

Workflow for generating texture maps in Blender. README generated 4/9/2020.

- 1) Position meshes as desired. File -> Export Scene undeformed/deformed separately as x3d.
- 2) Delete box in Blender startup scene with "x". Import both meshes.
- 3) Click on undeformed mesh. Tab to go to edit mode. (maybe can do step 4 on both at same time?)
- 4) "a" to select all vertices. Mesh -> Clean up -> Merge by distance (alt+m).
- 5) Select UV Editor. While still in edit mode, select all vertices. UV -> Unwrap
- 6) Repeat step 4 on deformed mesh.
- 7) Tab back to object mode. Select nothing. Select deformed, shift-select undeformed (ORDER IMPORTANT).
- 8) Object menu -> Make Links -> Transfer UV Layouts (ctrl+l).
- 9) Now add texture to material as usual. Use OBJECT MODE. Select one object.
- 10) Go to texture tab. Add texture. Type -> Image or Movie. Open the desired image.
- 11) Go to material tab directly above texture tab. Add new material.
- 12) Scroll to Preview, select the flat space.
- 13) Scroll to Surface, select the button to the right of Base Color. Choose Image Texture. Select desired image.
- 14) Add the created material to both objects. Make sure it is the only material added.
- 15) Press "z" inside viewing window. Select Preview Material. Texture may now be rendered.