CHAPTER 1

Maya Info for 3DLabs Personnel

Polygon Geometry Disappears After Applying Image File to Geometry in Maya 3/4 on Windows 2000 System.

The problem as stated at www.highend3d.com: Polygon Geometry Disappears after applying Planar Map with new shader? As you can see after applying the new shader (which has the side image of the plane as a texture map) the geometry actually disappears in h/w texture mode. Pressing 4 reveals the geometry is actually still there? Anyone have a clue as to what causes this?

See my web page for original post:

http://www.allenagenda.com/trouble.htm

Replies from more advanced Maya users (via highend3d.com) suggest it is a video card driver issue. I have described the steps to reproduce the problem. I can reproduce the problem on two different PCs using the latest Oxygen VX1 drivers for Windows 2000 (July 16th 2001).

t To Apply a Texture (Color) Map to Geometry

Tip – If you purchased Maya 3 or 4 you may have the Learning Maya book. This is a full color book on how to get started with Maya. If you have the Learning Maya 3 book refer to page 225 and the section titled “Texturing the Ship” for guidelines. The following procedure is based on those steps.

1. **Select File>Open Scene and choose the me109_conti.mb from your scenes directory.**

   A German Messerschmidt 109 aircraft appears in your camera views. The following steps are performed from the Persp window. The model appears green because it has green material shaders as the default for this model.

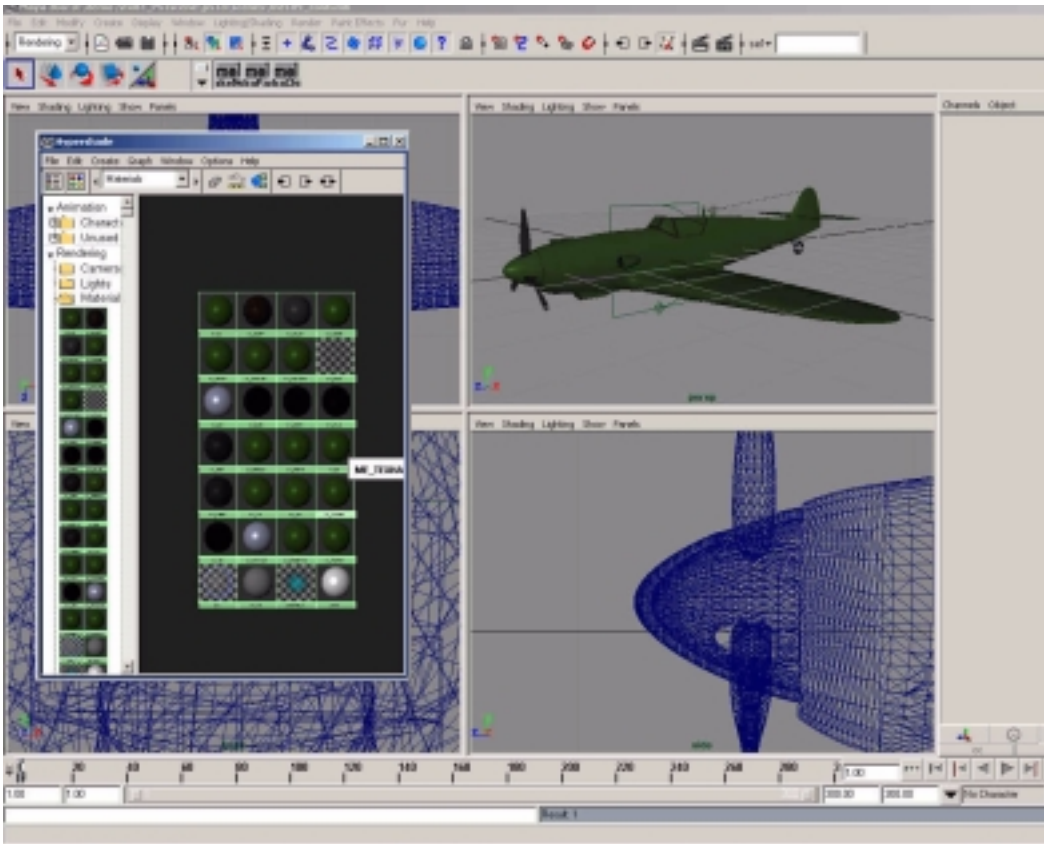


FIGURE 1-1 Examining the Example Model and Opening the Hypershade Panel

2. **From the Hypershade Panel (the one with all of the colored spheres) select Create>Materials>Blinn.**

