

3.4.1.3.1 Editors - Image Video - UV Image Editor - Texturing - Introduction

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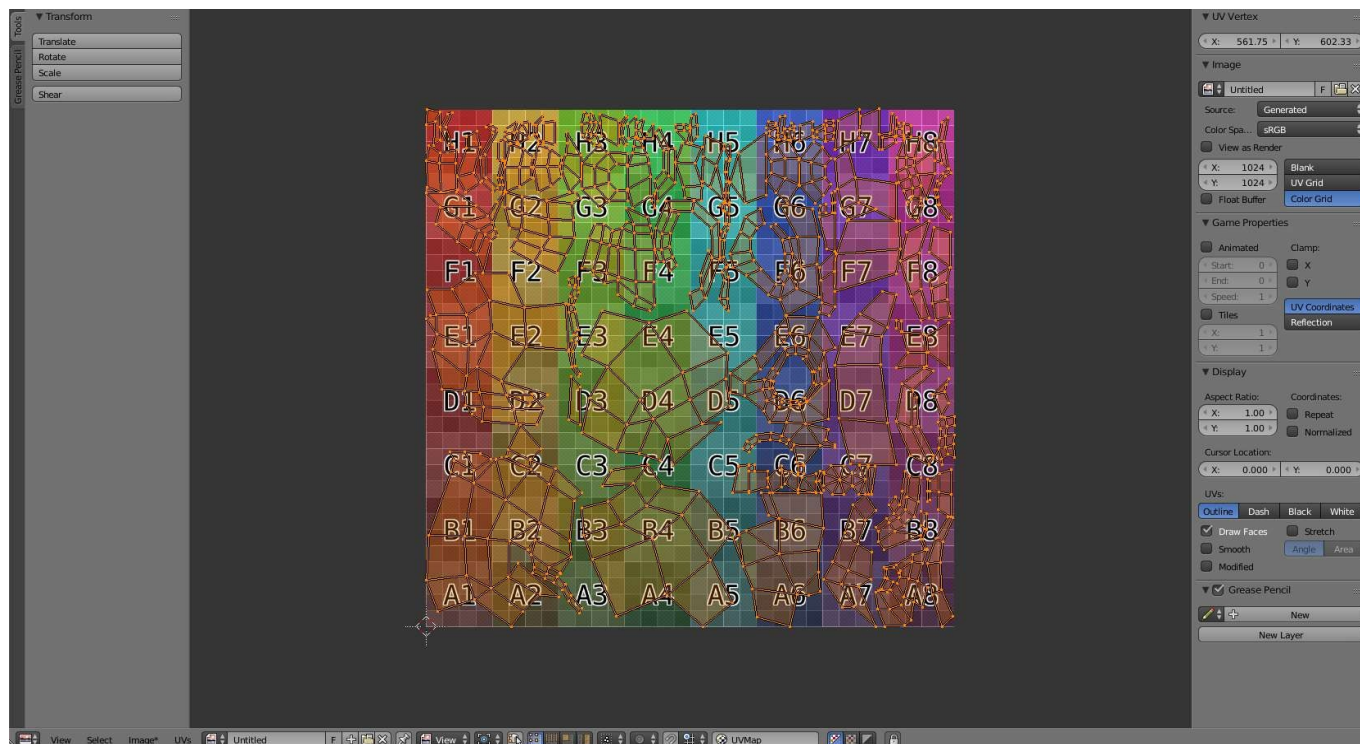
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Introduction

The UV/Image Editor is where you will be editing the UVs. This is an overview of the tools found there. Using the UV editor is explained more in depth in the next sections.



UV/Image Editor window for texturing.

Header Bar



UV/Image Editor Header

The header bar contains several menus and options for working with UVs

View Menu

Tools for, working with the editor and controlling how things are displayed. The properties panel has

display options and manipulation tools.

Select Menu

Tools for *Selecting UV's*

Image Menu

This contains options for when *Working with Images*

UVs Menu

Contains tools for *Unwrapping Meshes* and *Editing UV's*.

