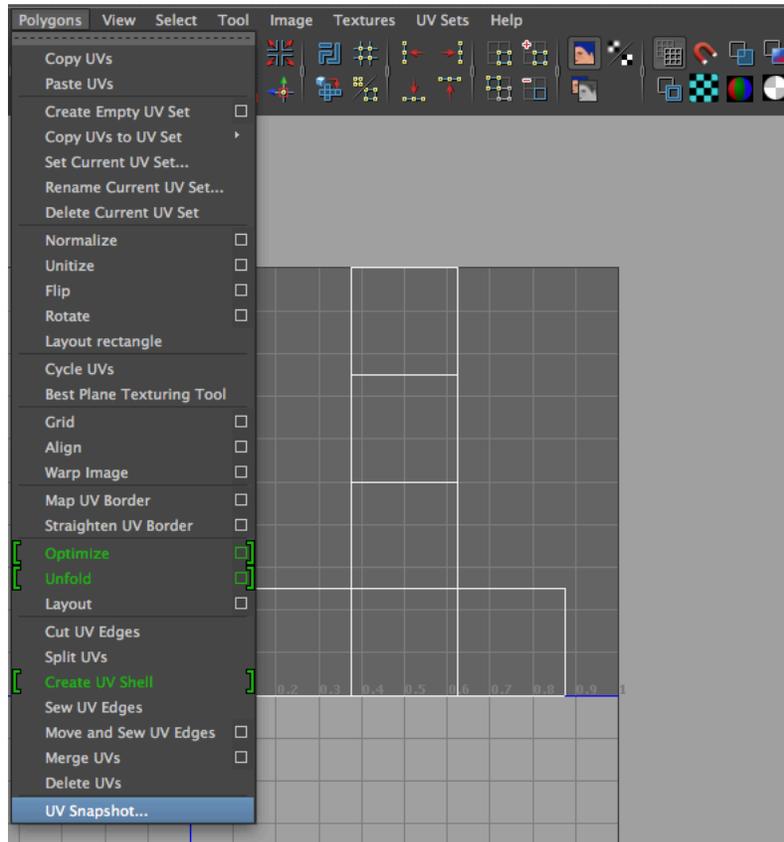


## Importing a Textured Maya Model into Unity

### Mapping the UVs and Adding a Texture Map in Maya

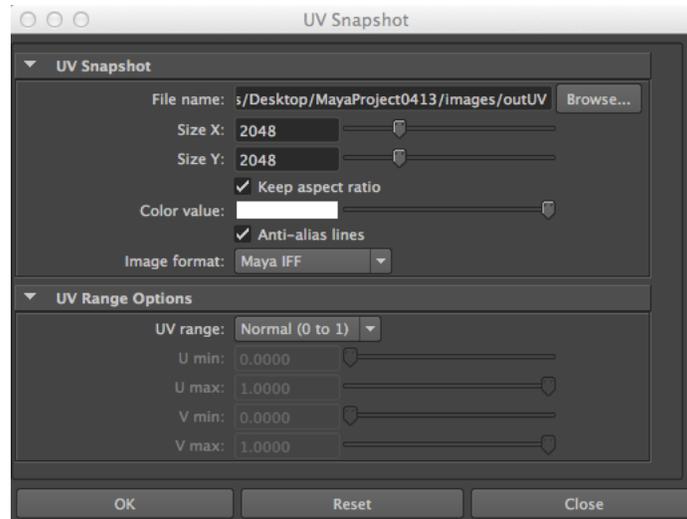
Launch Maya and start a new project. Save your scene in the scenes folder.

Add a 5 unit square cube to the scene. Select the cube (in object mode) and open the UV Texture Editor (Window > UV Texture Editor). Choose Polygons > UV Snapshot.



*Choose UV Snapshot from the Polygons menu*

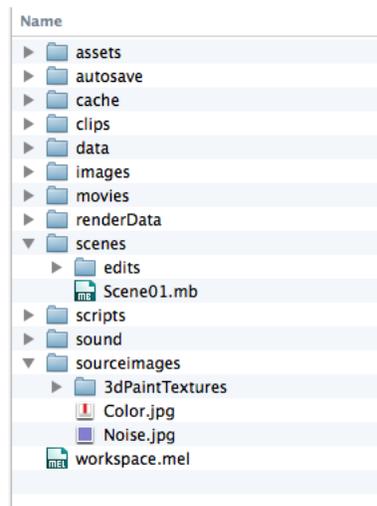
Notice that the map will be saved in your project's images folder. It is automatically named *outUV*. Set the size to 2,048 x 2,048, iff format. Click OK to save your UV template.



