# UV Texture Editor overview & Editor toolbar

The **UV Texture Editor** lets you view and interactively edit the UV texture coordinates for polygon, NURBS, and subdivision surfaces within a 2D view.

You can select, move, scale, and generally modify the UV topology for a surface very much like you work with other modeling tools within Maya. You can also view the image associated with the assigned texture map as a backdrop within the **UV Texture Editor** and modify the UV layout to match as required.

The UV Texture Editor
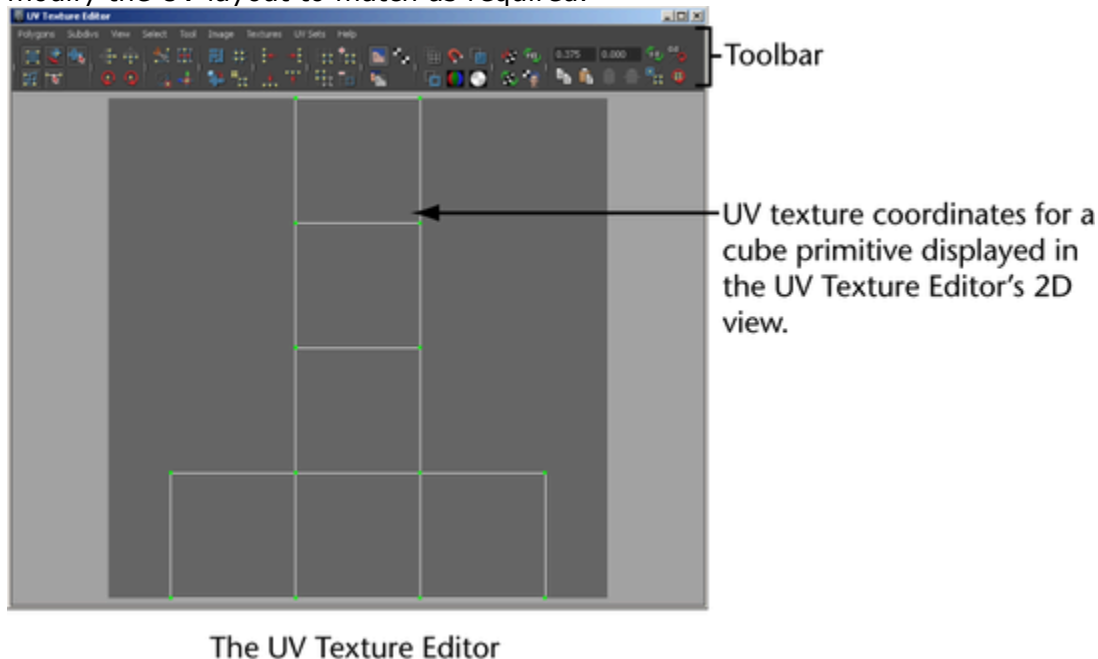
Maya lets you easily compare what you view in the 3D scene view and in the **UV Texture Editor**'s 2D texture coordinate view by displaying the perspective view and the **UV Texture Editor** simultaneously. For example, you can select a UV within the 3D scene view and simultaneously see the same selected UV coordinate in the 2D view of the **UV Texture Editor** and vice versa. This is useful when you're editing UVs and need to understand how an item in the 2D view relates to the 3D model in the scene view. For this reason, many Maya users find it invaluable to have the Maya perspective view and the **UV Texture Editor** displayed side-by-side when performing UV texture and layout work. You select this layout from the layout shortcuts section of the Toolbox.
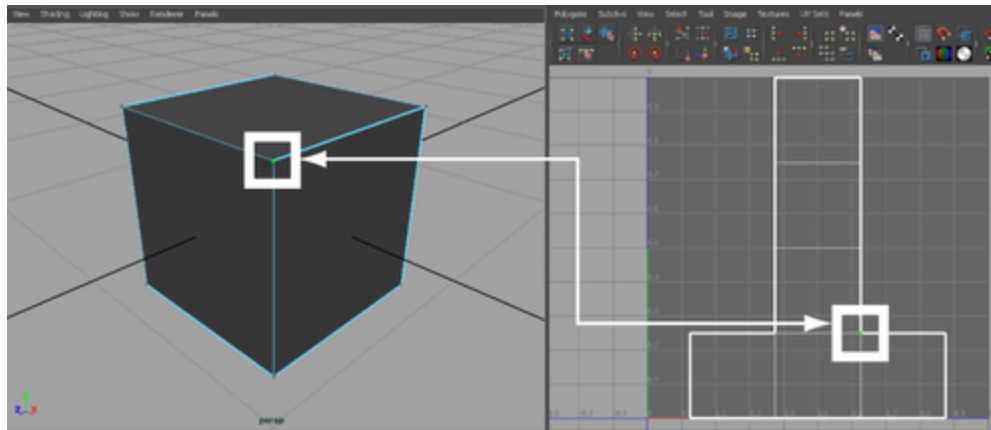
Perspective view   UV Texture Editor view

Selecting a UV component in either the 3D scene view or the 2D
UV Texture Editor view displays the selected UV in both views

The **UV Texture Editor** contains tools that allow you to modify the UV texture coordinates. For example, you can perform such actions as rotating and flipping UVs as well as cutting and sewing UVs in order to achieve the UV layout you require. You can also output a bitmap image of the final UV layout so it can be used as a background for texture creation work.

