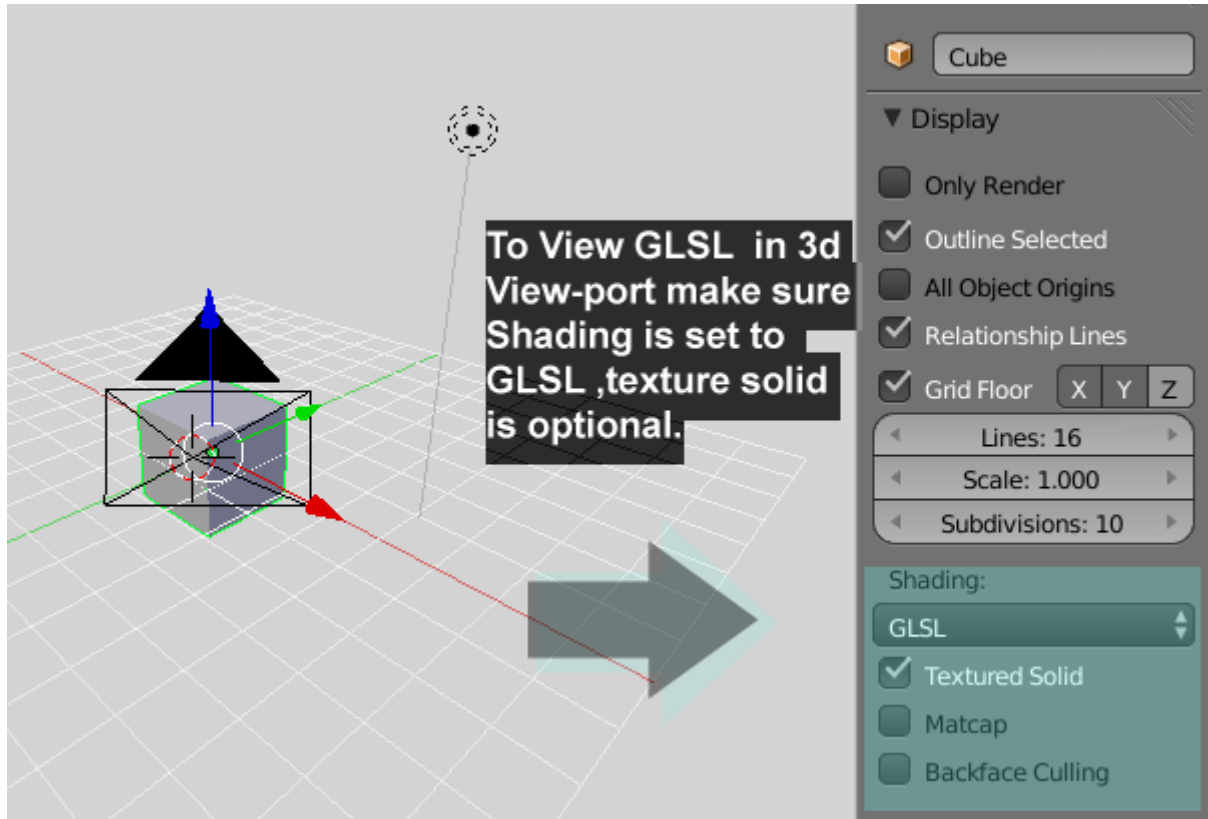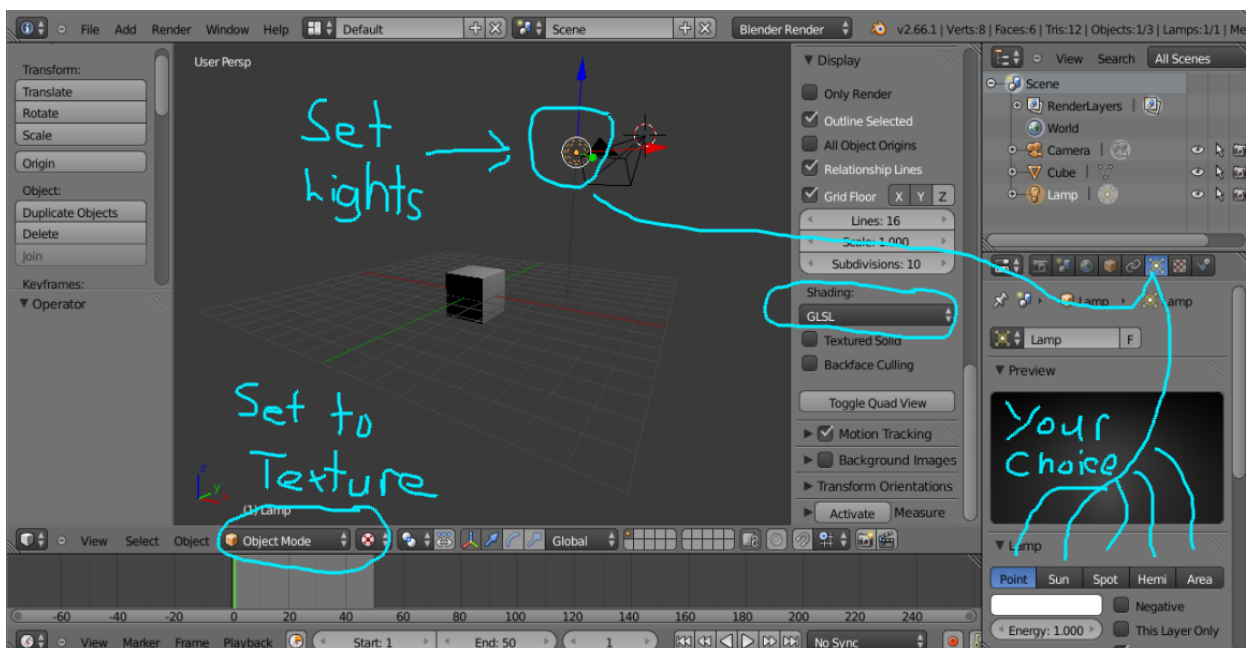# Blender Quick Tip Tutorial PDF
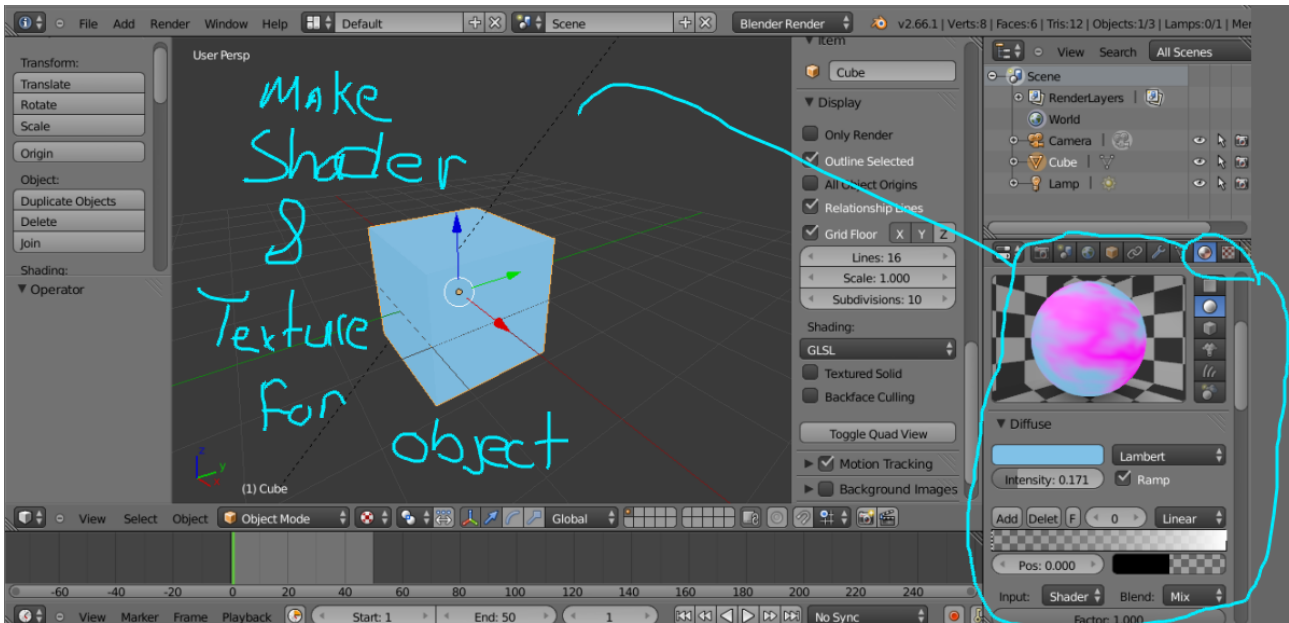