Note the file location (*images* folder), set the size to 2,048 x 2,048 and format to IFF

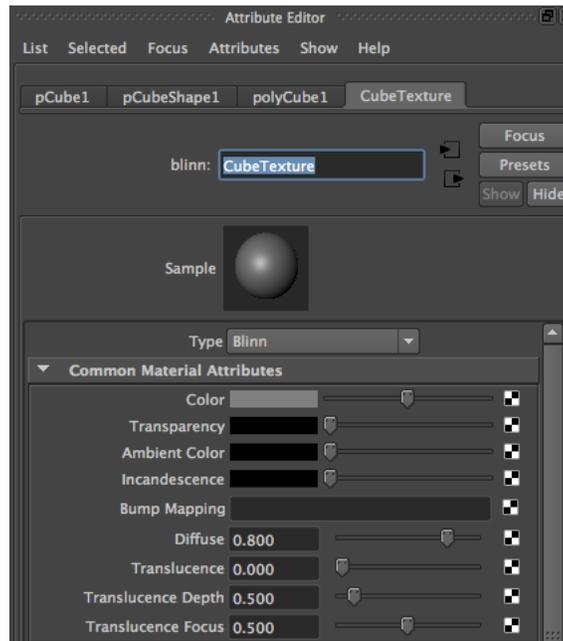
Navigate to your template image in the *images* folder. Open the template in Photoshop and paint the individual faces. Turn off the template layer and save your image as a jpg file, in the project *sourceimages* folder. Name it *Color.jpg*.

Open a new 2,048 pixel by 2,048 pixel document in Photoshop and add some noise (Filter > Noise > Add Noise). Convert your image to a normal map by choosing Filter > 3D > Generate Normal Map. Save your image as *Noise.jpg* in the *sourceimages* folder. This image should be in jpg format as well.



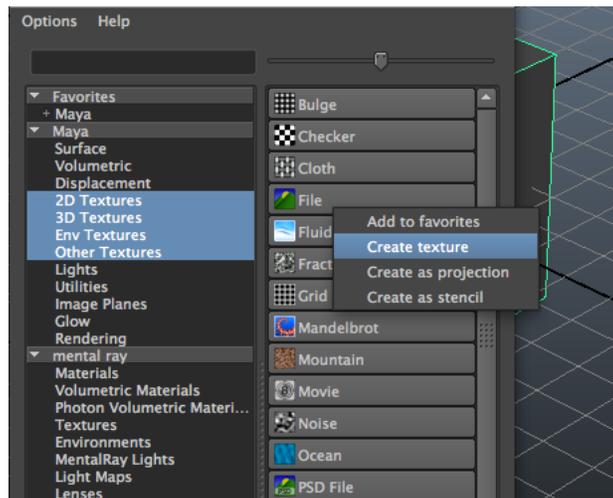
Save your images in the Maya project *sourceimages* folder

Return to Maya and select the cube (in object mode). Right-click the cube and choose Assign Favorite Material and choose Blinn. Open the Blinn tab in the Attribute Editor and change the shader name to *CubeTexture*. Click the checkbox next to the Color slider.



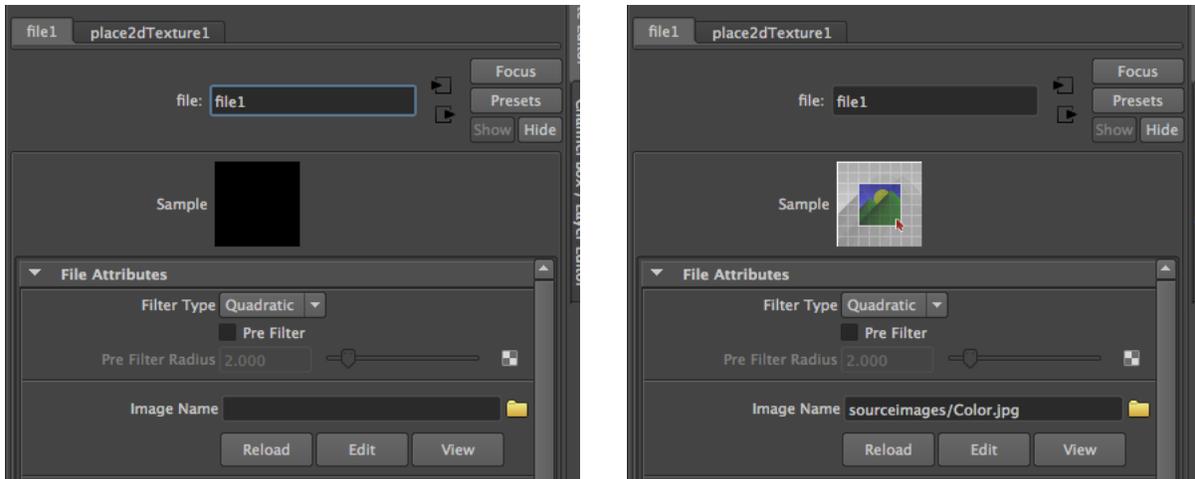
Name the new blinn texture *CubeTexture*

In the next dialog box, right-click the File button and select Create Texture. This tells Maya that we will be assigning the texture using UV coordinates.



