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UV Unwrap Node

The *UV Unwrap Node* generates a UV map islands based on a selection of seam edges. The node implicitly performs a Pack Islands operation upon completion, because the results may not be generally useful otherwise.

See also

The Unwrap operator performs a similar operation in the UV editor. Unlike the Unwrap operator, the node doesn't perform aspect ratio correction, because it is trivial to implement with a Vector Math Node.

Inputs

Selection

Faces to participate in the unwrap operation. UVs that are part of any other face will not be affected.

Seam

Edges to mark where the mesh is "cut" for the purposes of unwrapping.

Margin

The distance to leave between UV islands.

Fill Holes

Virtually fill holes in mesh before unwrapping, to better avoid overlaps and preserve symmetry.

Properties

Method

Angle Based:

This method gives a good 2D representation of a mesh.

Conformal:

Uses LSCM (Least Squares Conformal Mapping). This usually gives a less accurate UV mapping than Angle Based, but works better for simpler objects.

Output

UV

The generated UV coordinates between 0 and 1 for each face corner in the selected faces.

Note

In order for Blender to recognize the created attribute as a UV map, it must be created with the Store Named Attribute Node on the Face Corner domain with the 2D Vector data type. This is necessary because there is no 2D Vector socket type.

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