



CS 330 Sourcing Textures Tutorial

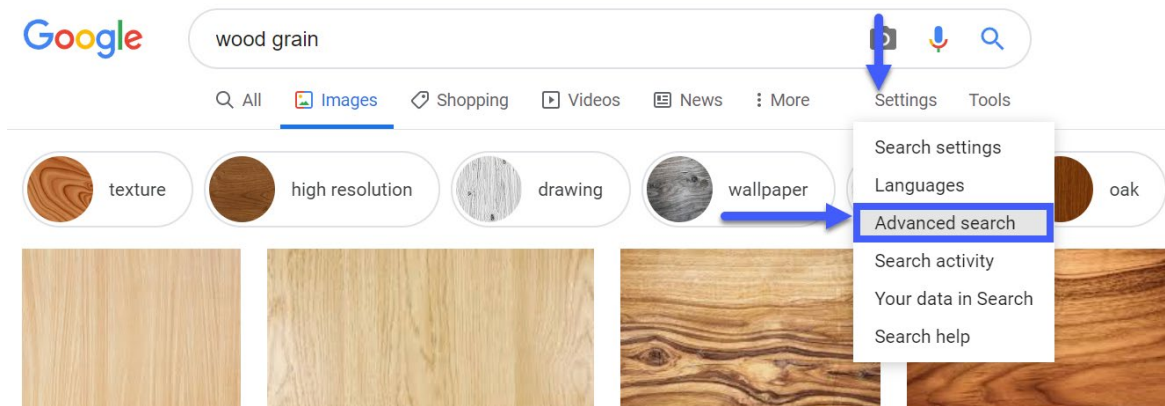
Overview

This tutorial will demonstrate how to select appropriate textures to apply to the 3D objects you create. Before using an image as a texture, you will need to ensure it is royalty free and that it is of high enough resolution for your object; in this case we recommend resolutions of at least 1024 x 1024 pixels.

Although there are many ways to find images that follow these parameters, we will be walking through how to do this with a Google search. For this example, we will use a wood grain texture, which you could apply to a desk comprised of cubes or a floor made of a plane.


How to Find Appropriate Texture Files

1. Begin by navigating to Google.com and searching for images that match your desired texture. Your initial search will return a number of results that may not fit the specifications we need for a texture. To fix this, select **Settings** from the options below the Search bar. Then click on **Advanced search**.



2. From the Advanced Image Search page, scroll down to the section that is headed with, "Then narrow your results by..." From here, select the **image size** drop-down to show more options. Here you should click on the option that reads **Larger than 2MP**.


Then narrow your results by...

image size: 

aspect ratio:

colors in image:

type of image:

region: 

site or domain:

SafeSearch:

file type:

usage rights:

any size

Medium

Icon

Larger than 400×300

Larger than 640×480

Larger than 800×600

Larger than 1024×768

Larger than 2 MP

Larger than 4 MP

Show most relevant results

any format

not filtered by license


Advanced Search

- Now it is time to update the **usage rights** by clicking its drop-down at the bottom of the list. From the available options, select **free to use share or modify**.

Then narrow your results by...

image size: any size

aspect ratio: any aspect ratio

colors in image: ☒ any color ☐ full color ☐ black & white ☐ transparent ☐ this color: 


type of image: any type

region: any region

site or domain:

SafeSearch:

file type:

usage rights: 

not filtered by license

free to use or share

free to use or share, even commercially

free to use share or modify

free to use, share or modify, even commercially

not filtered by license

Advanced Search

- Once you have finished narrowing your search results, click the **Advanced Search** button at the bottom of the page. This will then generate a refined version of your original search. Any of these newly displayed images can be used to texture the 3D objects you are creating.