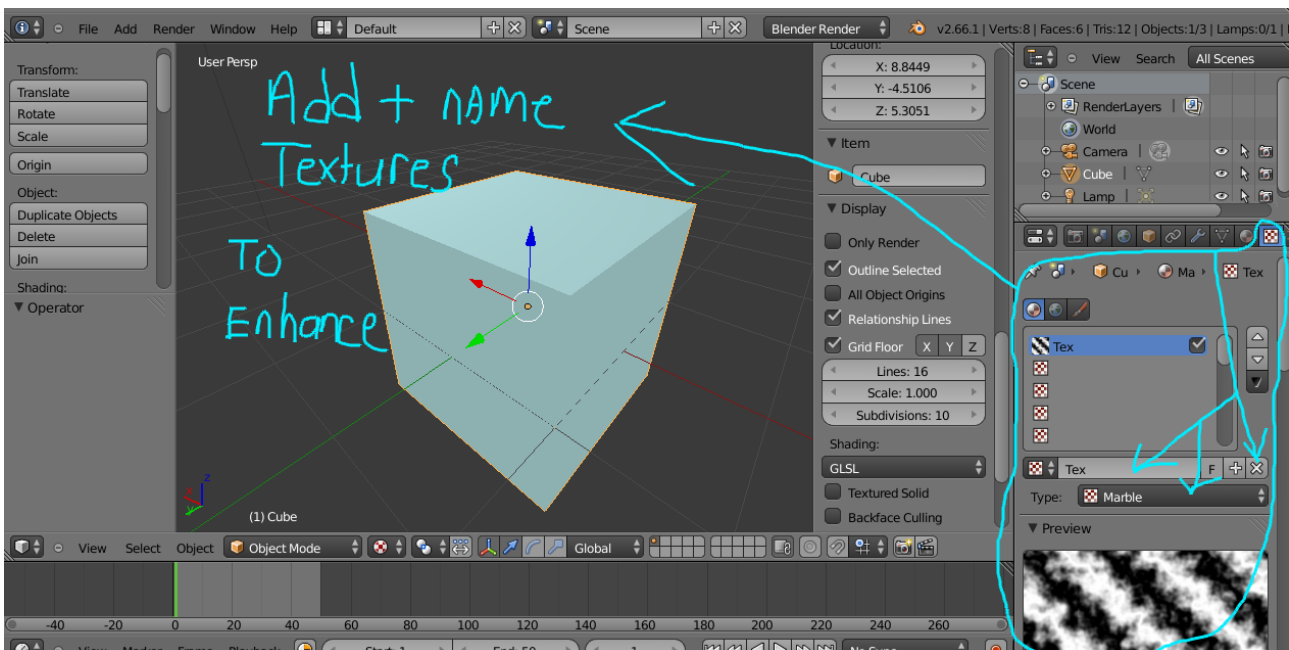## Baked Textures For GLSL Lights: In Blender 3d [Version 2.65 – 2.76]

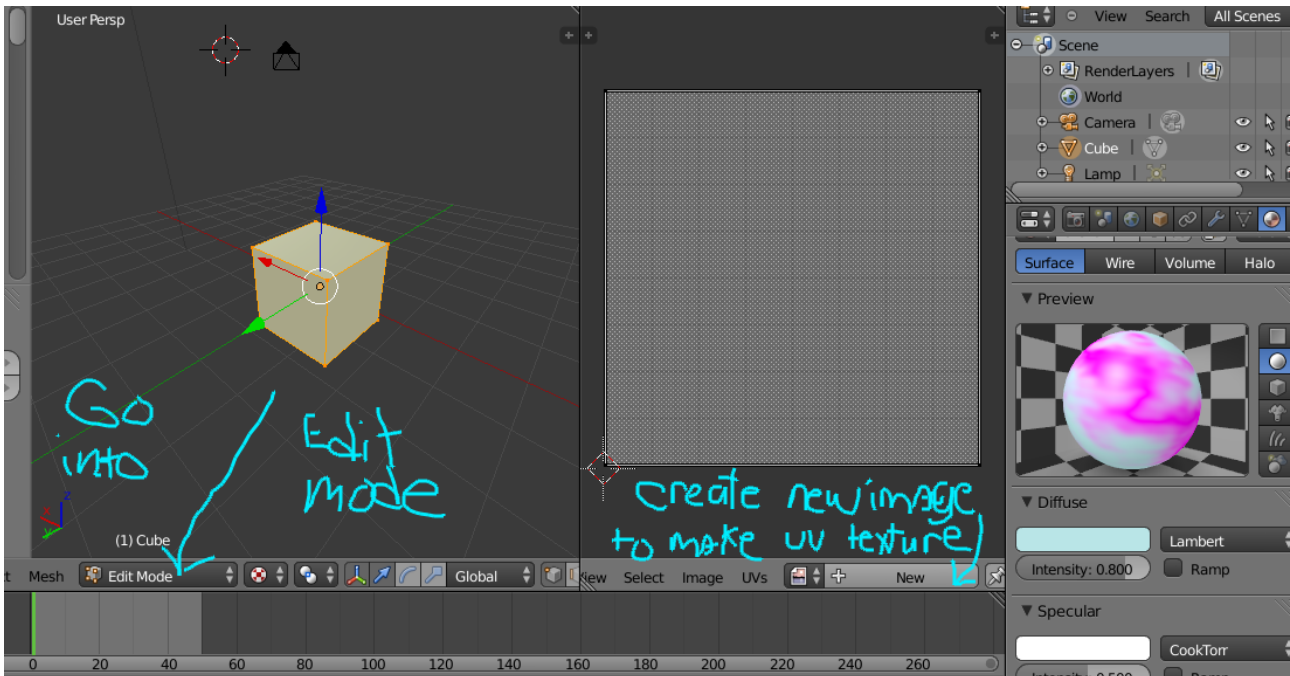**Set Lights,texture lamps and emit settings (many