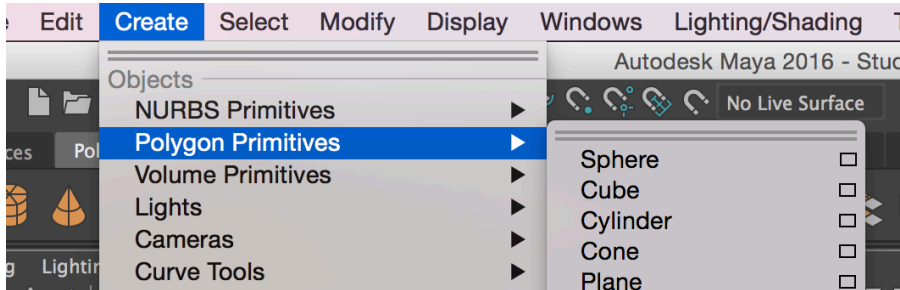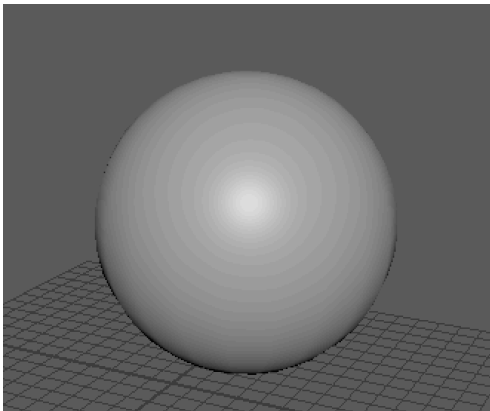# Using images as textures in Maya

1. Create a NURB or polygon object in Maya. It could be a cube, a cylinder, a plane or any other shape.


In this example, we will use a sphere and a large image of Earth. This image will be used to wrap around a sphere as a texture to create a 3D model of Earth.
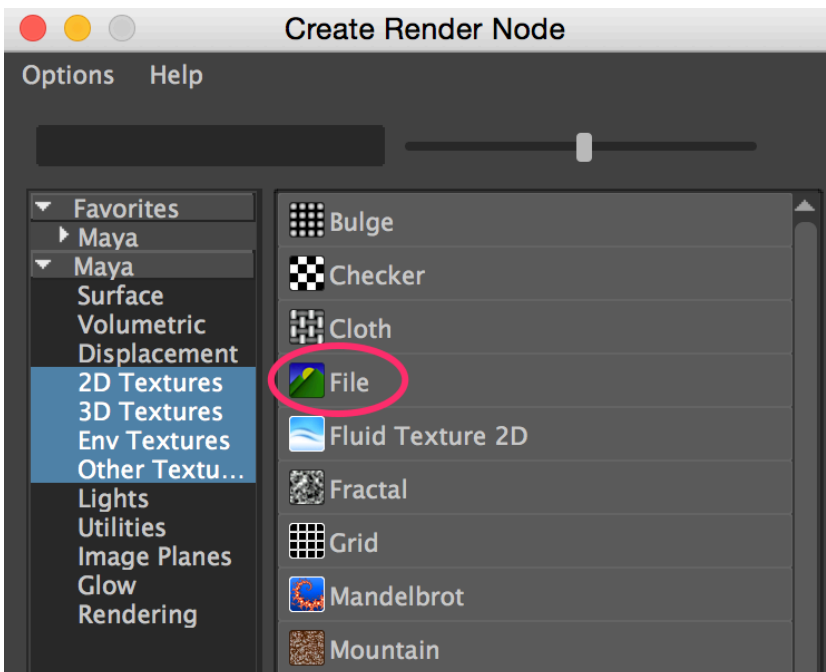