There are separate menus for polygons and subdivision surfaces UV tasks. Many of the items within the **UV Texture Editor** are also accessible from the **UV Texture Editor**'s toolbar as icons. As well, some of the items that are contained within the **UV Texture Editor** are also available in the **Edit UVs** menu from the **Polygons** menu set.

Viewing items in the UV Texture Editor

When viewing UV texture coordinates in the **UV Texture Editor** you:

*   use the standard camera move keys ($\boxed{\text{Alt}}$ + 🖱 and $\boxed{\text{Alt}}$ + 🖱) to track and dolly within the 2D texture view.

*   press f in the **UV Texture Editor** to frame any selected items in the 2D view.

Marking menus in the UV Texture Editor

UV specific marking menus are available when you work in the **UV Texture Editor**. This saves you time and streamlines your UV editing workflow. When you $\boxed{\text{Shift}}$ + 🖱 in the **UV Texture Editor** the marking menu shows different items depending on what components are currently selected:

*   When *UV texture coordinates* are currently selected the marking menu shows possible UV modification operations (for example, **Relax**, **Unfold**, **Smudge Tool**, and **Lattice**

Tool are available). While the marking menu is displayed, simply drag your mouse to highlight the desired item in the menu; the item is selected as if it were selected from the related **UV Texture Editor** location in the menu or toolbar.

- When a *polygon edge* is currently selected the marking menu shows possible UV edge modification operations for the selected component (for example, **Cut UV Edges**, **Sew UV Edges**, **Move and Sew UV Edges**, and others).

When a *polygon face* is currently selected the marking menu shows possible UV modification operations for the selected UV type (for example, **Normalize**,**Unitize**,**Layout**, and others).
Related topics

- Introduction to UV mapping

- Creating UVs

- Viewing and evaluating UVs

- Flip or rotate UV shells

- Display UVs

- Select UVs

Topics in this section

- UV Texture Editor reference
- UV Texture Editor menu bar
- UV Texture Editor toolbar

UV Texture Editor toolbar

These are descriptions of the items in the **UV Texture Editor** toolbar. The **UV Texture Editor** toolbar lets you readily access many of the frequently used items that exist within the **UV Texture Editor** menus. For the features that have options, you can right-click a button to display its options.

UV Texture Editor toolbar

UV Tool buttons

 | **UV Lattice Tool** | Manipulates the layout of UVs as a group by letting you create a lattice around the UVs for deformation purposes. Shortcut for **Tool > UV Lattice Tool** in the **UV Texture Editor**menu.

	Move UV Shell Tool	Lets you select and reposition a UV shell by selecting a single UV on the shell. You can automatically prevent the repositioned UV shell from overlapping other UV shells in the 2D view. Shortcut for **Tool > Move UV Shell Tool** in the **UV Texture Editor** menu.
	UV Smudge Tool	Moves the position of selected UVs and their neighboring UVs to a diminishing extent that is user defined. Shortcut for **Tool > UV Smudge Tool** in the **UV Texture Editor** menu.
	Select Shortest Edge Path Tool	Lets you select a path of edges between two vertices on a surface mesh. The **Select Shortest Edge Path Tool** determines the most direct path between any two selection points and selects the polygon edges in between.
	Interactive Unfold/Relax Tool	Let's you control the amount of unfold or relax applied to a selection of UVs by dragging the mouse across the screen.

UV orientation buttons

These items let you edit the orientation and rotation of UVs.

	Flip U	Flips the positions of the selected UVs in the U direction. Shortcut for Edit UVs > Flip.
	Flip V	Flips the positions of the selected UVs in the V direction. Shortcut for Edit UVs > Flip.
	Rotate UVs counterclockwise	Rotates the positions of the selected UVs by 45 degrees in a counterclockwise direction. Shortcut for Edit UVs > Rotate.
	Rotate UVs clockwise	Rotates the positions of the selected UVs by 45 degrees in a clockwise direction. Shortcut for Edit UVs > Rotate.

Cut and sew UV buttons

These items let you cut and sew UV shells.

	Cut UVs along selection	Separates UVs along the selected edges, creating borders. Shortcut for Edit UVs > Cut UV Edges.
	Split UVs	Separates UVs from each other along the edges connected to the selected UV points, creating borders. Shortcut for Edit UVs > Split UVs.
	Sew UVs	Attaches UVs along the selected borders, but does not move them together in the texture editor view. Shortcut for Edit UVs > Sew UV Edges.
	Move and Sew UVs	Attaches UVs along the selected borders, and moves them together in the texture editor view. Shortcut for Edit UVs > Move and Sew UV Edges.

