SPHERE TEXTURE

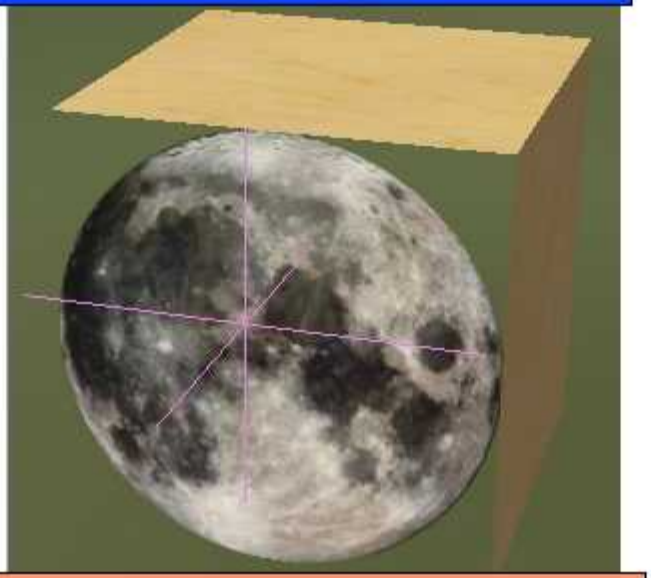
SPHERETEXTURE

I would like to make a moon

Easy find yourself a nice moon image on internet and put it on a cube prim

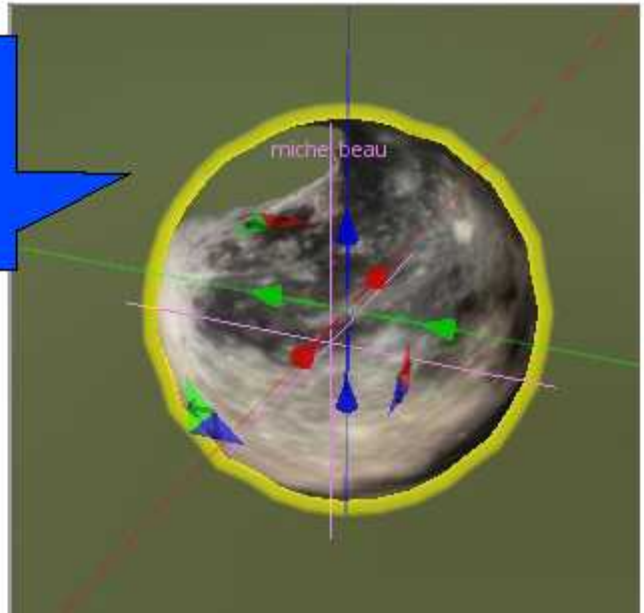
Loog at the GIMP tutorial I have. Just cut the moon out of the picture and add transparency

I would like it to be round



Ya and on a cube its not turning round is it?