   An arrow sign appears next to your cursor. Click the left mouse button (LMB) to produce a shader (grey sphere) in the workspace.

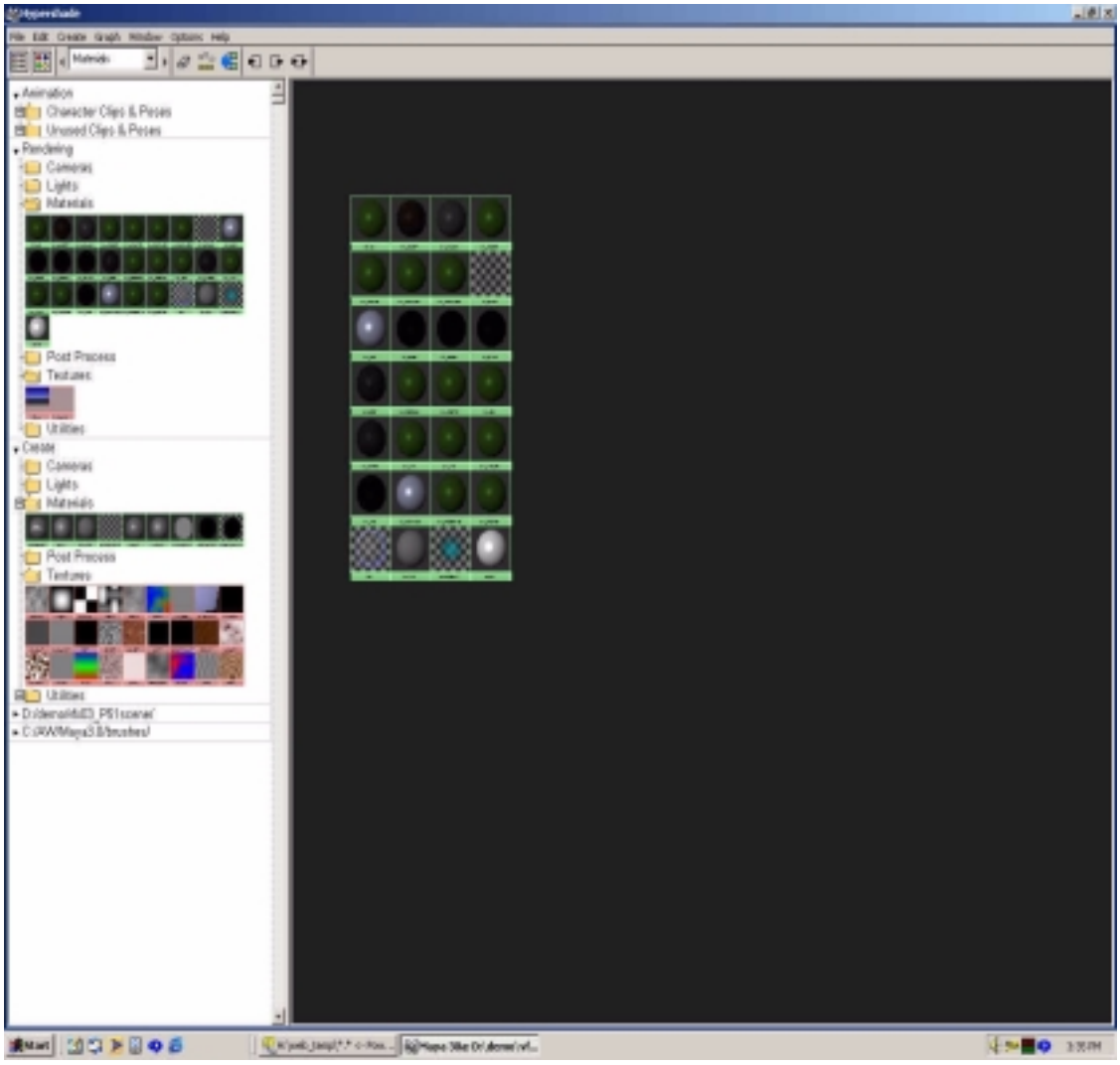


FIGURE 1-2 Close-up View of the Hypeshade Panel and Default Material Shaders

3. **In the Persp view use the cursor to draw a marquee selection around the entire model.**

   The model is highlighted and appears white (with a portion in green) in color. You are now ready to assign the Blinn (grey) material shader to the model geometry.

