

MA

P_03 (part 1)

Intro UV mapping (Basic UV's)

Blender

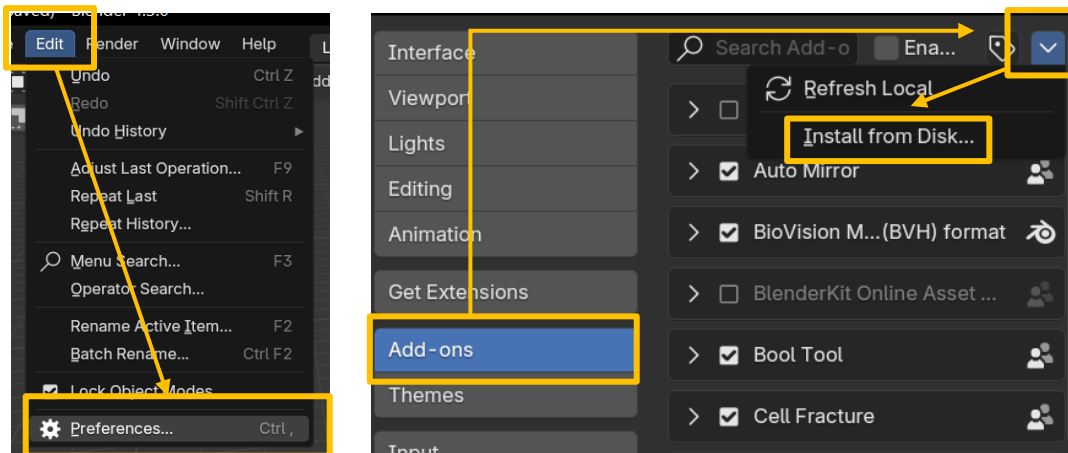
UV mapping Exercise

The main objective of this exercise is to understand the tools and techniques associated with UV mapping. Understanding how and where to cut seams will be crucial for a good “fit” in the 2D texture.

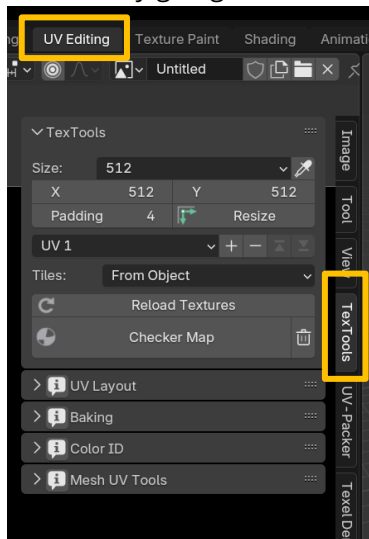
Let's start installing the TexTools addon in blender:

Download “TexTools_1_6_1.zip” from Microsoft Teams -> class 03 folder but **do not unzip it!**