setting you must find what you like).**

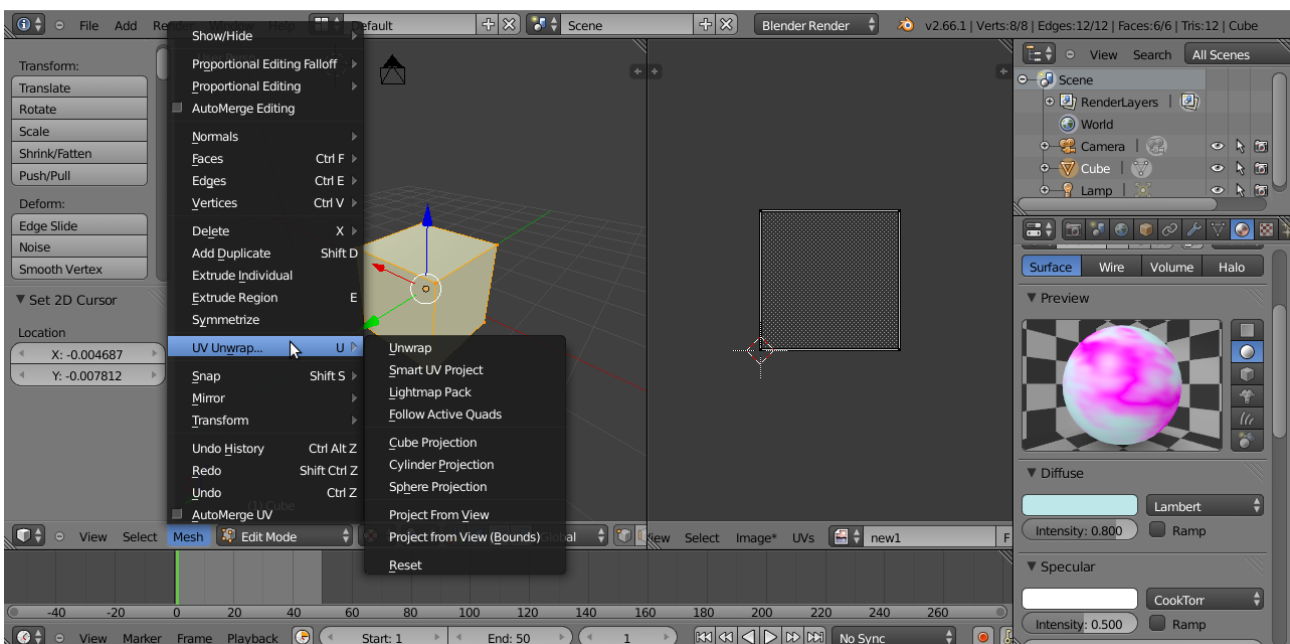# Make Texture and Shader for Object Choose from a variety of settings to your specifications