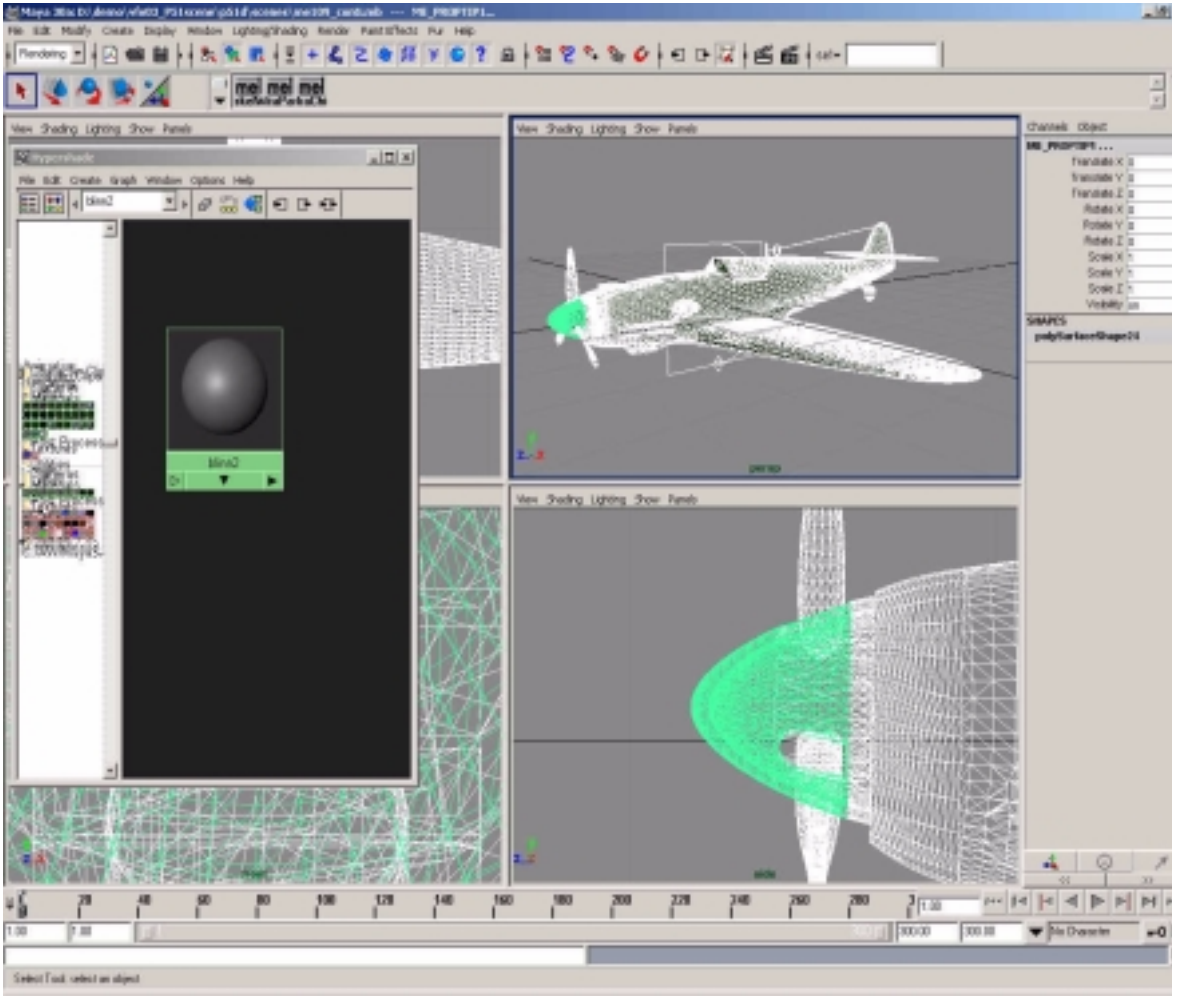


FIGURE 1-3

4. **Place the cursor over the Blinn material shader, click the right-mouse button (RMB) and select Assign Material to Selection from the menu.**

   The plane now turns grey confirming that the Blinn material shader is properly applied. The problem is about to appear.

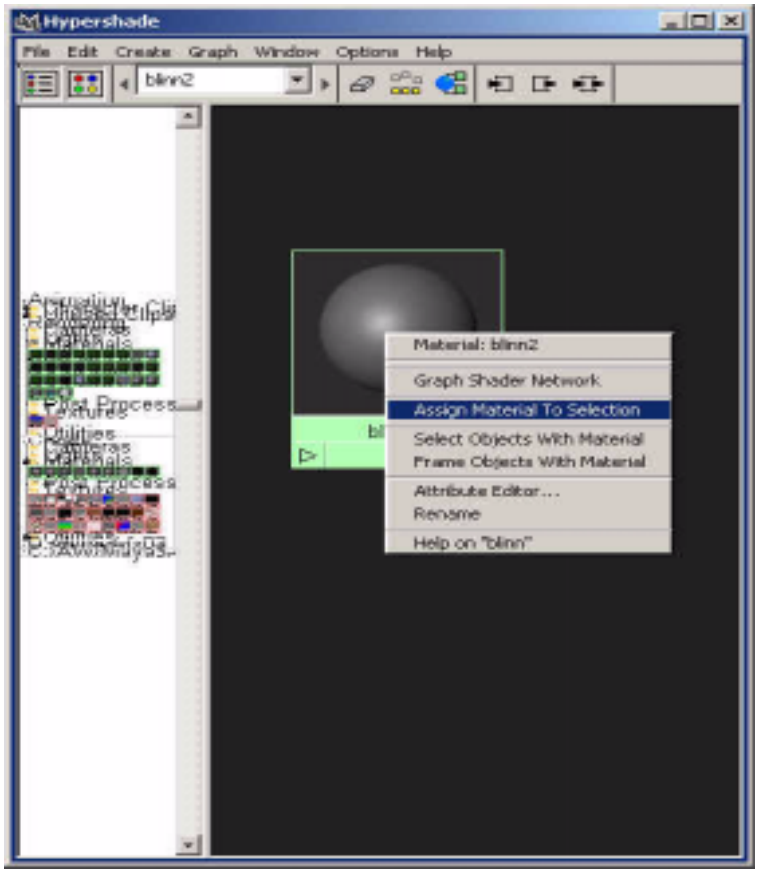


FIGURE 1-4 Assigning the Blinn Material Shader to the Model Geometry

5. **While in the Persp view press the 6 key (not the F6! key). This enables Hardware Texturing. Do the same for all camera views if you wish. Enabling this feature lets you see any image file applied as a texture map. I have included the *.iff image file to use as the texture map. The *.iff format is Maya's preferred format.**

6. **In the Hypershade dialog box double-click on the Blinn material shader.**

   The attributes editor for the Blinn shader appears.