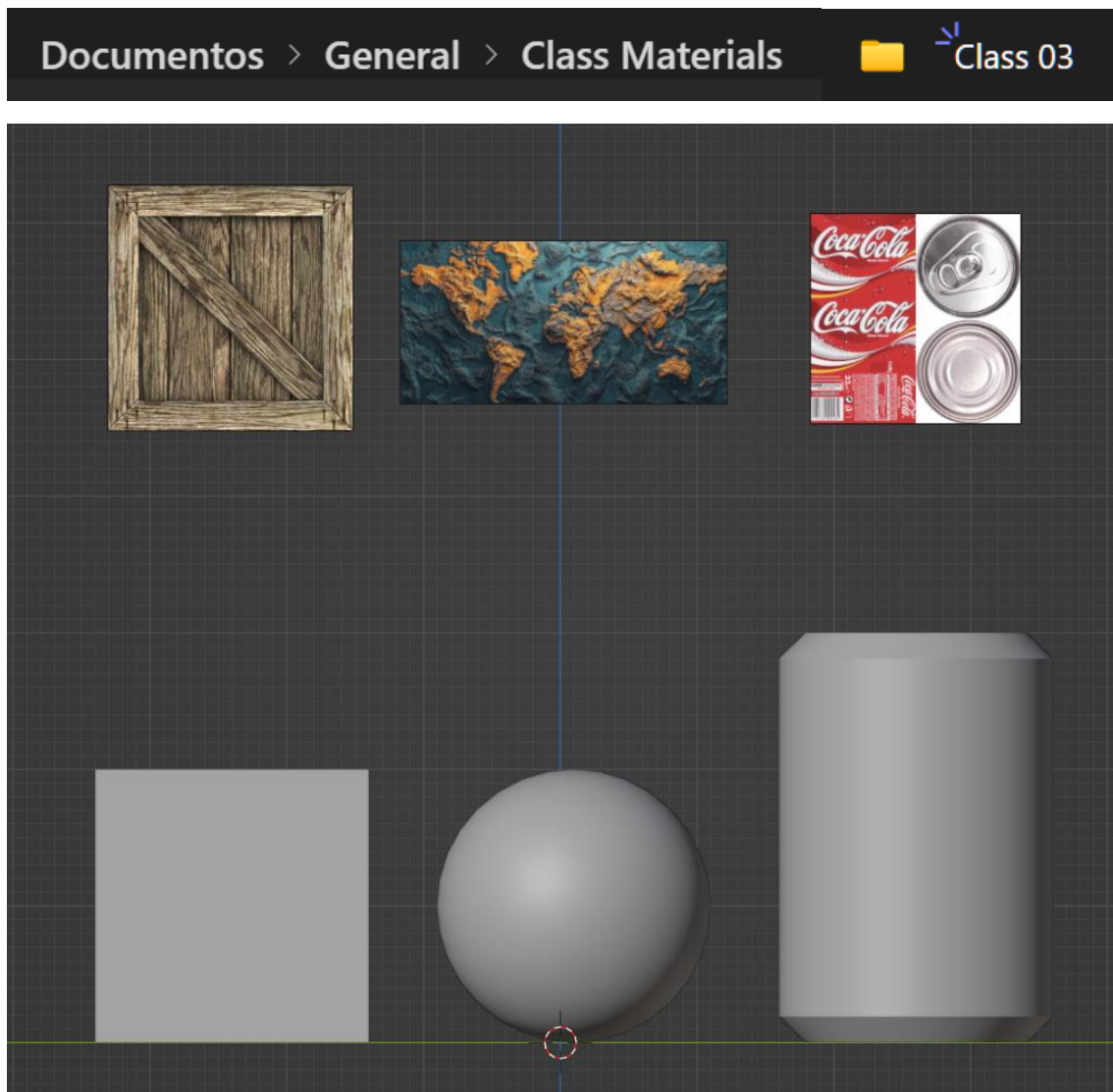
The addons in blender can be installed directly from the original zip file following these steps:



Now choose the “TexTools_1_6_1.zip” file and it should be done. You can confirm if the addon is installed by going to the UV editing workspace and checking in the “N” tab



Download the Blend File "Basic_UV_shapes_00.blend" in Microsoft teams Class 03.

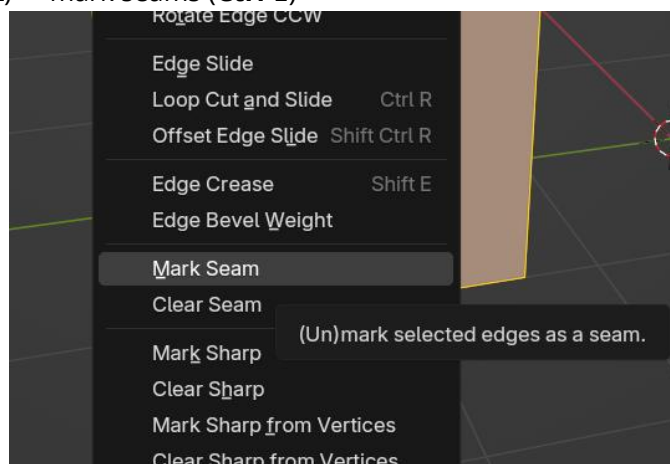
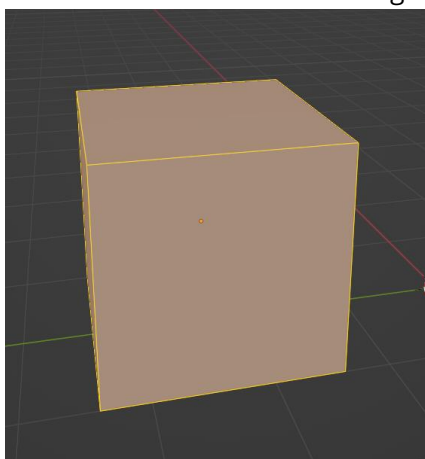


For your convenience the file is already in the UV editing Workspace and both objects and materials are all set up.

