

UVMAPPING TUTORIAL 2

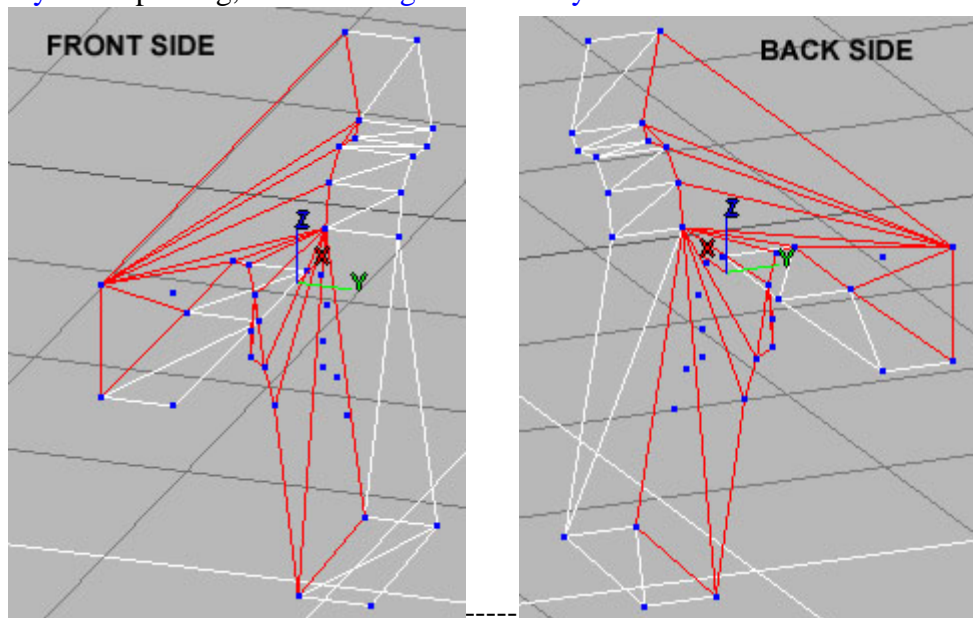
1)PER FACES SELECTION MAPPING 2)USING THE EDITUV TOOL

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1)PER FACES SELECTION MAPPING

Having the model ready(tex set,geometry finished) get into [Face sub-element mode](#), select faces for each side of the model.You can select left-right,top-bottom,front-back faces.

*Check the [Ignore Backfacing](#) if you only need one side, i.e. front instead of front-back.
Use rectangle or contour pick mode and try selecting only the faces you need.Another way is to select the whole mesh and then remove unwanted faces from selection.For [adding hold the Ctrl key](#) while picking, for [removing the Shift key](#).The selection should look like this:

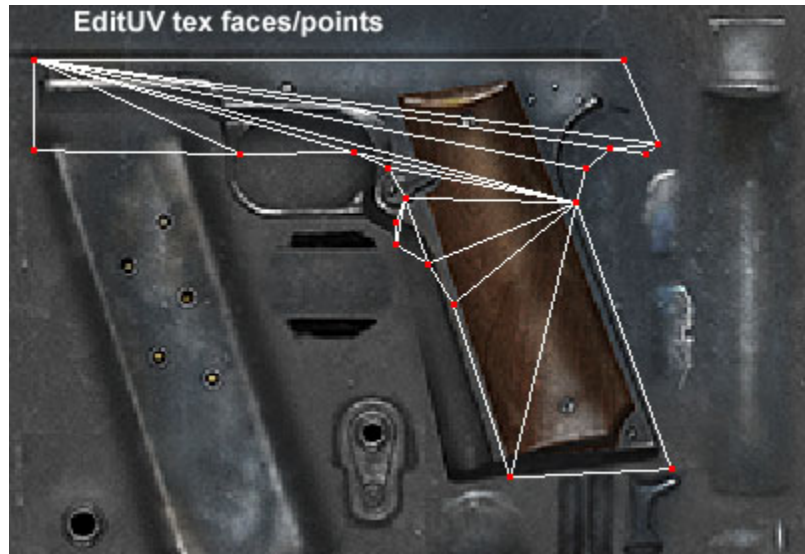


Now, even if it's not necessary(objects are uv mapped when created) go to UVmapping modifier and [apply a planar mapping so that the UV points are setup](#) for further processing.

*If the selection's size is not big enough and you don't want to scale it in EditUV, scale the gizmo(the yellow graph).

Exit modifier and press the EditUV button.

NOTE: If you can't see the UV points/faces it's because UVmapping sets negative values sometimes(this needs fixing).Pan the view to find them,select and center them to image.This can be avoided if while applying the planar mapping you flip vertical and/or horizontal.From now on you [select,move-rotate-scale to fit the UV faces to the image's correct place](#).It's a time-consuming operation so for next versions EditUV will have more operations to make things easier.