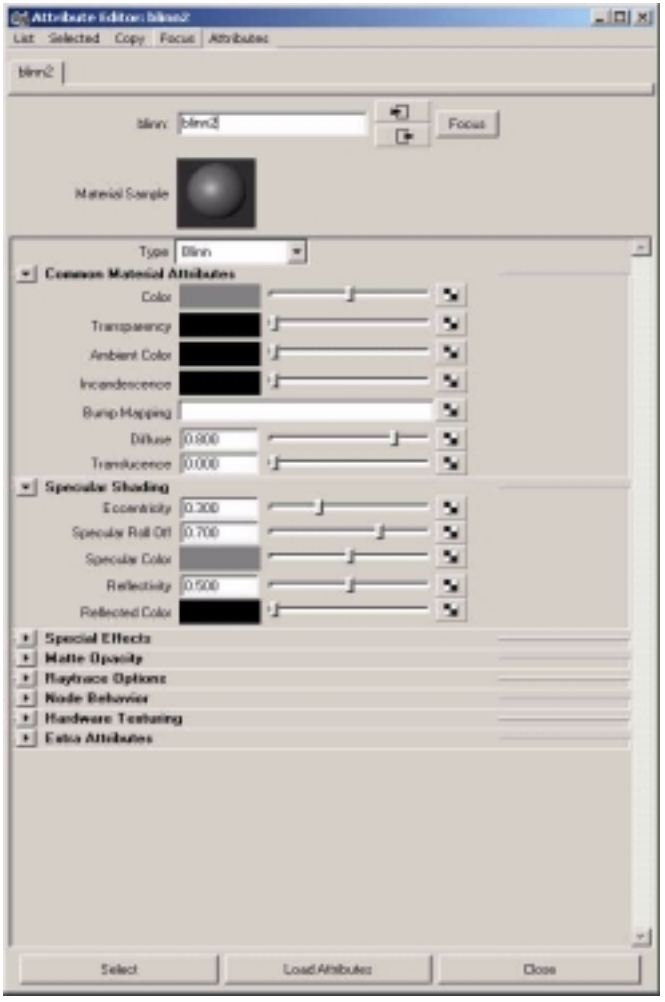


FIGURE 1-5 Blinn Material’s Attribute Editor Settings

7. **Click on the black &white icon next to the Color channel (the first slider). See** FIGURE 1-6**.**

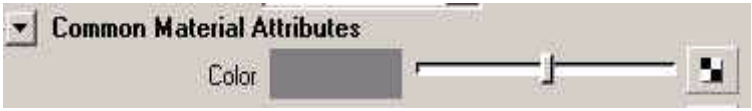
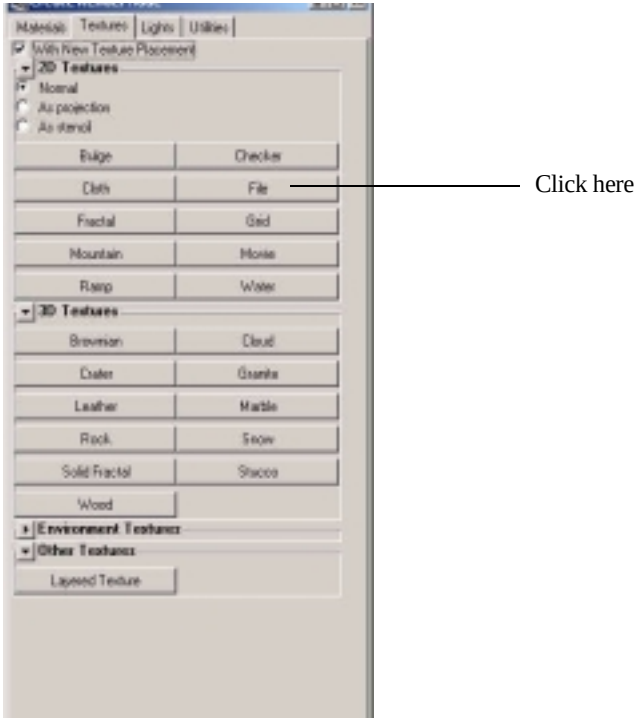


FIGURE 1-6 Assigning an Image File to the Color Channel

8. **The File node appears.**
9. **Under the 2D Textures section click on the File button.**



10. **Click on the folder icon next to the Image Name field.**

PROBLEM: Notice that your model geometry has gone into some sort of Invisible or X-ray mode.This should not happen. Refer to the Persp window in FIGURE 1-7.