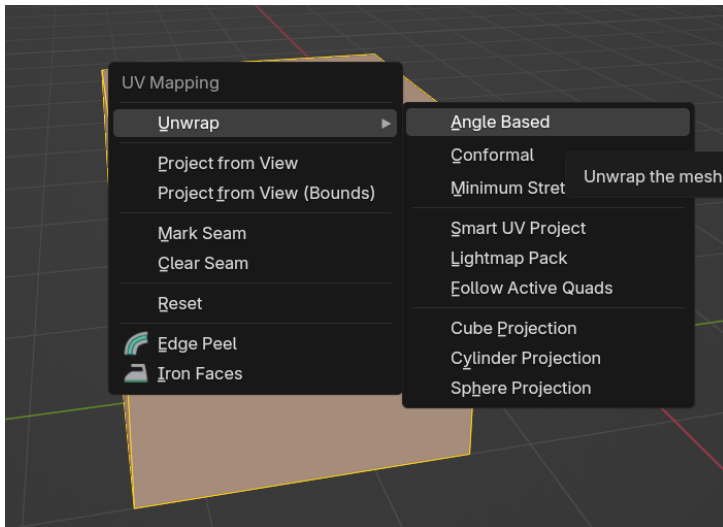
The only thing you need to do is mark seams, uv unwrap and move the islands to the right places

Example for the cube:

Go to edit mode -> select all edges (**A**) -> mark seams (**Ctrl-E**)



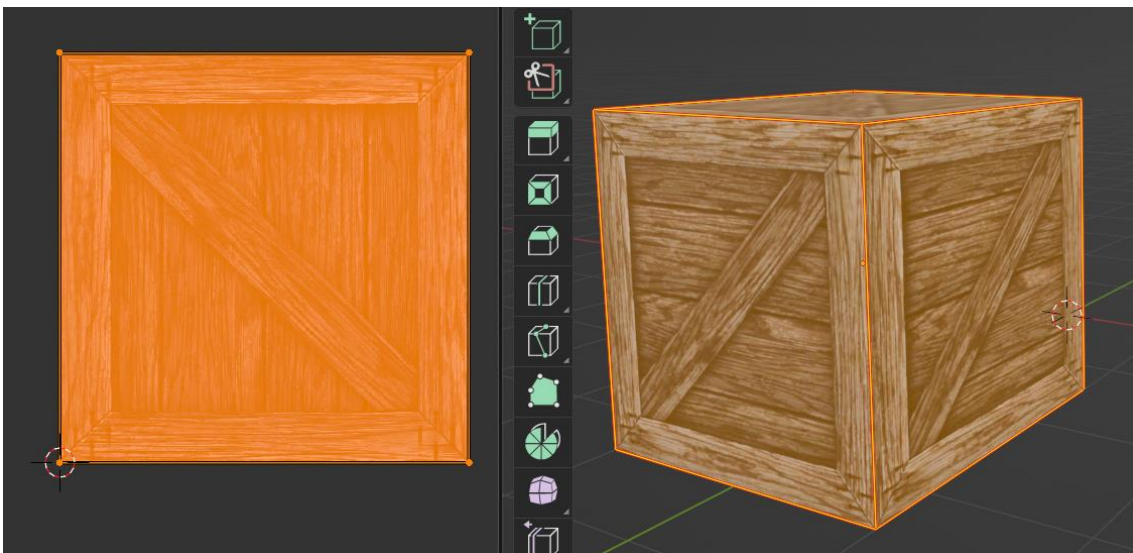
Now that the seams are marked, we can unwrap (**U**) the object



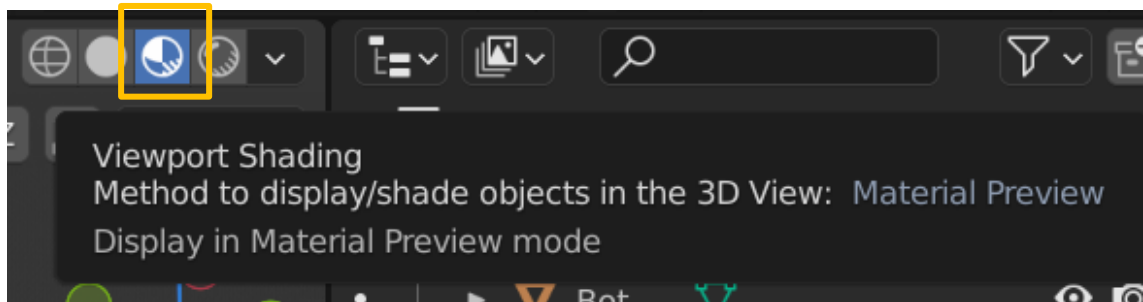
You should be able to see the result on the left side