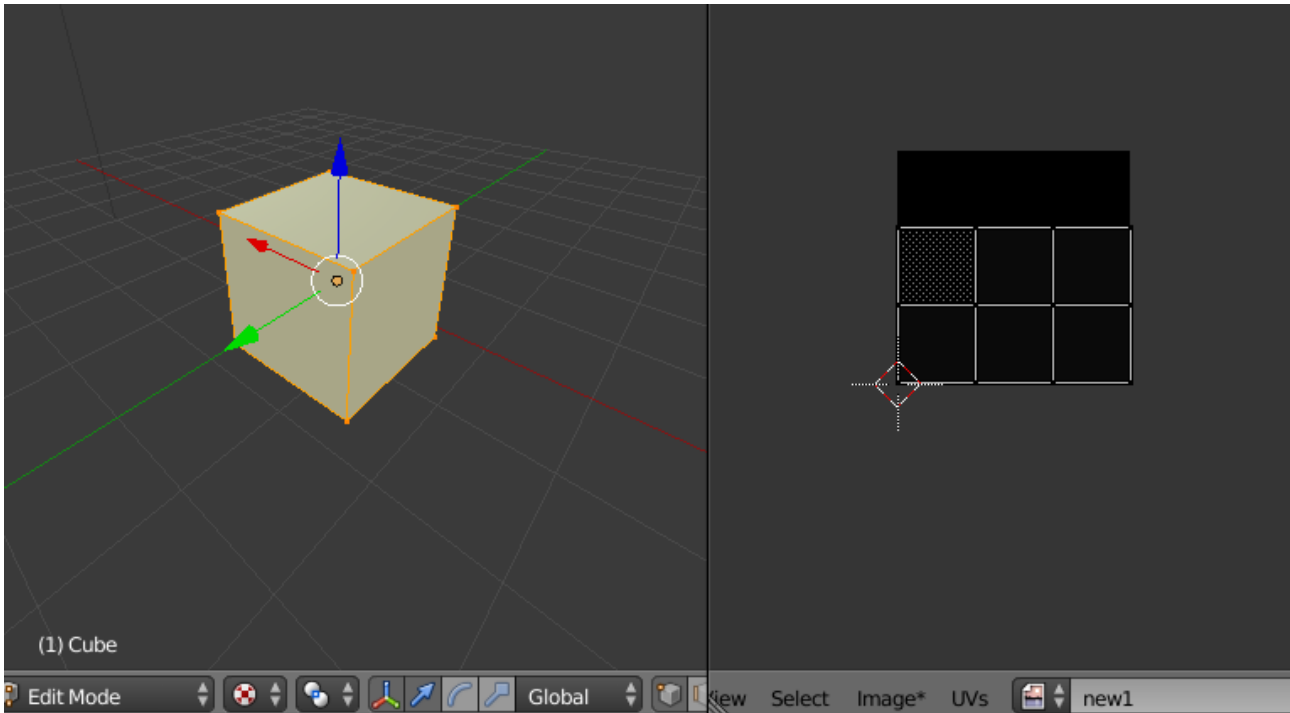# Add + Name Textures to Enhance

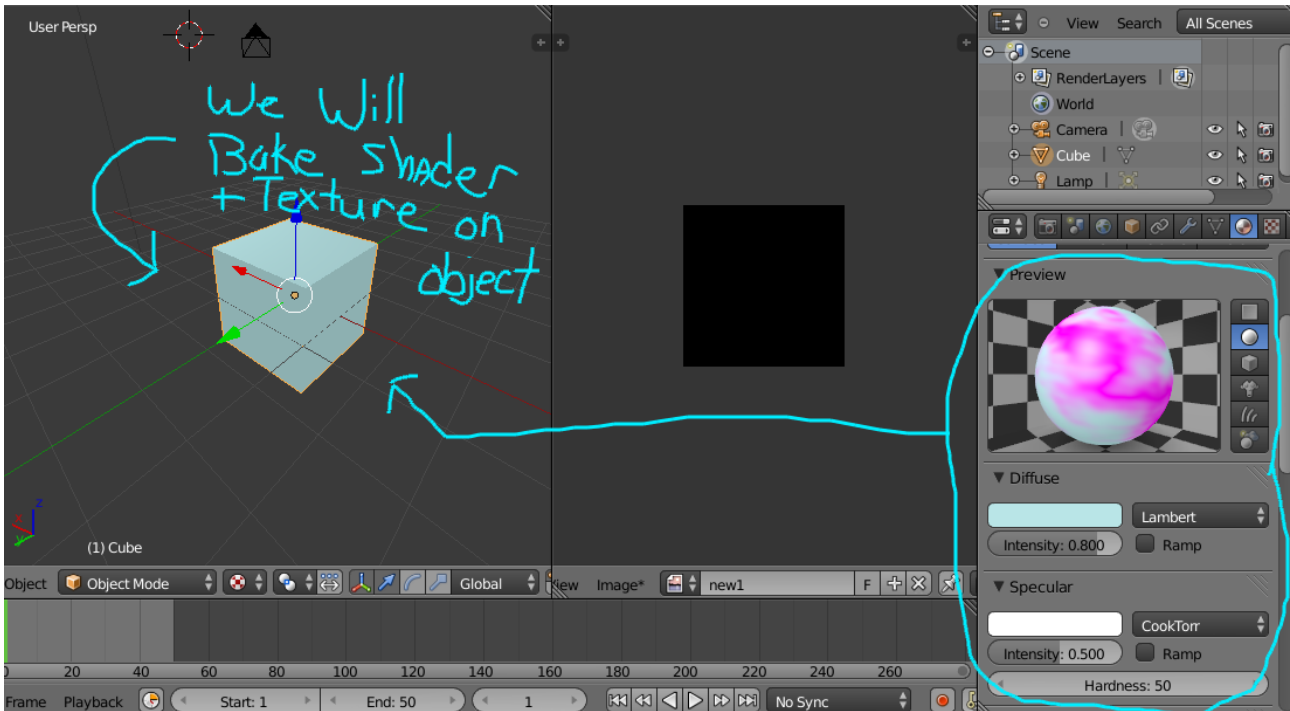**Go into Edit mode to create UV Layout and new image in Blender Editor to make texture.**

UV unwrap the object and get ready to prepare to add your texture (you can touch it up in external program(s) of your choice if you like such as cinepaint etc).