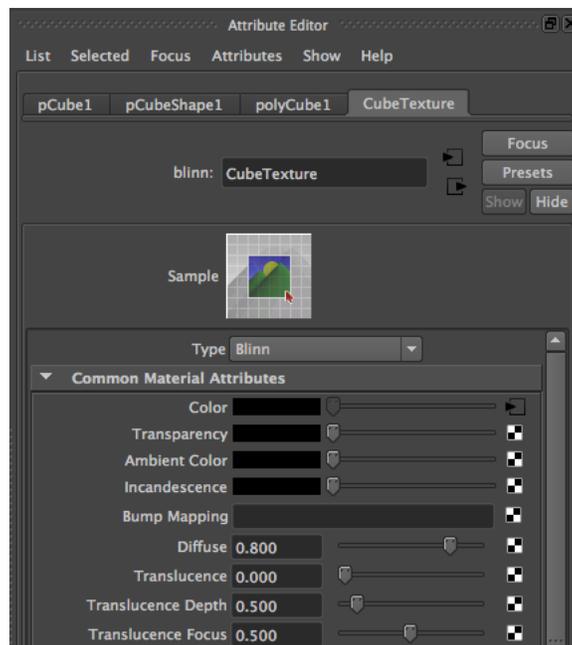
Right-click the file button and choose *Create Texture*

Navigate to the file tab in the Attribute editor and click the folder next to the text Image Name. Find your *Color.jpg* file to connect it to the object.



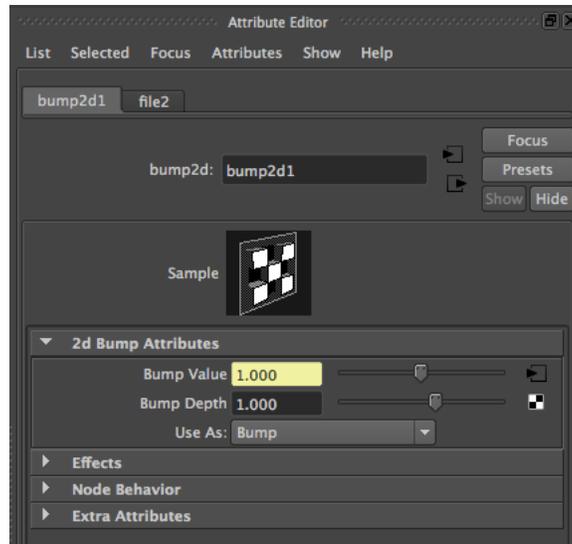
*Click the file folder next Image Name to navigate to your Color.jpg file*

Navigate back to the blinn shader panel and click the checkbox next to the Bump Mapping slider.



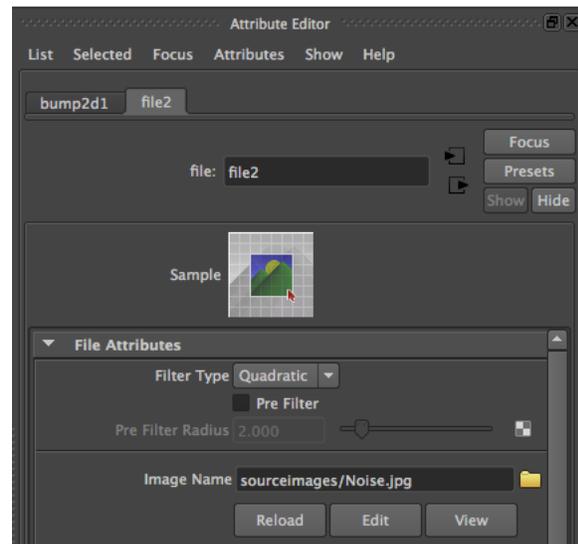
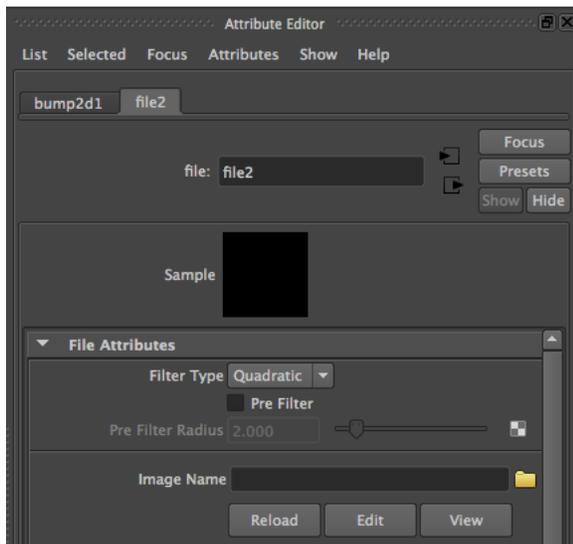
*Click the checkbox next to the Bump Mapping slider*