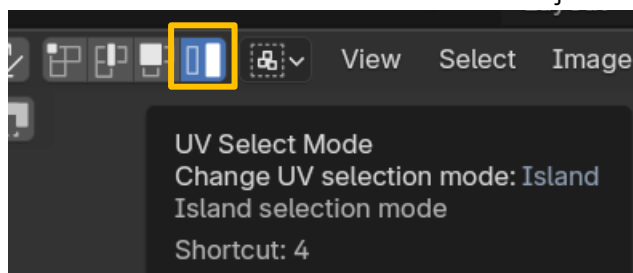
You only need to align each face to the image in order to complete the crate.



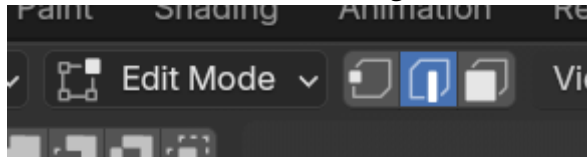
→ **TIPS:** Use **Material preview mode** to see the UV updates in real time



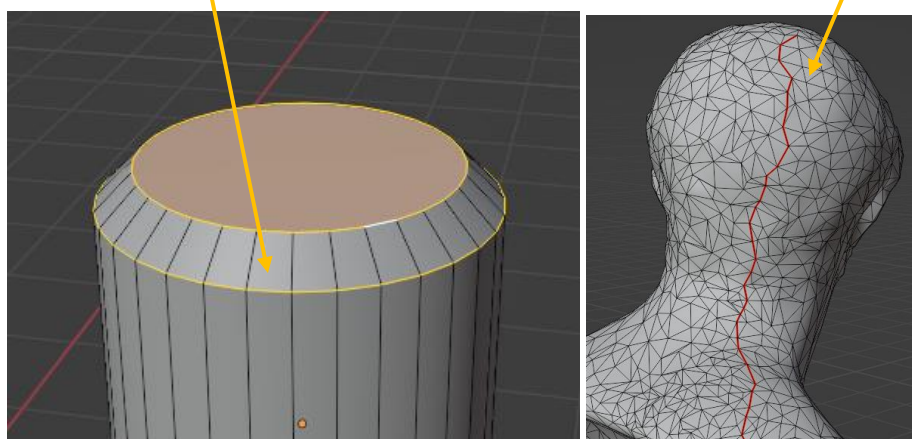
→ Use Island mode selection for easier UV's adjustments



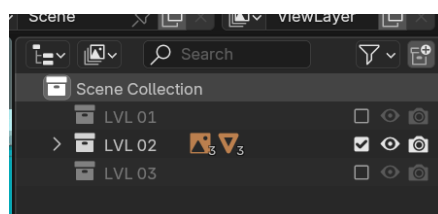
→ Seams are easier to do with edge selection, but you can select 4 edges if they form a face



→ Select edge loop (**Alt - LMB**) to select multiple edges or pick Shortest Path (**Ctrl- LMB**)



After finishing LVL 01 you can jump to
LVL 02 and so on ...



MA

P_03 (part 2)

Intro UV mapping (Trim sheets)

Download the Blend File “Trim_Sheet_Base_00.Blend” in Microsoft teams Class 03.