2. Right-click on the object and click on **Assign New Material**. In the dialog box, select the **Blinn** material.
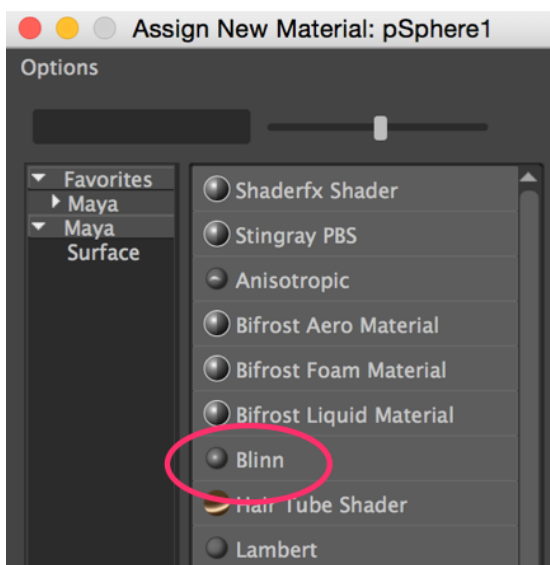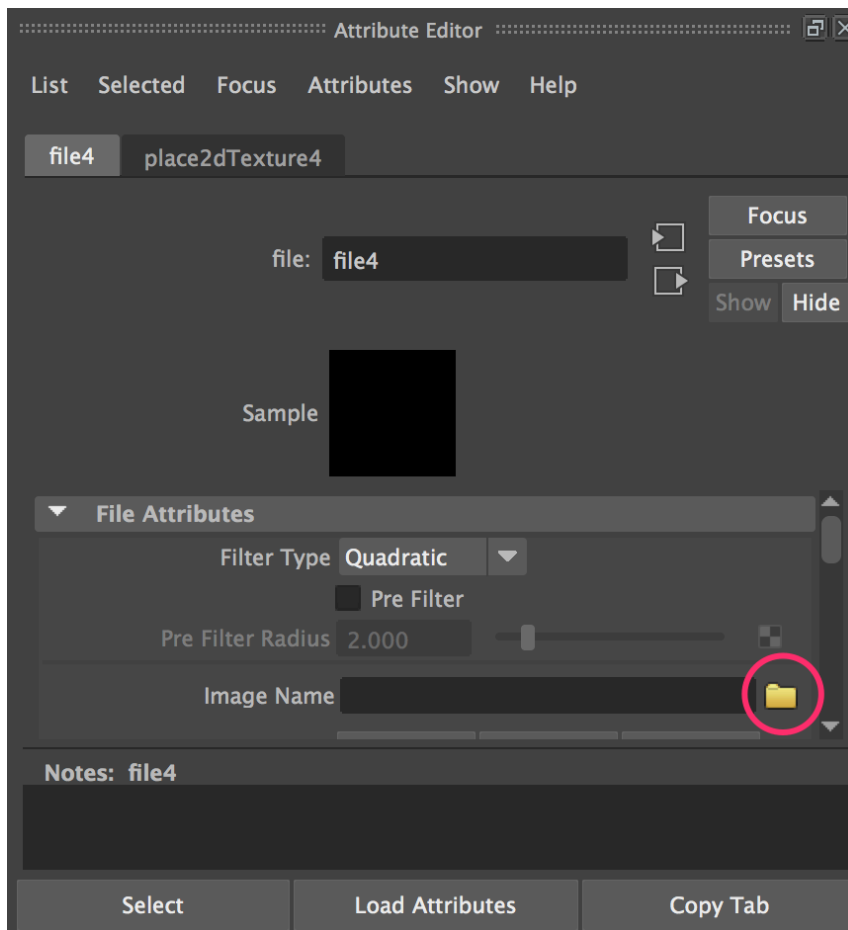
3. In the **Attribute Editor**, click on the checker box next to Colour (if you don't see the Attribute Editor then press Ctrl + A to swap from the Channel Box to Attribute Editor).
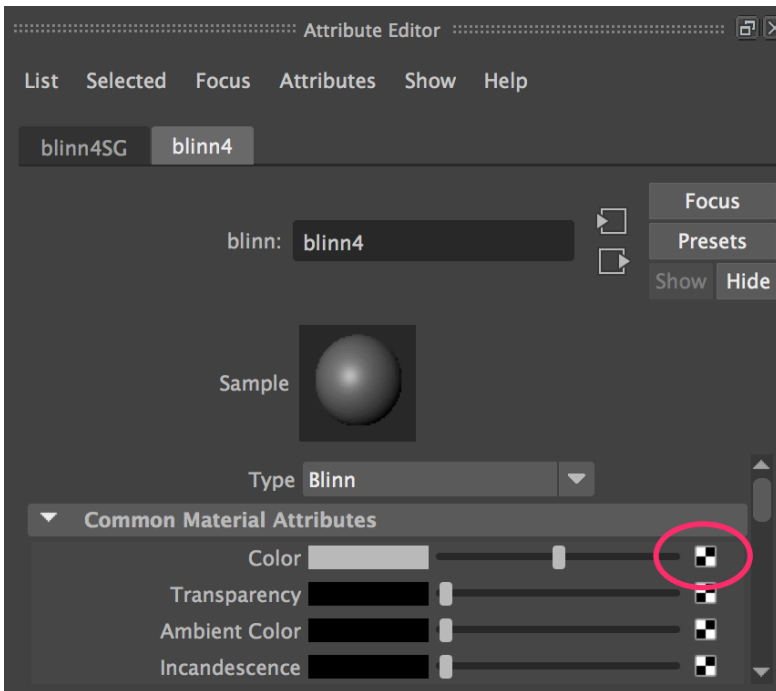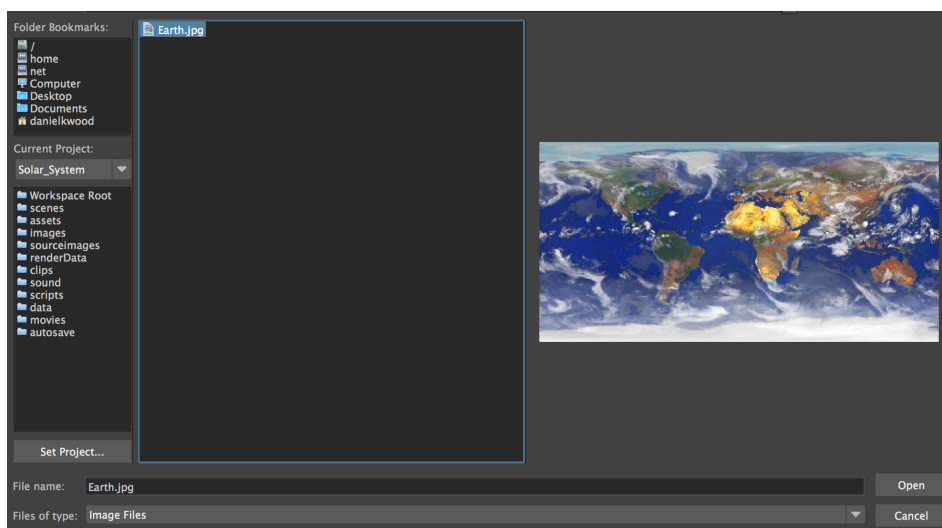