For **each side(s)** you must go through these steps.

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2) USING THE EDITUV TOOL

1,2,3,4: These are the working modes for Pos, Rot, Scale, Pick.

5: Delete the selected points. Can always Undo.

6: Mirror the selected points. Can always Undo.

NOTE: There's a bug here. If Mirror is used, Undo button won't be enabled. Must press another button for Undo Button to be enabled (fixed that for v1.3.3).

7,8: Constrain operations (including Mirror) horizontally, vertically, both.

9: Undo button since you can't use the app's one.

10,11,12: Control image view. Use the Reset button to center image.

13: In this droplist are all the object's materials (textures). I say all because faces can have different materials.

Only the material's diffuse image is used.

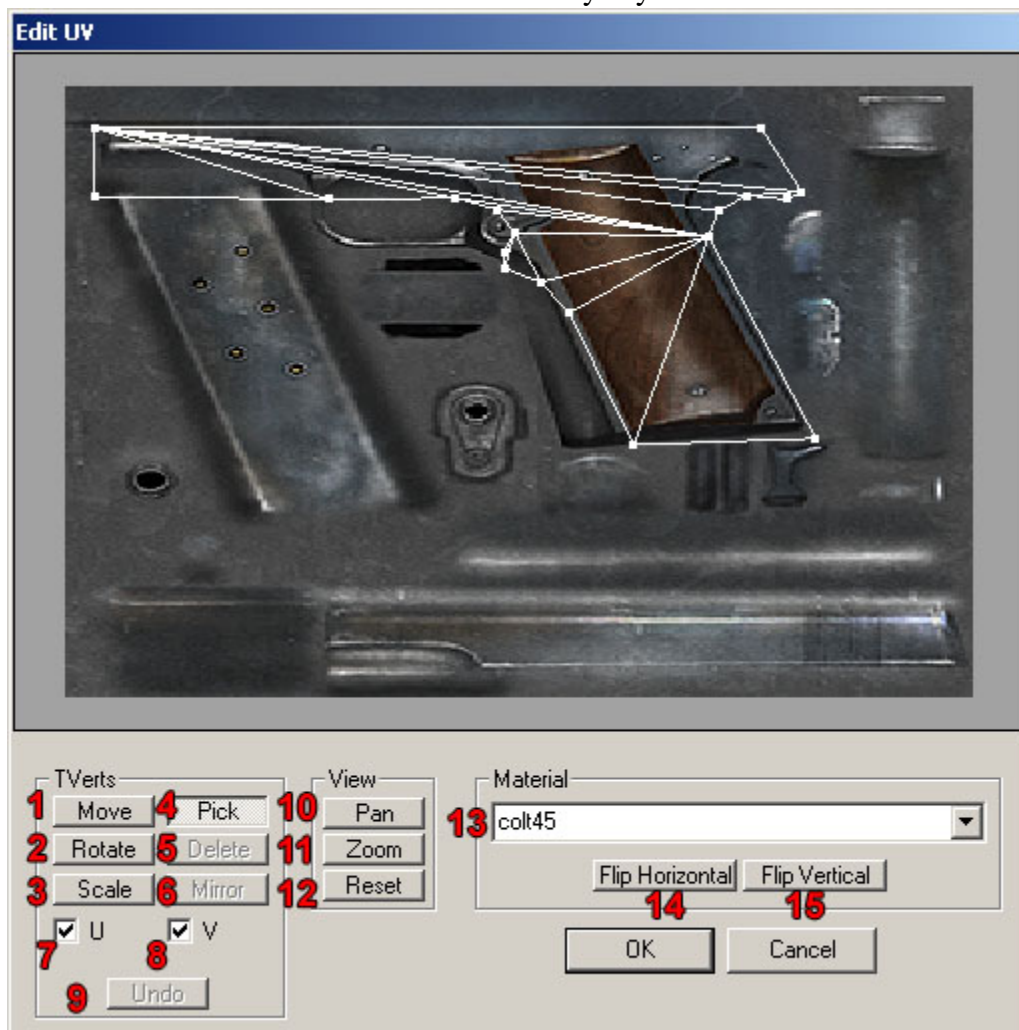
14,15: These are used for flipping the image. Not often used but can be useful sometimes.

You need OK, CANCEL explaining?

*If you press OK the changes will be applied but can Undo.

Prometheus

Here I'll try to explain how/what those buttons are used for. Most are self-explanatory but I include them anyway.



When [UVmapping modifier](#) isn't enough, you can use the [EditUV](#) tool(found in the MeshEdit dlg) to manually "skin" the objects(meshes).But before explaining how the EditUV works let's take a look at the procedure. I use a simple model but the rules presented here are general and apply to any model.