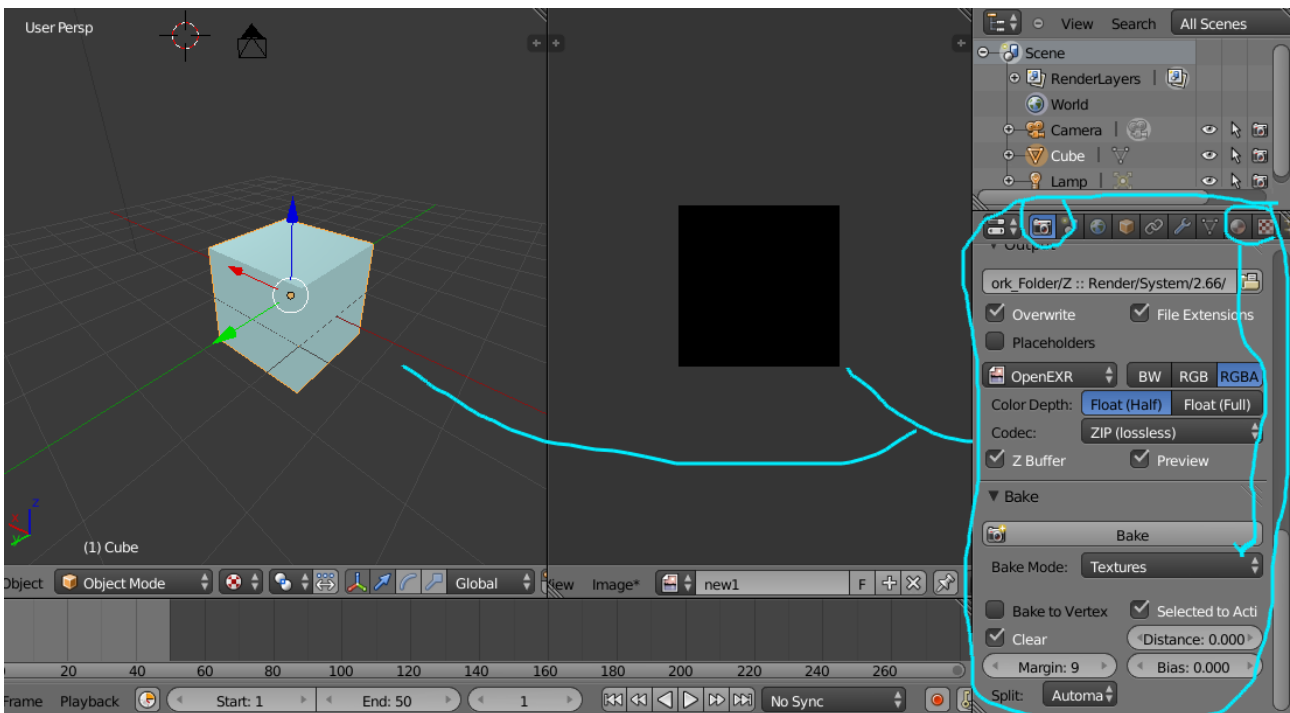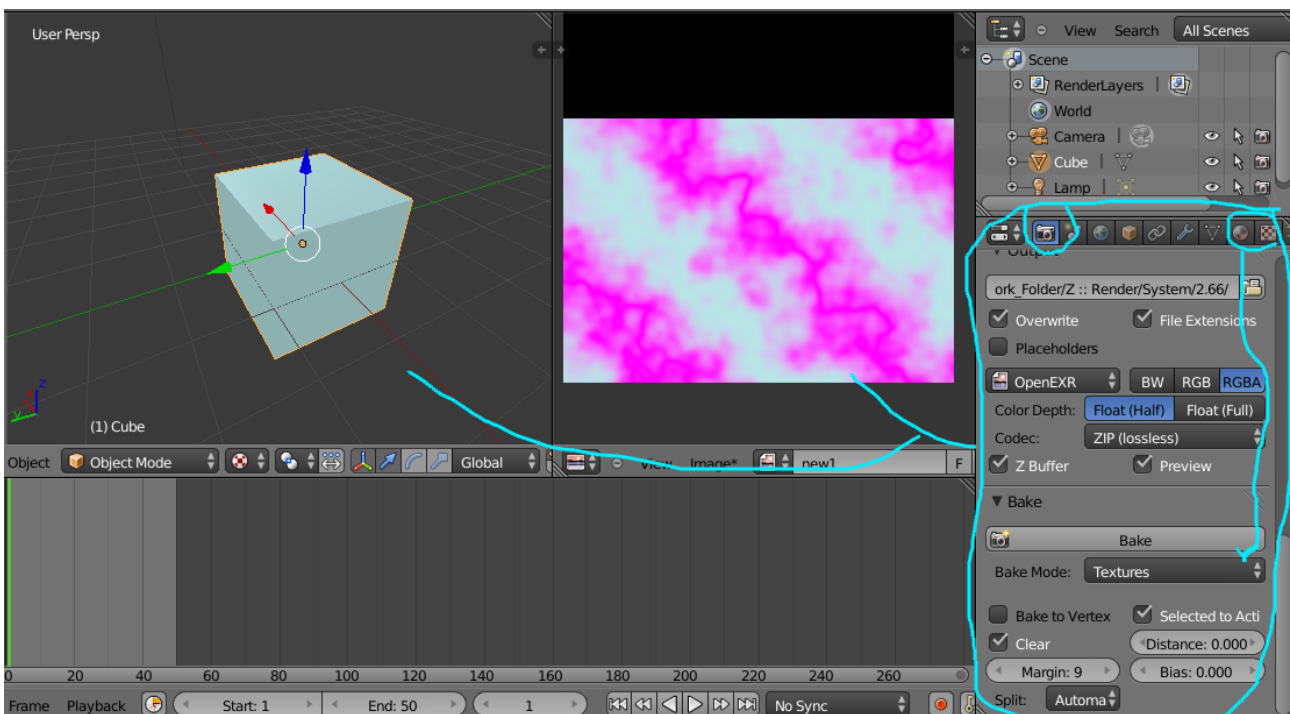
UV is Unwrapped on the New Image in Blender Editor.

