3.4.1.1 Editors - Image Video - UV Image Editor - Introduction

UV/Image Editor

- Introduction
    - Navigating
- Masking
- Texturing
    - Introduction
    - Procedural Textures
    - UV Mapping
    - UV Mapping a Mesh
    - Managing UV Maps
    - Editing UVs
    - Applying Textures

Introduction

Navigating

Panning can be done by clicking the `MMB` and dragging.

Zooming can be done by scrolling `MMB` up or down. Also, as in the 3D view, you can use `NumpadPlus` or `NumpadMinus` to zoom.

The following shortcuts are available, and through the *View Menu*:

- Zoom 1:8 `Numpad8`
- Zoom 1:4 `Numpad4`
- Zoom 1:2 `Numpad2`
- Zoom 1:1 `Numpad1`
- Zoom 2:1 `Shift-Numpad2`
- Zoom 4:1 `Shift-Numpad4`
- Zoom 8:1 `Shift-Numpad8`
- View All `Home`
- View Center `NumpadPeriod`