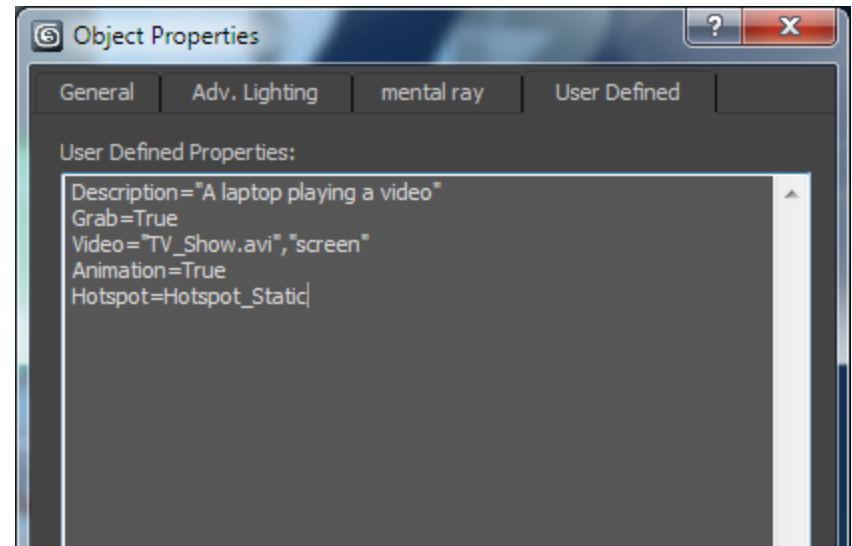
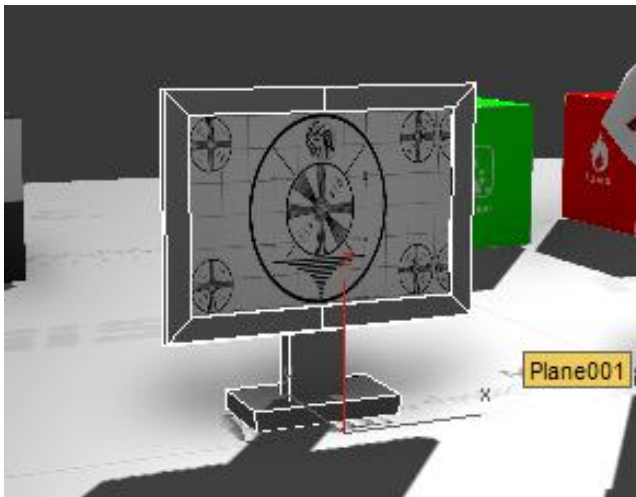


Architecture Interactive: Video Textures

Video textures are useful whenever you need the screen of a TV or Monitor to simply be active or display some kind of demo footage.

Adding a Video Texture

1. Place the video in your projects media folder, eg. Video.avi
2. Two objects are required – the body of the monitor, and the screen itself. Use the *Select and Link* tool to make the screen the child object of the body.
3. Assign a temporary material with a texture map to the screen object. This lets the OSG Exporter know the texture coordinates need to be preserved.
4. If there are any problems with the way the test material maps onto the screen, you may need to add in a UVW Map modifier to fix it.
5. On the **body object**, *Right-Click -> Object Properties... -> User Properties (tab)*
6. Video=TV_Show.avi,screen where TV_Show.avi is the name of your video and screen is the name of the child object it should play on
7. Click OK



Notes

- Playing a video currently requires both a parent object and a child object.