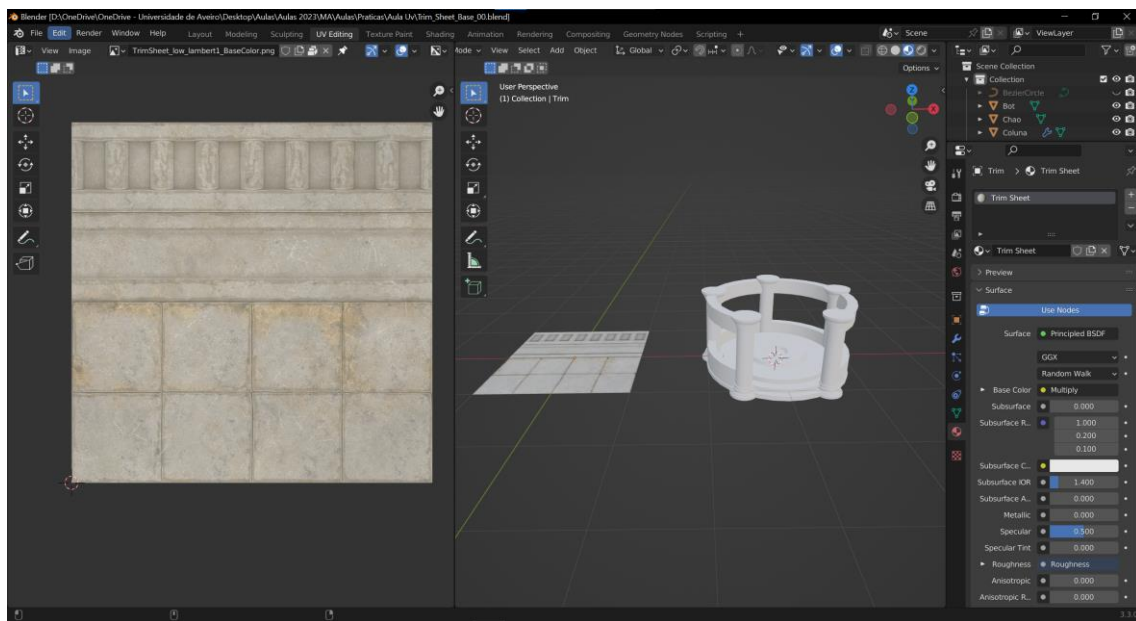
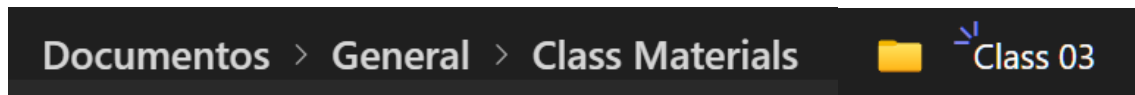
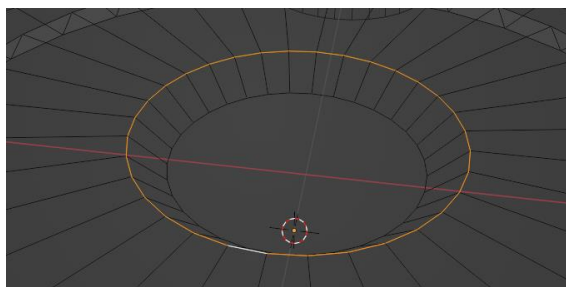


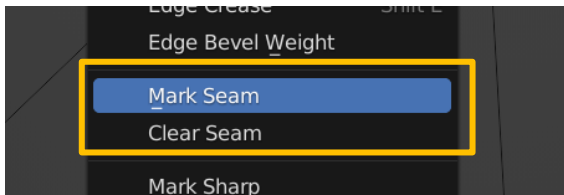
Image from File “Trim_Sheet_Base_00. Blend”

Now using the following tools (down below) start unwrapping the model and assigning parts of the texture. The texture trim as 3 distinct areas, try to use them in creative ways.

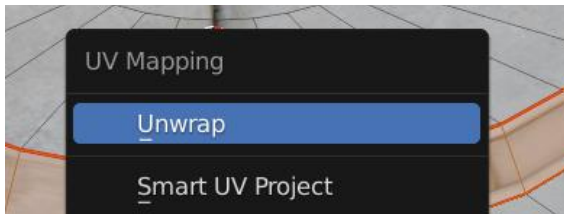
➔ **Alt- Click** for edge loops (**TIP:** swap between the modes **wireframe/Solid/Material** to make easier selections)



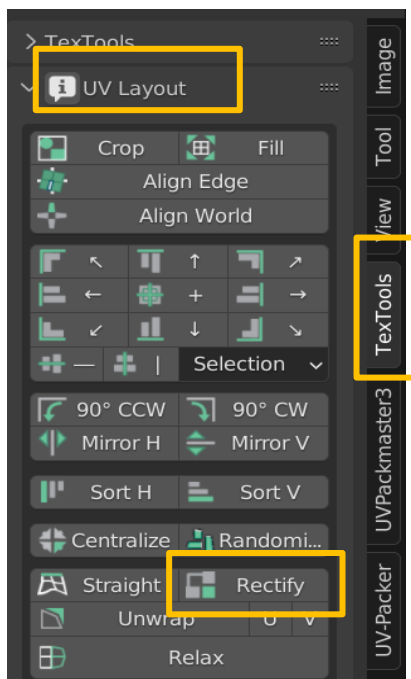
➔ **Ctrl-E** for mark/clear seams



→ **U** for unwrap the selected mesh faces (make sure there is a selection)