I have tried to do the same on a sphere look it does not look good

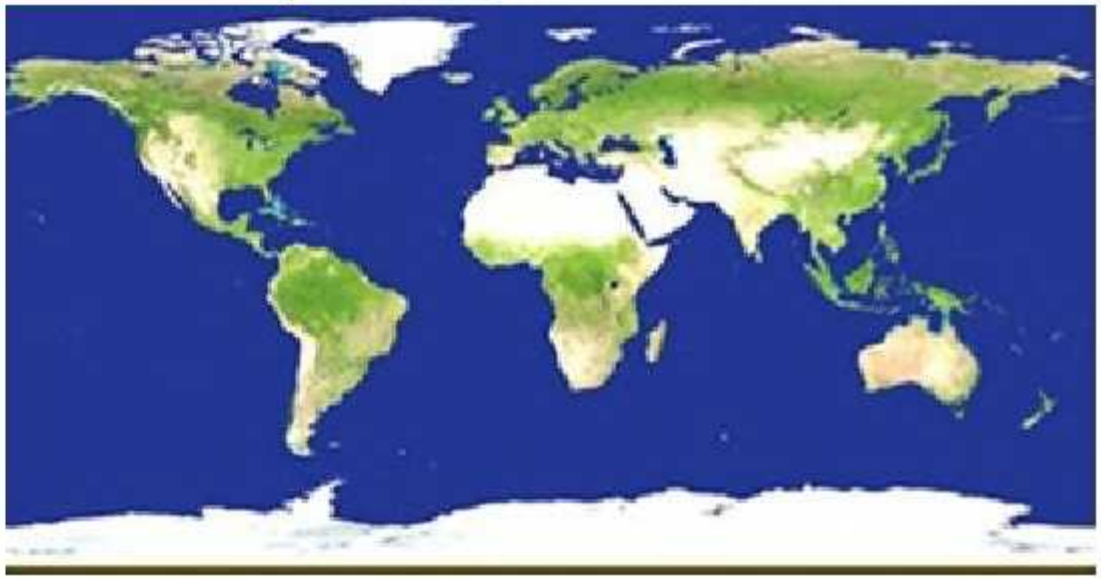


Would we do that with blender

Yes you could use blender with a scupty map and texture look at the turo on texturing with blender

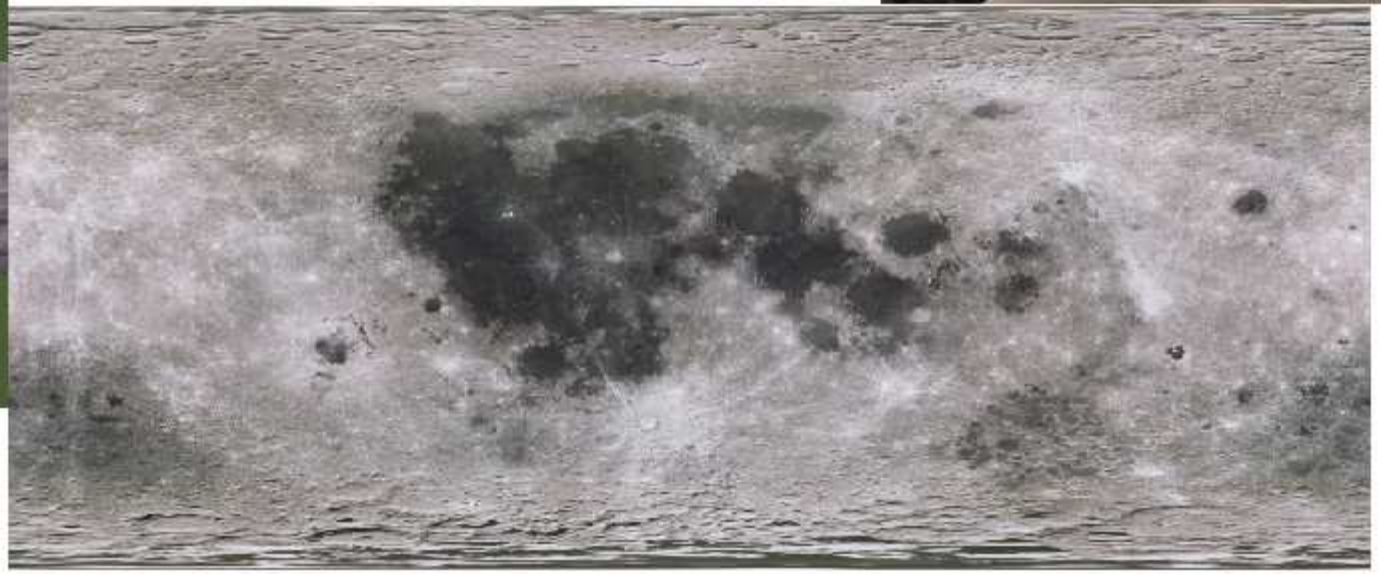
I would prefer to use a sphere prim in SL is it possible

Sure but you neet to do a projection of the moon like what you see with the earth like the pic



