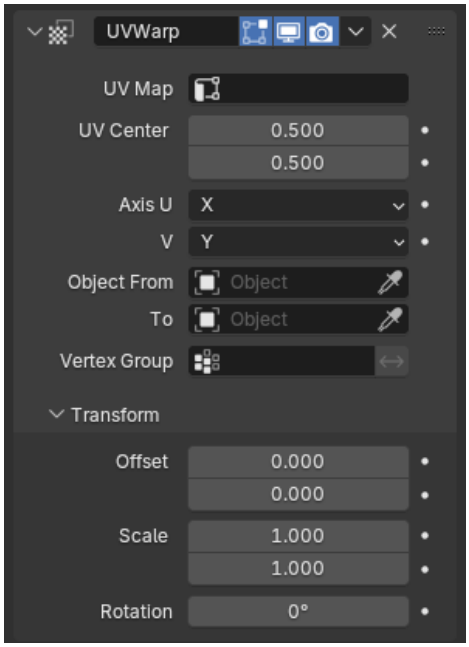
UV Warp Modifier

The *UV Warp* modifier transforms an object's UV map based on values or two objects. Its purpose is to give you direct control over the object's UVs in the 3D Viewport, allowing you to directly move, rotate, and scale existing UV coordinates using defined values or a controller object or bone.

Options



UV Map

Which UV map to modify; if not set it defaults to the active rendering layer.

UV Center

The center point of the UV map to use when applying scale or rotation. With (0, 0) at the bottom left and (1, 1) at the top right.

Axis U, V

The axes to use when mapping the 3D coordinates into 2D.

Object From, To

The two objects used to define the transformation. See Usage below.

Vertex Group

The vertex group can be used to scale the influence of the transformation per vertex.

Invert <->

Inverts the influence of the selected vertex group, meaning that the group now represents vertices that will not be deformed by the modifier.

The setting reverses the weight values of the group.

Transform

Offset

Amount to move the UV map.

Scale

Amount to scale the UV map.

Rotation

Amount to rotate the UV map.

Usage

How the UVs are warped is determined by the difference between the transforms (location, rotation and scale) of the *from* and *to* objects.

If the *to* object has the same transforms as the *from* object, the UVs will not be changed.

Assuming the *UV Axis* of the modifier is X/Y and the scale of the objects is (1, 1, 1), if the *to* object is one unit away from the *from* object on the X axi the UVs will be transformed on the U axis (horizontally) by one full UV space (the entire width of the image).

Previous
UV Project Modifier

N
Vertex Weight Edit Modi

View Source
View Translation
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