In the next dialog box, right-click the File button and select Create Texture. Navigate to the file tab in the Attribute editor by clicking the file tab at the top of the panel.



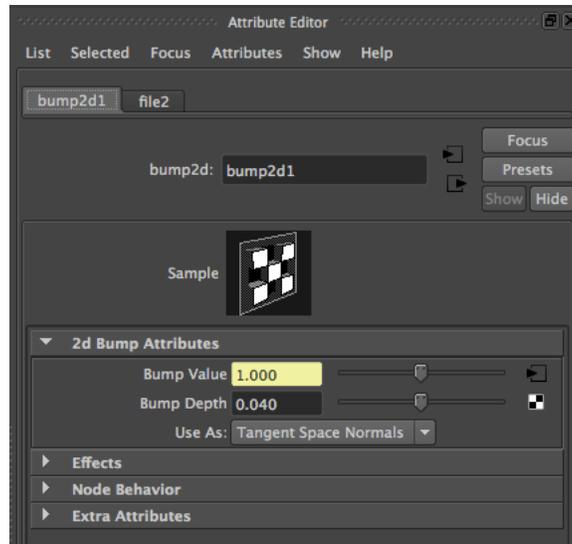
Click the file tab to connect to your normal map

Click the folder next to the text Image Name. Find your *Texture.jpg* file to connect your normal map to the object.



Click the folder icon to connect to your normal map

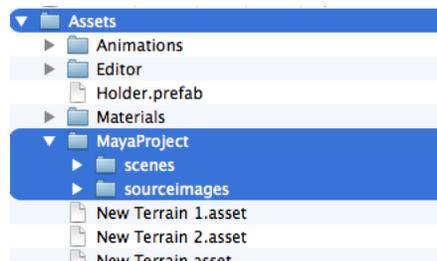
Find the Bump settings tab in the Attribute editor and dial the bump amount down to approx. 0.04. Choose Use As: Tangent Space Normals.



*Set the Bump Depth to 0.04 and Use As to Tangent Space Normals*

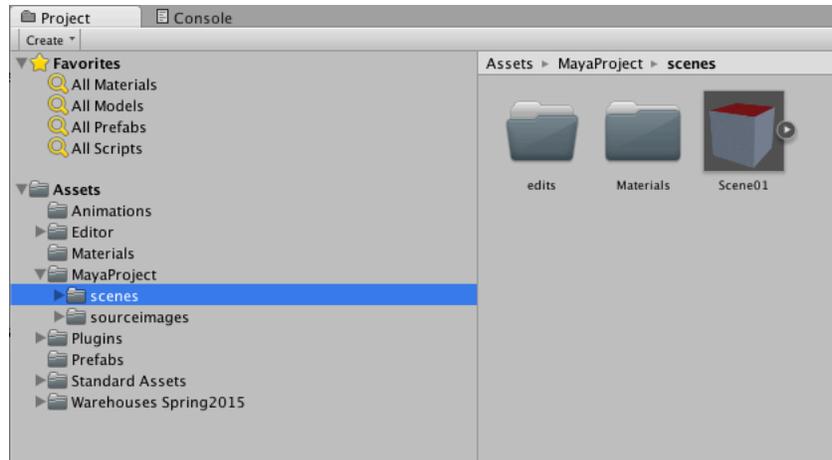
## Importing the Model into Unity

At this point you should already have created a Unity Project. Place a copy of your Maya project in the Unity Assets folder. The project should only include the scenes folder and the *sourceimages* folder.



*Drag the Maya project to the Unity project's Assets folder.  
Remove all folders except the scenes folder and the sourceimages folder*

Launch Unity and open your project. Unity automatically processes and converts the Maya model so it can be added to the scene. Once the process is complete, open the Maya Project folder in the Project panel. Click once on the scenes folder. The model appears in the panel to the right. Drag the model into the scene.



*Drag the model (in our case Scene01) to the Unity Scene panel*

The color and normal maps were connected during the conversion.