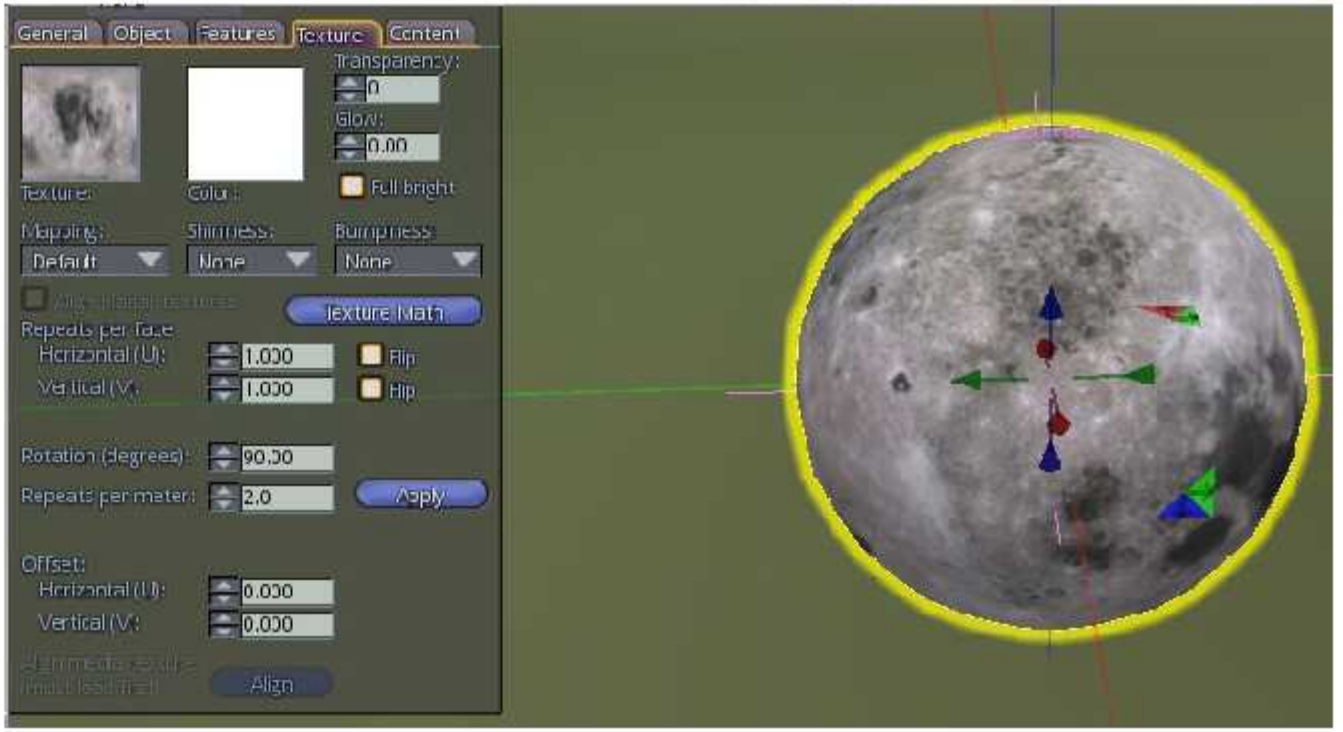
Can I find on internet

Sure just like this one



And then how to exture in SL

See the picture below .
1.00U 1.00V and 90 rotation

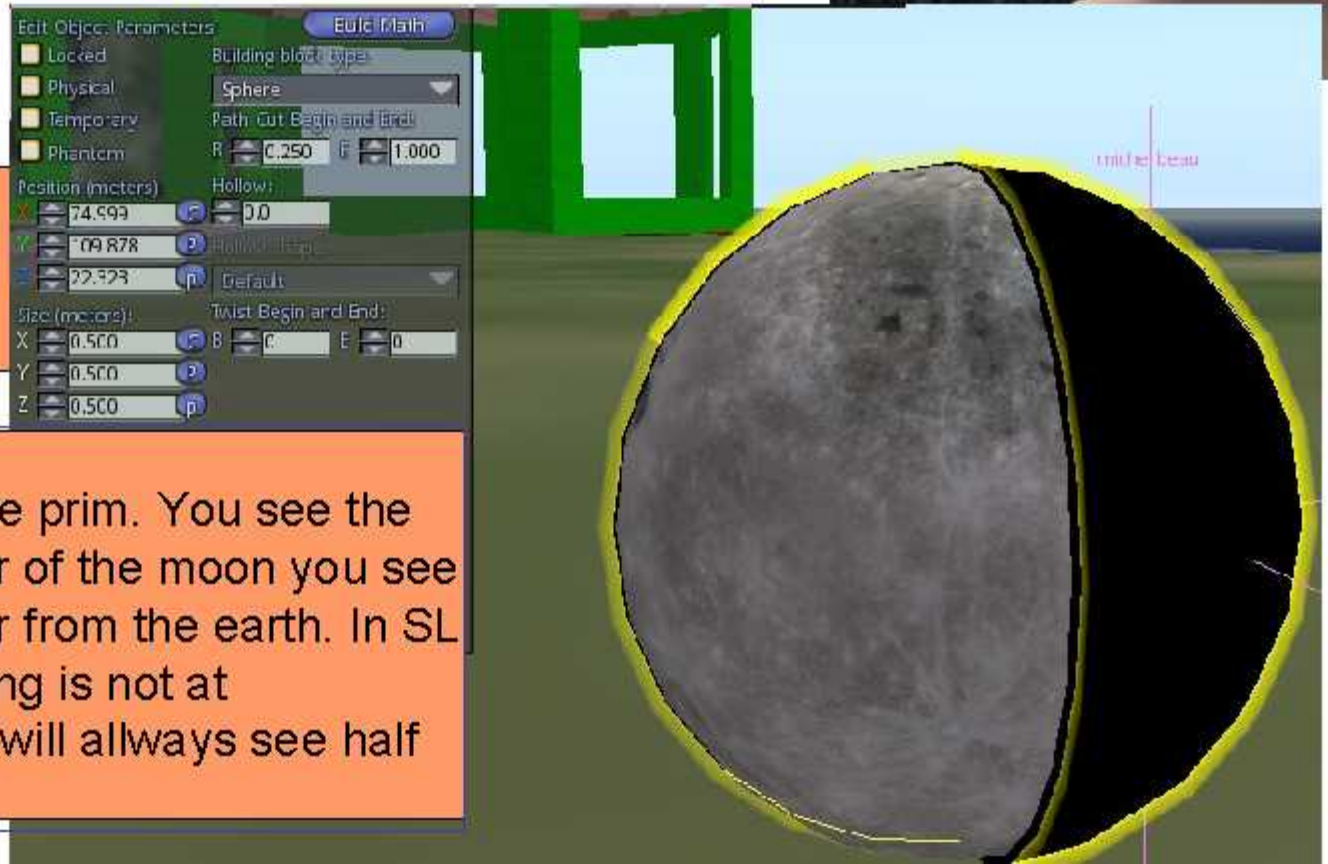


I want moon quarters

He, he you like to make things complexe!!!. So we have to modify our projection.

I want the 4 quaters I will need 4 projection

Full, ¼ , 1/2, ¾ , and no moon that is 4. Well no!!



Look at the picture aside
I just added a black sphere prim. You see the problem is that the quarter of the moon you see is because the moon is far from the earth. In SL the sphere you will be doing is not at 384400kM form you. You will allways see half black

OK , I prefer to and texture then prim so lets do the projection

We will do that with GIMP.

GIMP!!!!

Yes. GIMP has a polar filter that will do the projection for us. Its rather tricky to do!

I am curious

View Image Layer Colors Tools Filters Windows Help

Repeat "Polar Coordinates" Ctrl+F
Re-Show "Polar Coordinates" Shift+Ctrl+F
Recently Used
Reset all Filters

Blur
Enhance
Distorts
Light and Shadow
Noise
Edge-Detect
Generic
Combine
Artistic
Decor
Map
Render
Web
Animation
Alpha to Logo
Script-Fu
G'MIC...

