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Pack UV Islands Node

The *Pack UV Islands Node* scales islands of a UV map and moves them so they fill the UV space as much as possible.



See also

The [Pack Islands](#) operator performs a similar operation in the UV editor.

Inputs

UV

The UV map to modify.

Selection

Faces to consider when packing islands. UVs that are part of any other face will not be affected.

Margin

The distance to leave between UV islands.

Rotate

Allow Rotating islands for best fit.

Properties

This node has no properties.

Output

UV

The modified UVs.

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