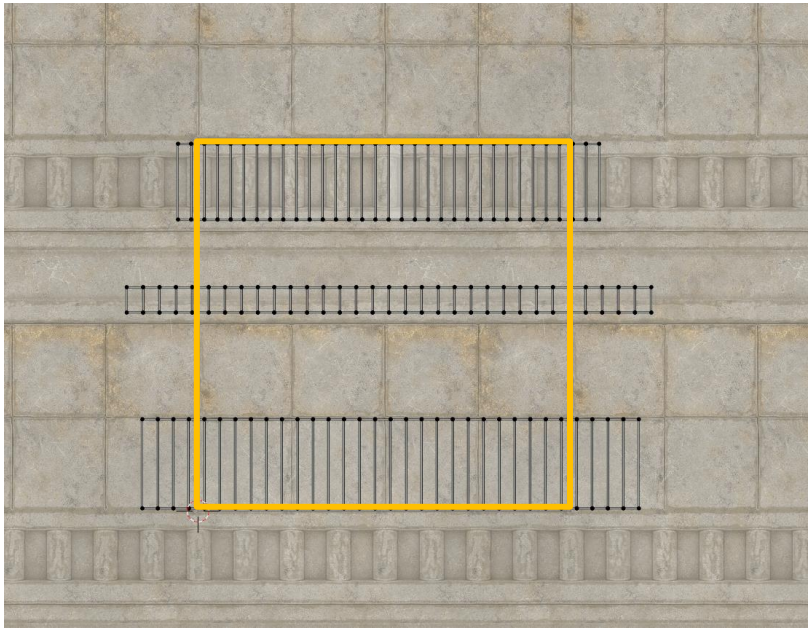
→ Textools **rectify** (inside UV layout) to make squares out of any uv island
(Only if the selection needs to be rectified; Ex: cylinder/sphere/round unwraps)



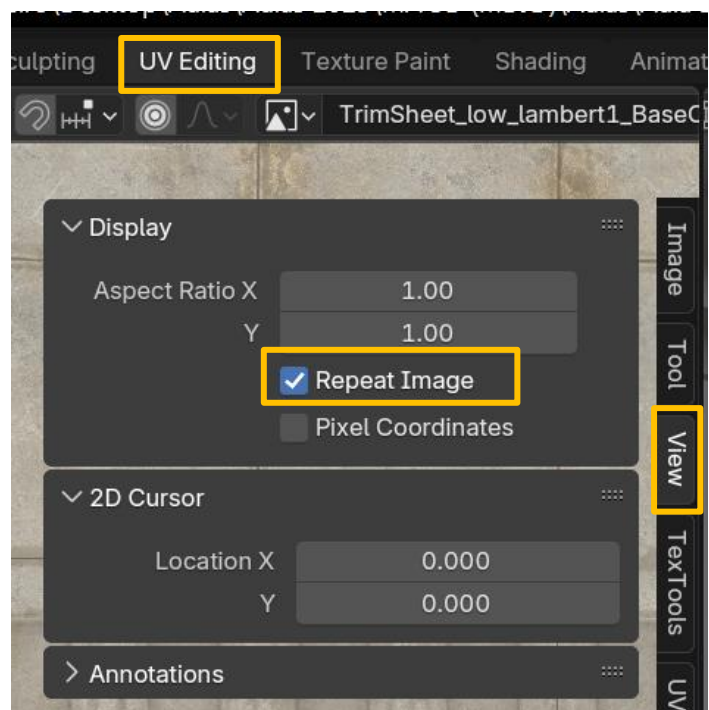
→ Use the **G/R/S** (Grab, Rotate, Scale) in the Uv window to adjust the positions of the UV island



→ Stack as many Uv islands as you need and don't forget that the image tiles in the sides



You can enable tile repeat option in:



A waste of an empty page to wish you good luck in *Comic Sans*!