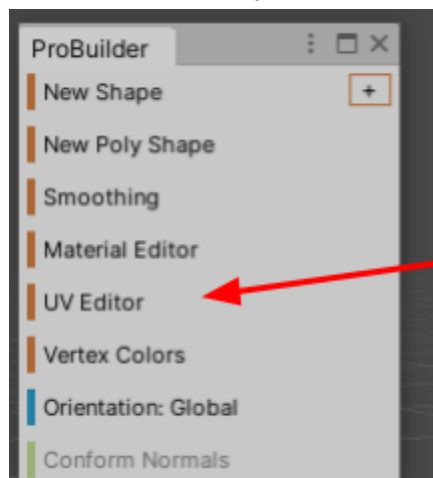# COMP2007 - Game Development

Using Probuilder - Texturing
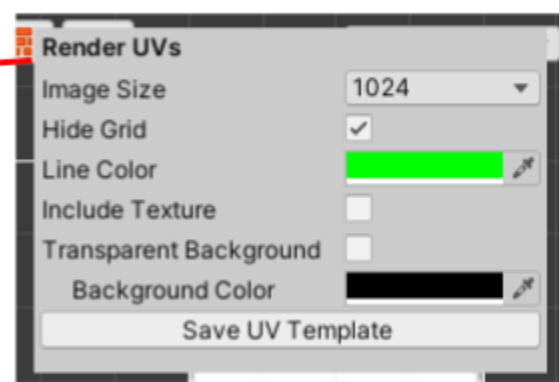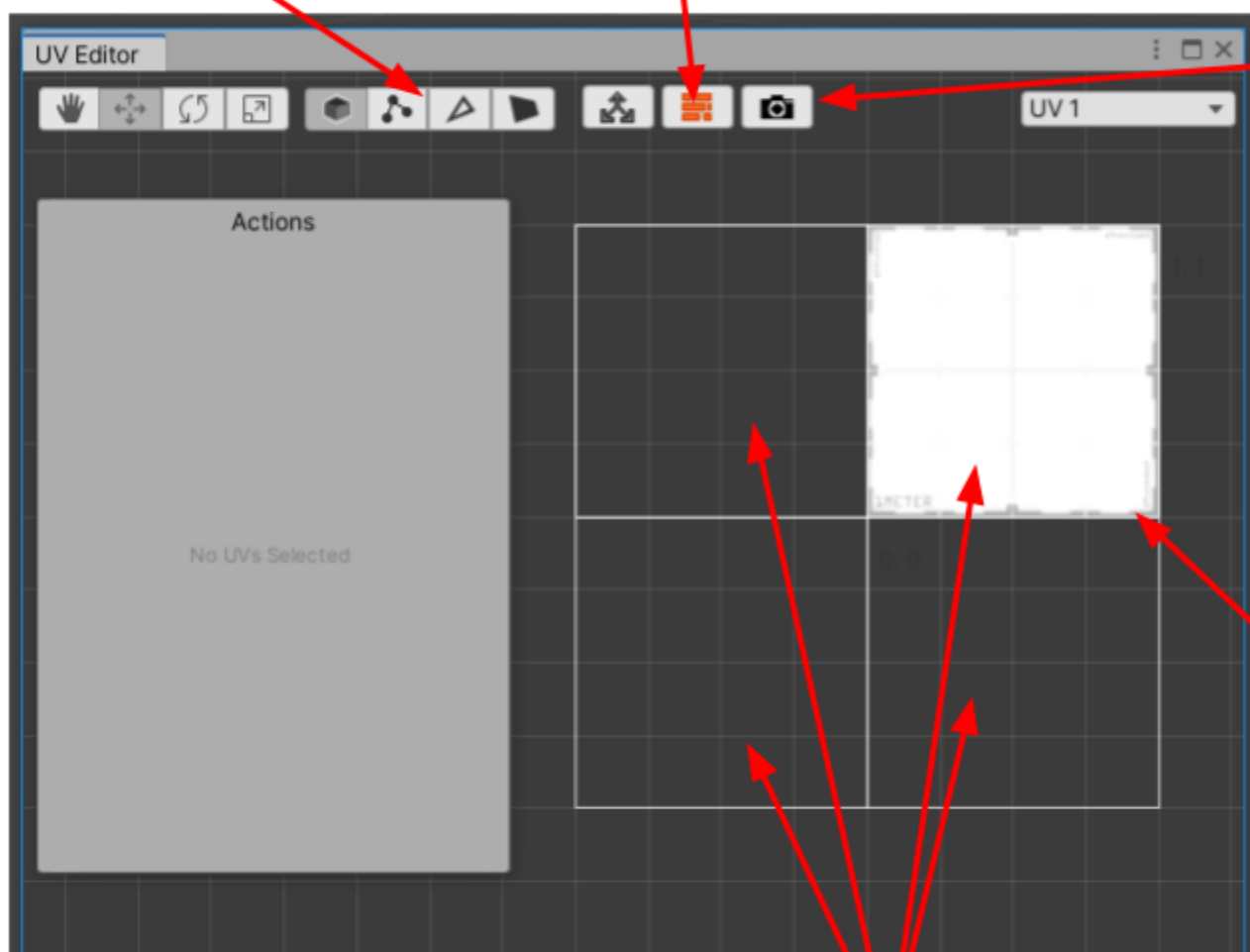
UV editing

To edit the UV's of your model Open the UV editor on the Probuilder panel

Vertex, edge and face select

Show texture

Actions

No UVs Selected

texture

UV faces

Actions panel

Auto mode

Actions	
UV Mode: Auto	
Convert to Manual	

Tiling & Alignment

| Fill Mode | Tile ▾ | → Repeat or stretch face |
| Anchor | None ▾ | → Anchor face to centre point |

Transform

Offset

| X -1.501015 | Y -0.5010161 | → Offset the face |

Rotation

| ●———————— | 0 | → Rotate face (z axis only) |

Tiling

| X 1 | Y 1 | → Face tile size |
| .5 | 1 | 2 | 4 | 8 | 16 |

Special

World Space	☐
Flip U	☐
Flip V	☐	→ Flip X/Y of face
Swap U/V	☐

Texture Groups

Texture Group	0
Group Selected Faces	
Break Selected Groups	
Select Texture Group	
Reset UVs	

Manual mode

Actions	
UV Mode: Manual	
Convert to Auto	

Project UVs

| Planar | Box | → Shape projection type |

Selection

| Select Island | → Select connected faces |
| Select Face | |

Edit

Weld	→ Collapse vertices nearby
Collapse UVs	→ Collapse all selected vertices
Split UVs	→ Split selected vertices
Flip Horizontal	
Flip Vertical	
Fit UVs	

Links

Probuilder UV editor
https://docs.unity3d.com/Packages/com.unity.probuilder@4.2/manual/uv-editor.html

UV editor tool bar
https://docs.unity3d.com/Packages/com.unity.probuilder@4.2/manual/uv-editor-toolbar.html

Manual mode
https://docs.unity3d.com/Packages/com.unity.probuilder@4.2/manual/manual-uvs-actions.html

Auto mode
https://docs.unity3d.com/Packages/com.unity.probuilder@4.2/manual/auto-uvs-actions.html