Blinds...
Curve Bend...
Emboss...
Engrave...
Erase Every Other Row...
Iwarp...
Lens Distortion...
Mosaic...
Newsprint...
Pagecurl...
Polar Coordinates...
Ripple...
Shift...
Value Propagate...
Video...
Waves...
Whirl and Pinch...
Wind...

Lock:
Layer
lune.png

Mode: Norma
Opacity:
Fill Type (Ctrl)
FG color fil
BG color fi
Pattern fill

filter
Round Fuzzy (101 × 101)
enter tags
Spacing: 20 0

px 100% Convert image to or from polar coordinates

Hey Hey I am so suprise that you are curuous. Ok open the moon image and resize to 256 x 256

Scale Image

Scale Image
Untitled-1

Image Size

Width: 256
Height: 256 pixels
256 × 256 pixels
X resolution: 72,009
Y resolution: 72,009 pixels/in

Quality

Interpolation: Cubic

Help | Reset | Cancel | Scale

The moon is tiny

Yes and you also have to resize the caneva for the image to 1024 by 512 and clic center so the moon look even more tiny

Set Image Canvas Size

Set Image Canvas Size
Untitled-1

Canvas Size

Width: 1024
Height: 512 pixels
1024 × 512 pixels
72 ppi

Offset

X: 384
Y: 128 pixels Center

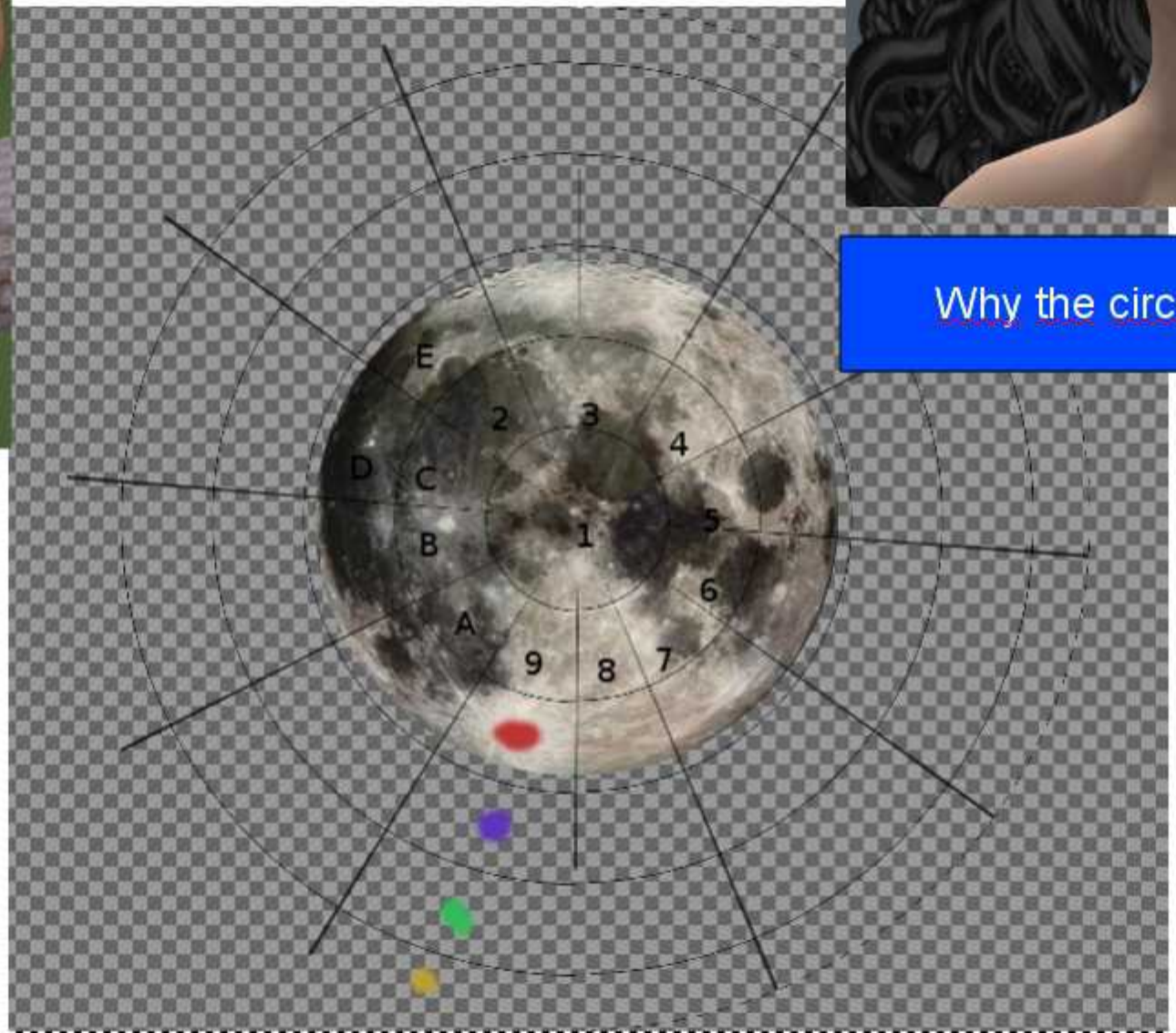
Layers

Resize layers: None

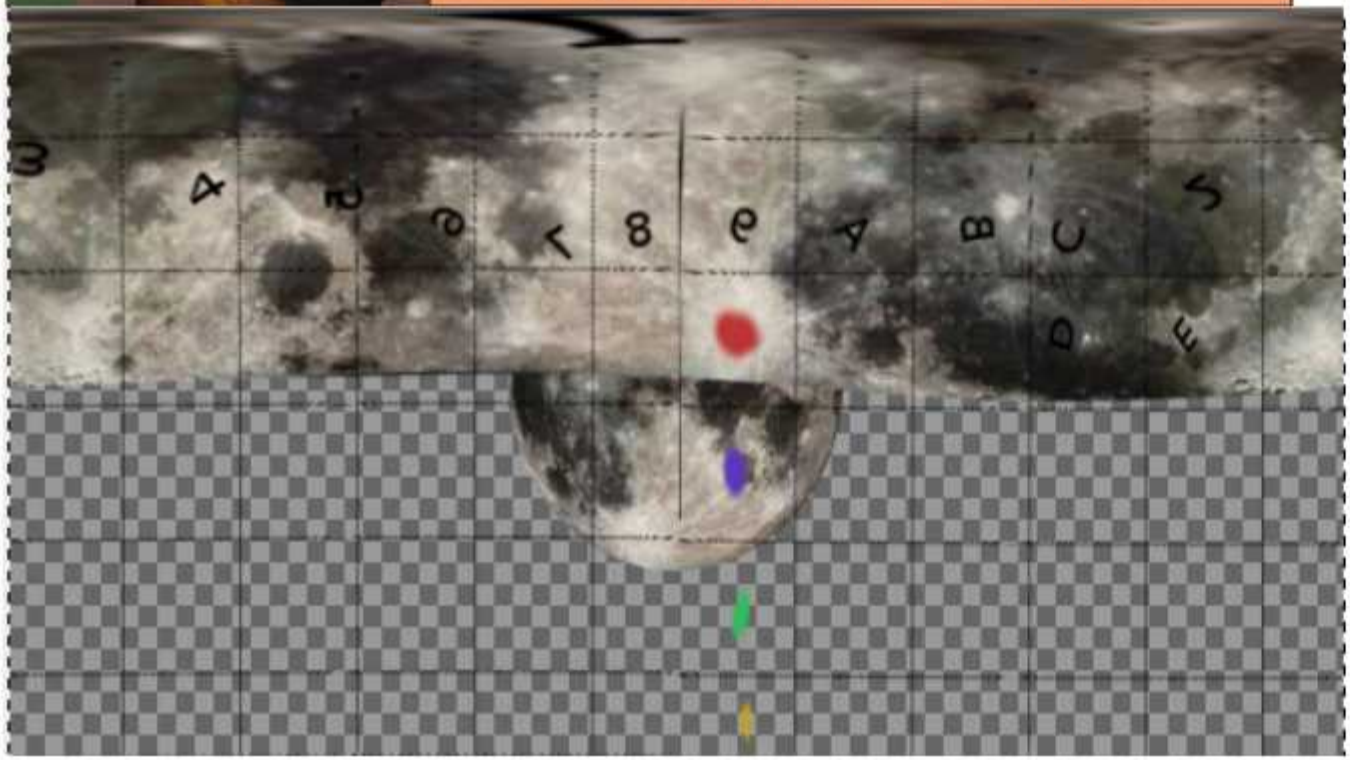
Help Reset Cancel Resize

So take this in note
Image 1024x512.
Moon centered diameter 256.

Why the circular grid



This is to show you what the filter does. See now the round grid is square and moon is tretched in a long stip. I have left the moon under the layer so you see the original



The image is only half covered

Yes we have only on face of the moon out of the sphere. The other hidden side is going to be dark .

Ok lets do this