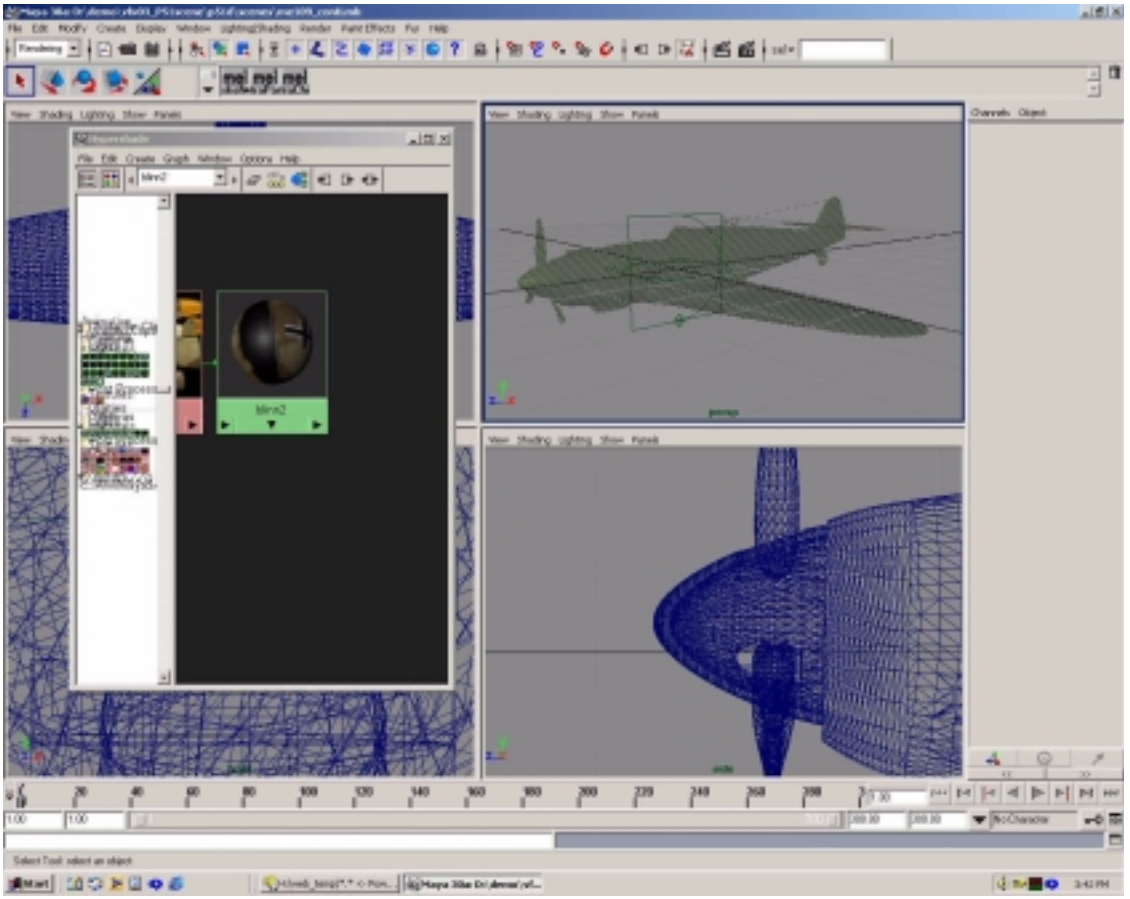


FIGURE 1-7 The Results of Applying an Image File to the Color Channel: Invisible Geometry

11. **Click the Load Attributes button and then the Close button at the bottom of the Attribute Editor.**

    Let me know if you have any questions:
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