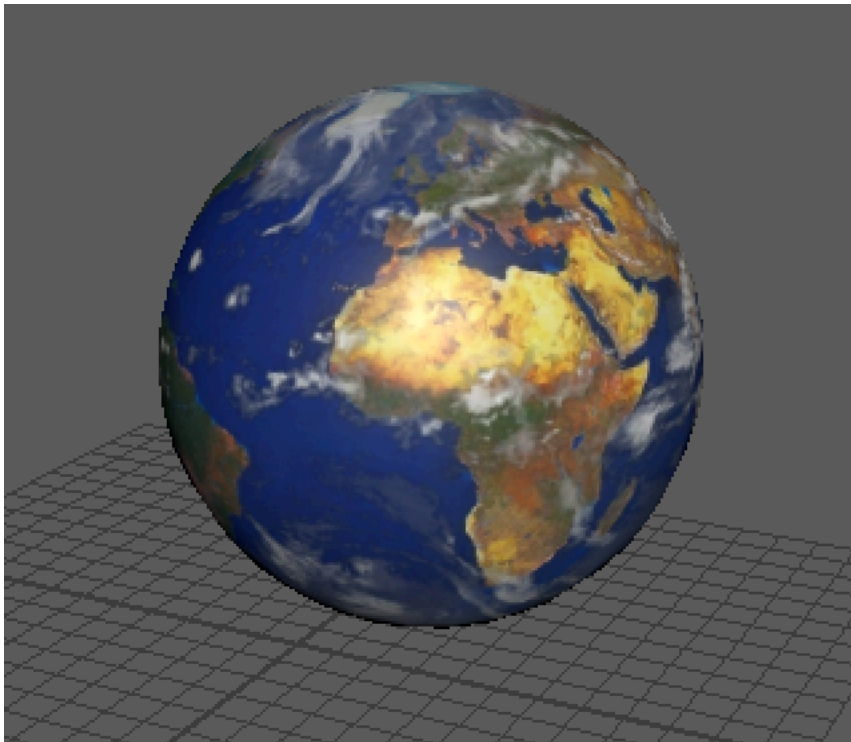4. In the dialog box, click on **File**.

5. Click the Browse ▢ icon next to **Image Name**.

6. Find the image you want to use, select it and click on **Open**.

Your new image texture should look something like this. If you don't see the texture, make sure Textured view is on by clicking the icon.

When you render your scene it will look like this with default lighting turned on.