First do a new layer from visible. Then save your work. Then use the filter , distortion, polar as show

File Edit Select View Image Layer Colors Tools Filters Windows Help

Repeat "Polar Coordinates" Ctrl+F
Re-Show "Polar Coordinates" Shift+Ctrl+F
Recently Used
Reset all Filters

Blur
Enhance
Distorts
Light and Shadow
Noise
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G'MIC...

Blinds...
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Emboss...
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Erase Every Other Row...
Warp...
Lens Distortion...
Mosaic...
Newsprint...
Pagecurl...
Polar Coordinates...
Ripple...
Shift...
Value Propagate...
Video...
Waves...
Whirl and Pinch...
Wind...

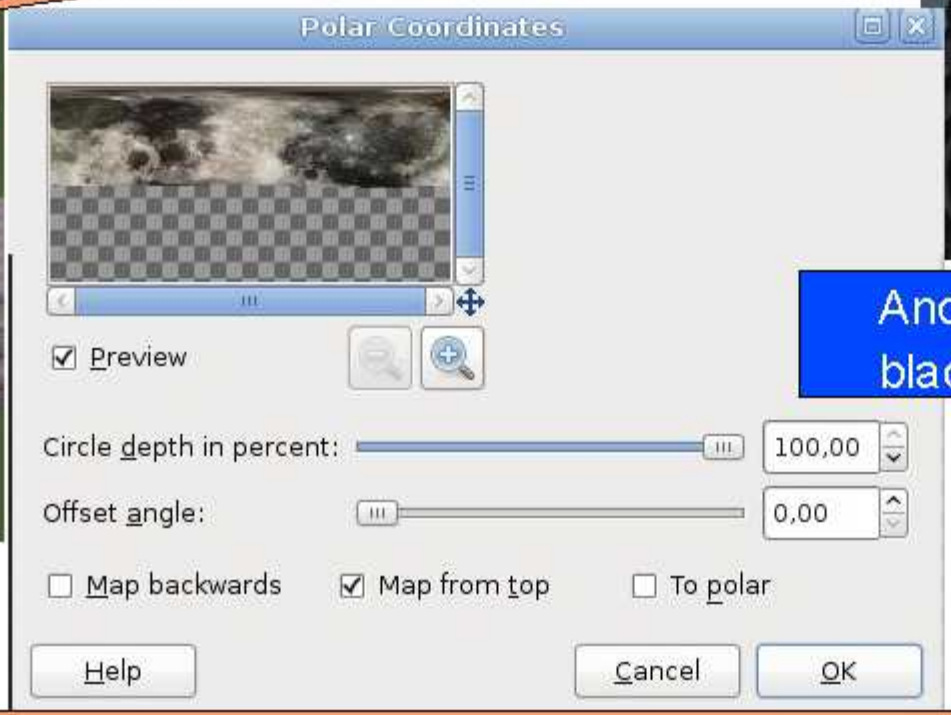
Mode: Norma
Opacity:
Fill Type (Ctrl)
FG color fil
BG color fi
Pattern fil