Image Selector Menu

Select the image to apply when *Working with Images*.

Pin Image

Displays current image regardless of selected object.

Pivot Point Selector

Similar to working with Pivot Points in the 3D view.

Sync Selection

Keeps UV and Mesh component selections in sync.

Selection Modes:

- Vertex
- Edge
- Face
- Island

Sticky Selection Mode

When Sync Selection is disabled, these options control how UVs are selected.

Proportional Editing

See *Proportional Editing*.

UV Snapping

Similar to Snapping in the 3D View

Active UV Texture Map Selector

Select which UV texture to use

Image Channels to Draw

Set the image to be displayed with *Color*, *Color and Alpha*, or just *Alpha*.

Auto Update Other Affected Windows

Update other affected windows space automatically to reflect changes during interactive operations e.g. transform.

Properties Panel

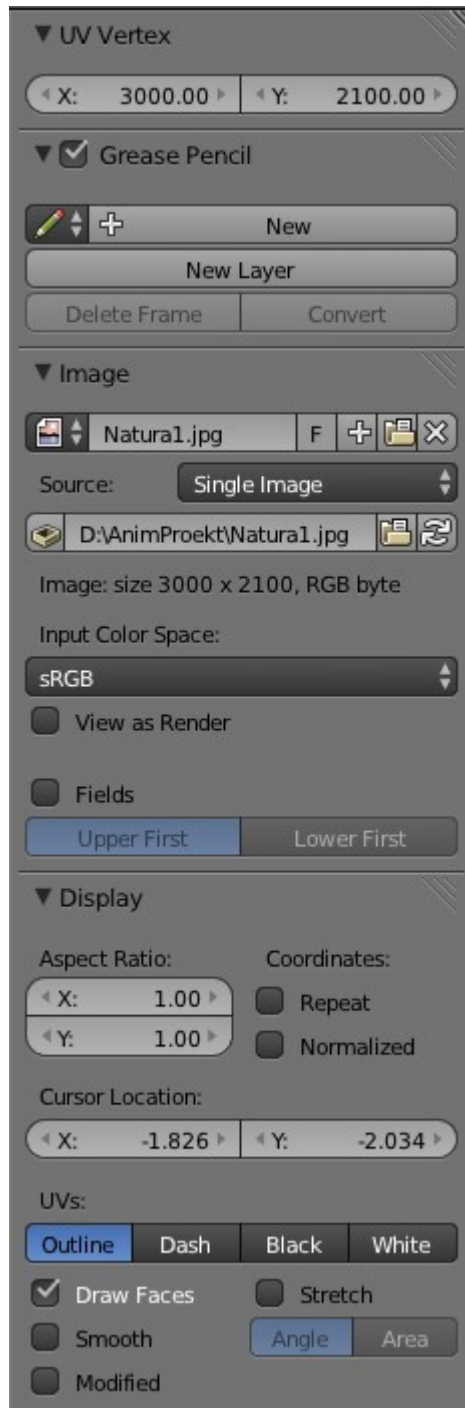


Image Editor Properties Panel

UV Vertex

Transform Properties *Selecting UV's*.

Grease Pencil

See the *Grease Pencil Docs*.

Image

Contains the properties of the current Image.

Display

Controls display options for UVs and additional settings for when *Working with Images*.

Display Options

You can set how UVs are displayed in the *Display Panel*:

Aspect Ratio

Display Aspect for this image. Does not affect rendering.

Coordinates

Display UV coordinates

Repeat

Draw the image repeated outside of the main view.

Normalized

Display UV coordinates from 0.0 to 1.0 rather than in pixels

Cursor Location

2D cursor location for this view

Outline/Dash/Black/White

Sets how UV edges are displayed

Draw Faces

Draw faces over the image

Smooth

Makes edges appeared Antialiased

Modified

Show results of modifiers in the UV display

Stretch

Shows how much of a difference there is between UV coordinates and 3D coordinates. Blue means low distortion, while Red means high distortion. Choose to display the distortion of *Angles* or the *Area*.