



Create UVs – Automatic Mapping

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What is it – Imagine taking your 3D model and dropping it on the floor to burst into a bunch of little pieces. Automatic Mapping would be like creating those little pieces, then stitching them back together again (only as a 2D image this time).

When to use it - Great when you have fairly squarish models (not curvy or organic) or when you'd like to reclaim the childhood joy of putting a puzzle back together.

How to use it –

1) As in all UV mapping, start by creating a new Lambert material and naming it uvTexturingMaterial. Apply the uv-map rainbow grid file to that lambert's color channel then assign the uvTexturingMaterial to the object you want to uv map. That rainbow grid will make it easy for you to spot any texture warping early on before you spend time doing good work in photoshop. (The uv-map rainbow grid can be downloaded here:

<http://www.highend3d.com/maya/downloads/shaders/4952.html>)

NOTE: Make sure all modelling is done before you start UV mapping! While you can add geometry later, it will be tricky to map those new pieces in and will require more work. Only add more geometry after UV mapping if ABSOLUTELY necessary (if your director threatens to set you on fire if you don't fix the seam in the lead character's arm for example).

2) Open your UV Texture Editor (**Edit UVs > UV Texture Editor**)

3) Select your object (now would be a good time to delete history and freeze transforms) and navigate to **Create UVs > Automatic Mapping > Options**. Make sure that you have 6 Planes set and Less Distortion. Hit "Project".

4) You can now stitch the UV faces of your model together as a 2D picture. Start by grapping shells of UVs (select a UV and go to **Select > Select Shell**) and moving them off to the side to make space to work. Stitch these puzzle pieces back together again by selecting an edge of a UV face and using **"Move and Sew the Selected Edges"** to snap it to the face it shares and edge with. You can break apart shells using the **"Separate the UVs along Selected Edges"** tool, and restitch them as you need.

5) Use the full UV Texture Editor space while you're working. Scale and move shells as you work. When you're done, scale and move everything back into the square in the top right hand corner of the grid.

6) Export a UV snapshot to bring into Photoshop and starting painting on by selecting your model and navigating to Polygons > UV Snapshot... in the UV Texture Editor.