Round Fuzzy (201 × 101)
Spacing: 20.0

px 100 % Convert image to or from polar coordinates

What are the option to use

See the pic Map from top will put the projection on top

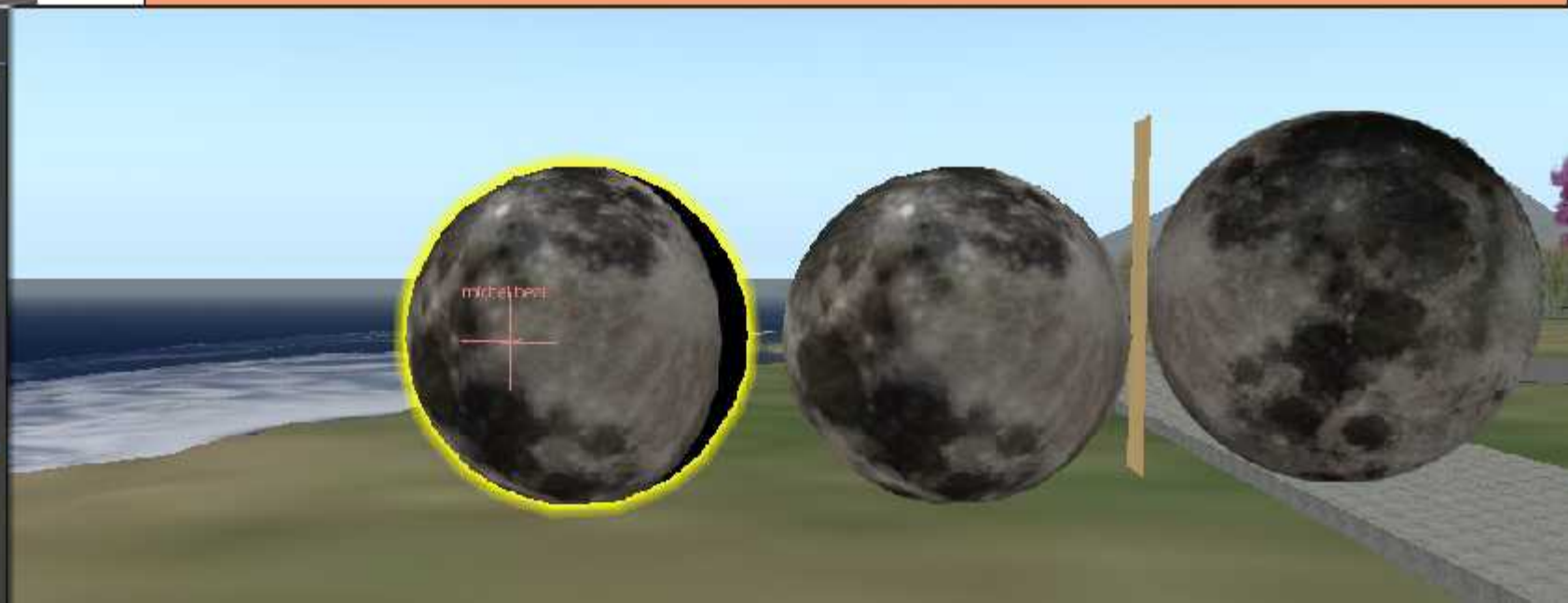


And for the dark side I use black background

Yes and if you had available the hide face of the moon picture you could use same tool and untic the Map from top to project the bottom.

Here

Great import on SL that is what we have settings quarter and full moo
I have added the flat cube projection you were right round is nicer



SPHERE

- We will do a flat projection of the disk using gimp polar filter
- The image dimension is 1024 x 512 or a multiplier.
- The disk must be 256 in diameter or a multiplier (half the height)
- The disk shall be perfecly centered on the image.
- Use deformation / polar in filter menu with map from top selected.
- If you have the other side or the sphere repeate the process with that side unselecting the map from top
- Join the two layer and importe in SL in png or tga.
- Apply the texture to the sphere with U=1.00 V=1.00 and rotation 90 deg.

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