How to add an image texture to a material
Applying an Image Texture in Cycles

1. Select the object you want to put the image on. Give it a new material with an Image Texture Shader:
   - Object Properties window -> Materials tab -> click the New button
   - For the Color, click on the grey dot icon on the right side. Then select "Image Texture":

   ![Color Selector](image)

2. Select the image you want to use:

   ![Image Texture Selection](image)

   UV Unwrap your object and position the image as you’d like it:
   - Select your object and enter Edit mode (TAB)
   - Unwrap mesh (U) -> here, I use Smart UV project

3. **NOTE:** UV Unwrapping a mesh and positioning the image properly can be a very complex and involved process. So, I highly recommend you study some UV Mapping tutorials to get all the details; YouTube has quite a lot of excellent video tutorials for beginners on this subject.
You can add a texture to a mesh by plugging in the texture node into the corresponding material attribute. You can do this in the node editor as well as the material's panel.

- Make sure the mesh you are trying to apply the texture to has a shader applied to it
  - You can easily add a new shader by selecting the mesh and in the materials tab clicking New

- UV unwrap your mesh. By default all textures in blender use UV maps. These must be generated by the user.
  - For some quick UVs select the mesh and go into edit, select the entire mesh, $\mathcal{U} \to$ Smart UV project.
- In the appropriate material attribute select as the input Image Texture and navigate to your image
- To see the effect in the viewport you can set the display type to Textured or Material

If you do not want to use UV you can use other primitive UV projection types.

- In the vector input of the image map add a input $\to$ Texture Coordinate
  - From the Texture Coordinate choose an input, e.g. Generated
- (optional) To further modify the generated UV you can add a Vector $\to$ Mapping input between the texture and the Texture Coordinate nodes