UV layout buttons

	Layout	Attempts to arrange the UVs into a cleaner layout, based on the settings in the Layout UVs option box. Shortcut for Edit UVs > Layout.
	Grid UVs	Moves every selected UV to its nearest grid intersection in texture space. Shortcut for Edit UVs > Grid. To change the grid, right-click the **View Grid** button on the toolbar.
	Unfold	Unwraps the selected UV mesh while attempting to ensure that the UVs do not overlap. Shortcut for Edit UVs > Unfold.
	Select Faces	Selects any UV faces connected to the currently selected UVs.

UV alignment buttons

	Align Min U	Aligns the positions of the selected UVs to the minimum U value. Shortcut for [Edit UVs > Align]().
	Align Max U	Aligns the positions of the selected UVs to the maximum U value. Shortcut for [Edit UVs > Align]().
	Align Min V	Aligns the positions of the selected UVs to the minimum V value. Shortcut for [Edit UVs > Align]().
	Align Max V	Aligns the positions of the selected UVs to the maximum V value. Shortcut for [Edit UVs > Align]().

Isolate selection buttons

These items let you work on a subset of UV faces while hiding the rest.

	Toggle Isolate Select Mode	Switches between showing all UVs and only the isolated UVs. Shortcut for **View > Isolate Select > View Set**.
	Add selected to isolation	Adds the selected UVs to the isolated subset. When you click the **Toggle isolation** button the selected UVs will be visible. Shortcut for **View > Isolate Select > Add Selected**.
	Remove selected from isolation	Removes the selected UVs from the isolated subset. Shortcut for **View > Isolate Select > Remove Selected**.

	Remove all	Clears the isolated subset. You can then select a new set of UVs and click **Toggle isolation** to isolate them. Shortcut for **View > Isolate Select > Remove All**.

Image and texture buttons

These items let you control the display of images and textures in the **UV Texture Editor**.

	Display Image	Shows or hides the texture image. Shortcut for **Image > Display Image**.
	Toggle Filtered Image	Switches the background image between hardware texture filtering and sharply defined pixels. Shortcut for **Image > Display Unfiltered**.
	Dim Image	Reduces the brightness of the currently displayed background image. Shortcut for **Image > Dim Image**.
	View Grid	Shows or hides the grid. Shortcut for **View > Grid**.
	Pixel Snap	Chooses whether to automatically snap UVs to pixel boundaries. Shortcut for **Image > Pixel Snap**.
	Shade UVs	Shades selected UV shells in a semi-transparent fashion so you can determine areas of overlap or UV winding order.
	Toggle Texture Borders	Toggles the display of texture borders on UV shells. Texture borders appear with a thick line.

⬤	**Display RGB Channels**	Displays the RGB (color) channels of the selected texture image. Shortcut for **Image > Display RGB Channels**.
◑	**Display Alpha Channel**	Displays the **Alpha** (transparency) channel of the selected texture image. Shortcut for **Image > Display Alpha Channels**.

UV texturing buttons

|		
	UV Texture Editor Baking	Bakes the texture and stores it in memory. See <u>Image > Dim Image</u>. Shortcut for **Image > UV Texture Editor Baking**.
	Update PSD Networks	Refreshes the PSD textures currently in use for the scene. When you modify a PSD file (in Photoshop) that is connected to a Maya PSD node (in Maya), you can update (refresh) the image in Maya to show the modifications immediately. See **Image > Update PSD Networks**.
	Force editor texture rebake	Rebakes the texture. If you turn on **Image > UV Texture Editor Baking**, you must rebake the texture (using **Force Editor Texture Rebake**) after making changes to the texture (File node and place2dTexture node attributes) in order to see the effect of those changes.
	Use Image Ratio	Switches between showing square texture space and texture space with the same ratio of width to height as the image. Shortcut for **Image > Use Image Ratio**.

UV edit buttons
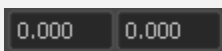
`0.000` `0.000`	**U coordinate**, **V coordinate**	Shows the coordinates of the selected UVs. Edit the text boxes and press `Enter` to move the points.

	Refresh UV values	The UV coordinates in the text boxes on the toolbar do not update automatically as you move the selected UV point. Click the refresh button to update the values in the text boxes.
	UV Transformation Entry	Changes the UV coordinate entry mode between absolute and relative values. Also provides entry of UV rotation values.
	Copy	Copies the selected UV points or faces (depending on the **Copy/paste faces or UVs** button) to the clipboard.
	Paste	Pastes UV points or faces (depending on the **Copy/paste faces or UVs** button) from the clipboard.
	Paste U to selected UVs	Pastes only the U values on the clipboard onto the selected UV points.
	Paste V to selected UVs	Pastes only the V values on the clipboard onto the selected UV points.
	Copy/paste faces or UVs	Switches the Copy and Paste buttons on the toolbar between working on UVs and UV faces.
	Cycle UVs	Rotates the U and V values of the selected polygon.

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