**We prepare to bake textures on our object in the 3d viewport.**

# A Look at the properties window and the Bake settings.

We now Bake the image to the texture and save the textured-image to open it on our object.
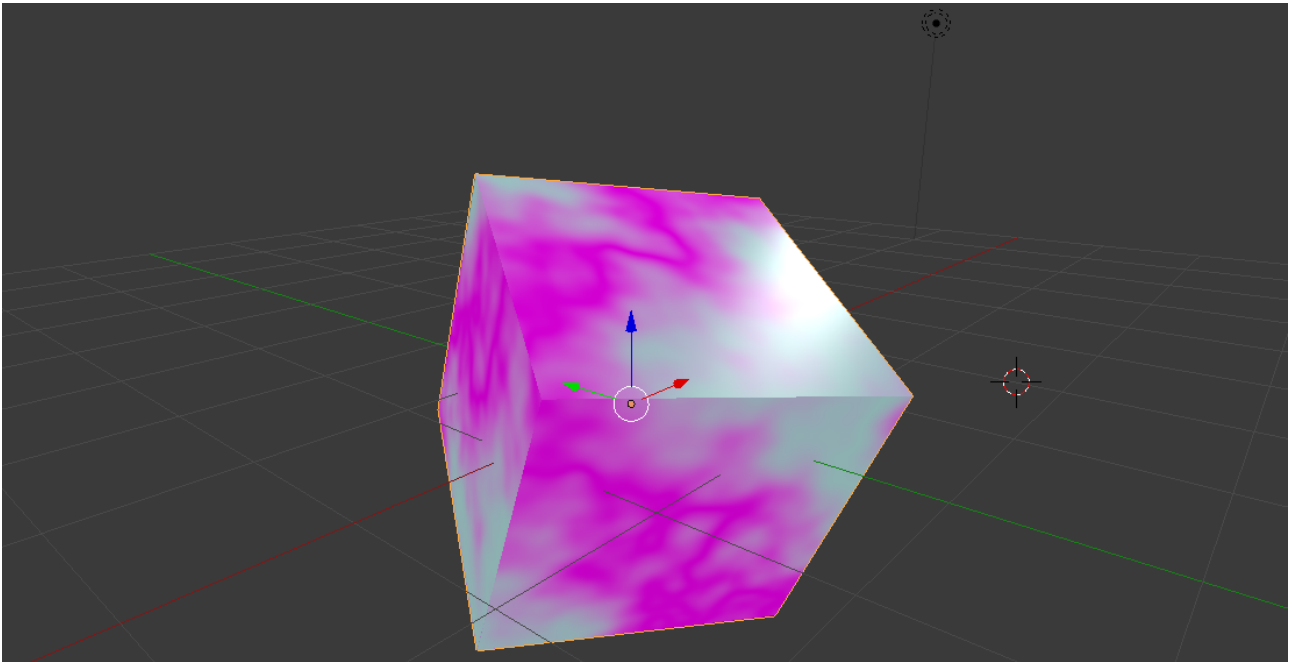
The image is opened up in the texture properties and <u>mapping in the properties area</u> of the selection is applied as UV. We now have light and illumination Applied on the texture using Blender GLSL.
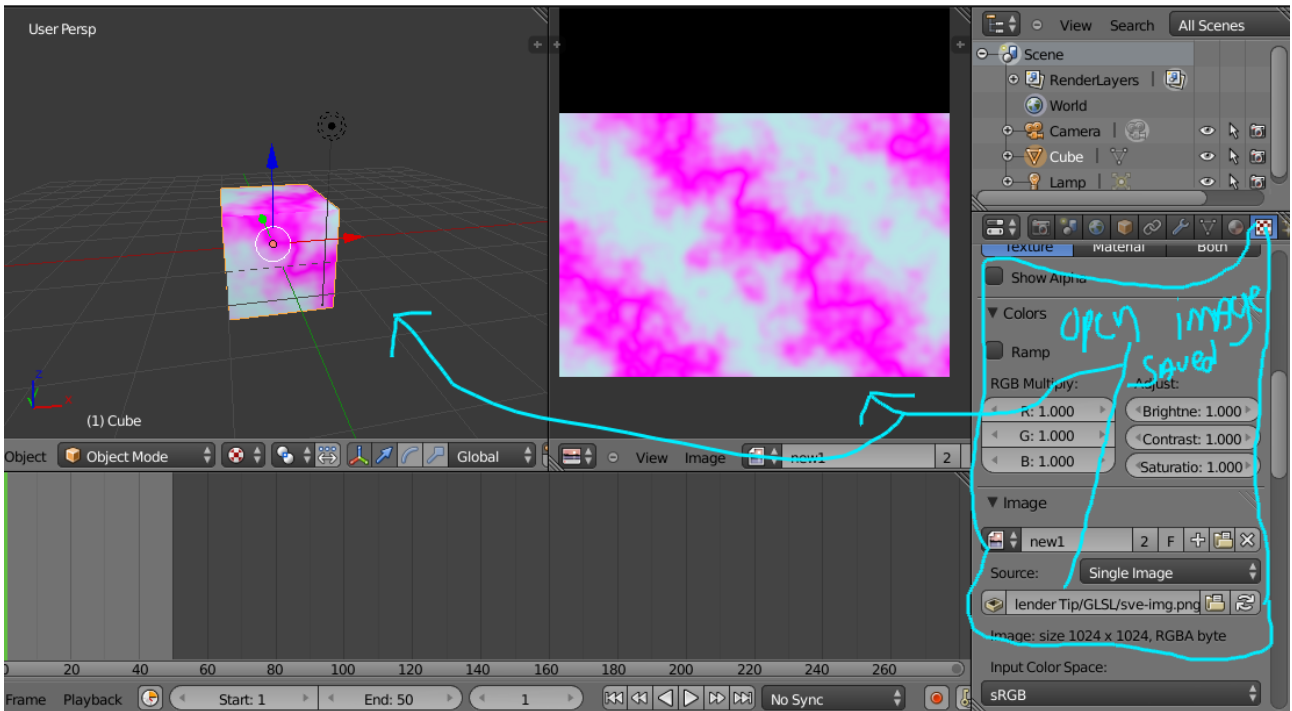
Preview of the Light on the texture from the lamp.
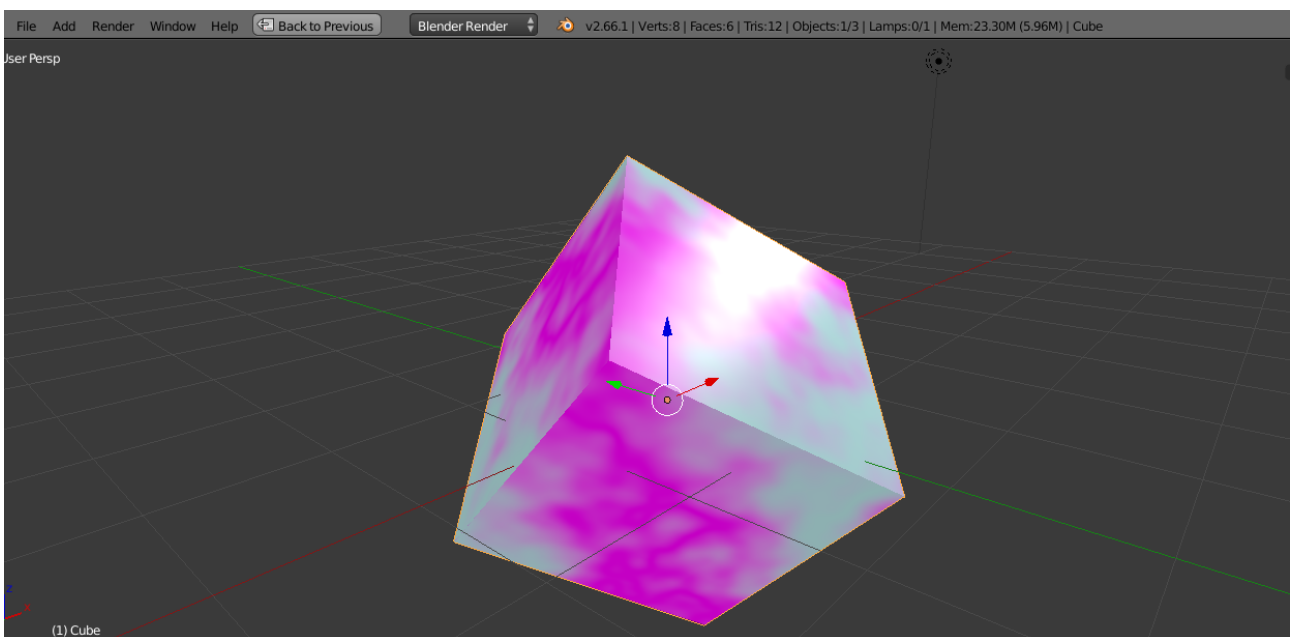
Final View .

You can apply additional normal and bump maps to increase or experiment with the options best suited for your needs.

Enjoy!

Sincerely,
Amhatou W.

P.S. I hope this tutorial was useful for someone.