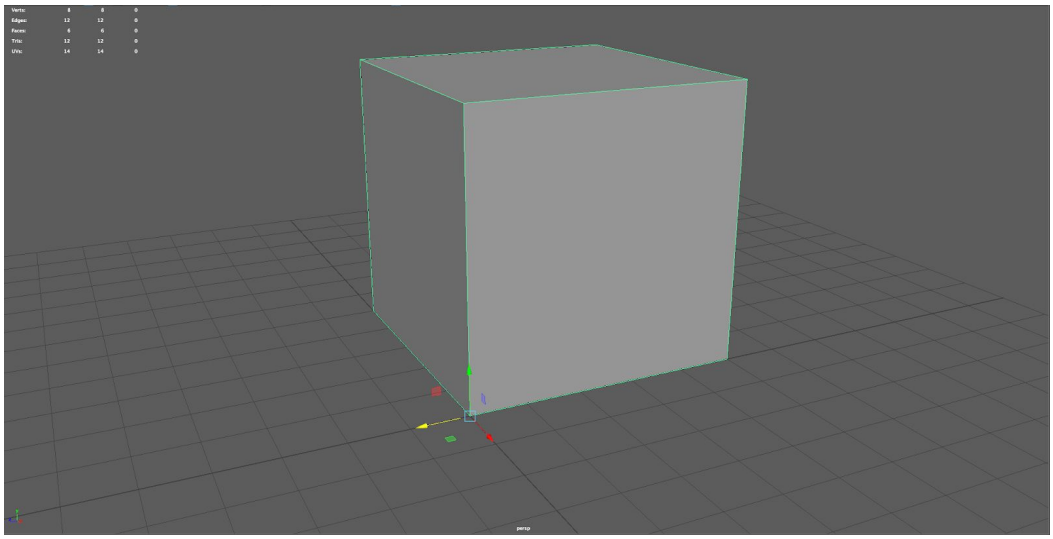
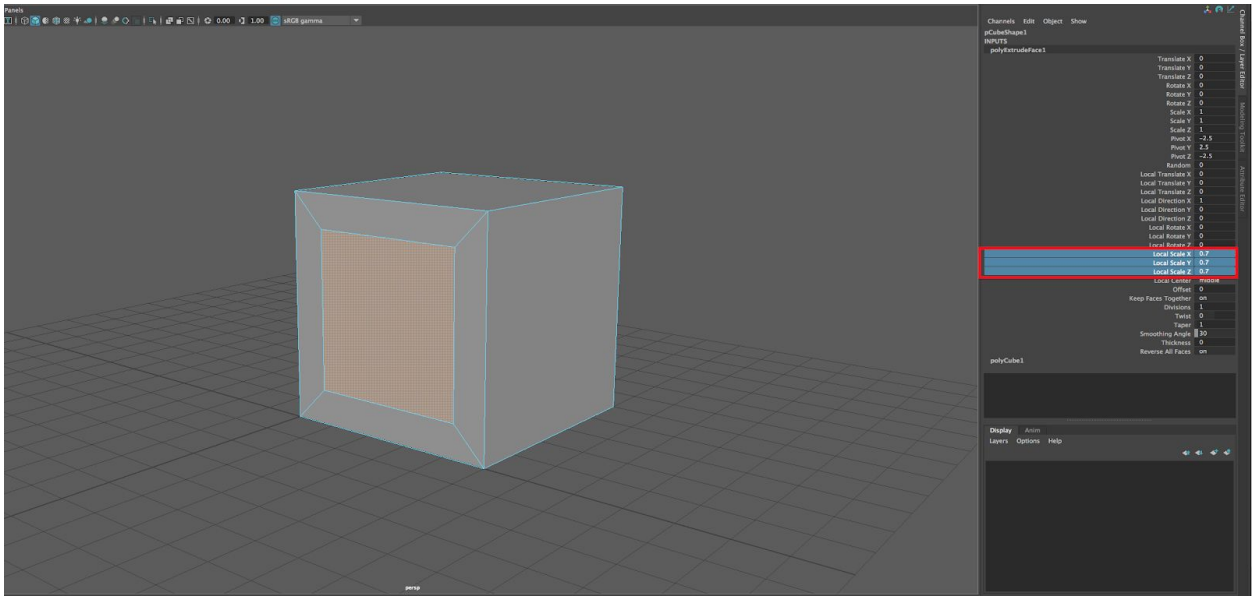
How to Model and UV the Crate

The first thing we will do is create a cube. Then, we need to move the pivot of the cube to one of the bottom corners. To move the pivot hold D (Hold V to snap it to the vertex). Next, if you hold X, it will snap it to the grid. So, hold X and move it up to the grid, then move it to put the new pivot point at 0,0,0. Then scale it 5 on the X, Y, and Z. It should look like this when complete.

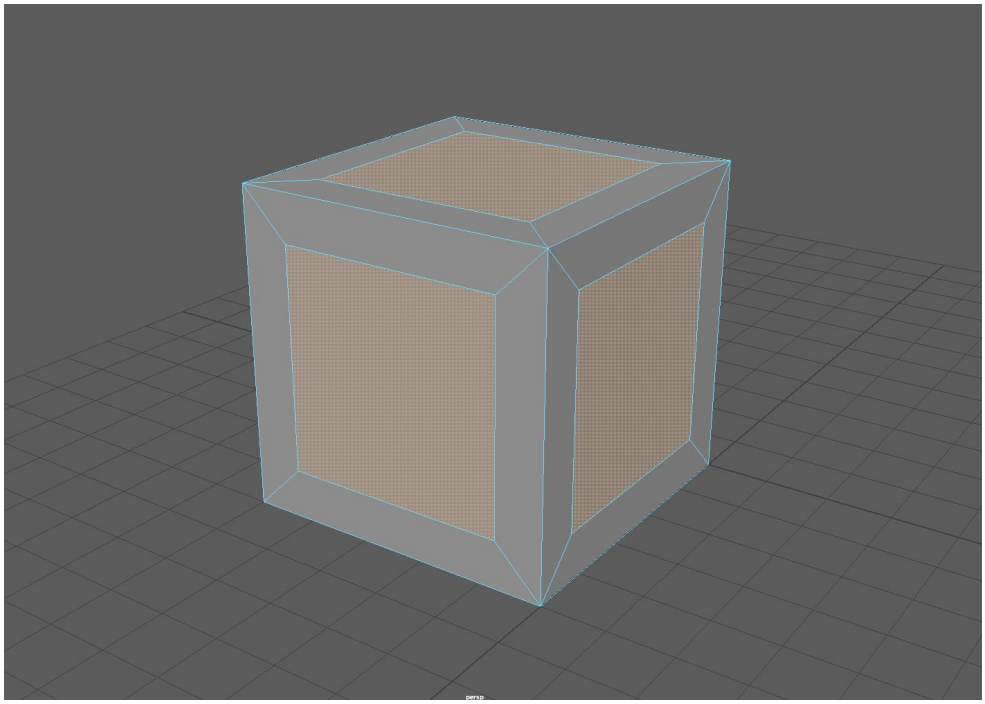


Then, we will grab faces opposite each other (on the same axis) and extrude them in to .7 on the local scale X, Y, and Z.
Note: To get the local scale to show up, you must first select the faces, then extrude and they will appear in the Channel Box Tab.

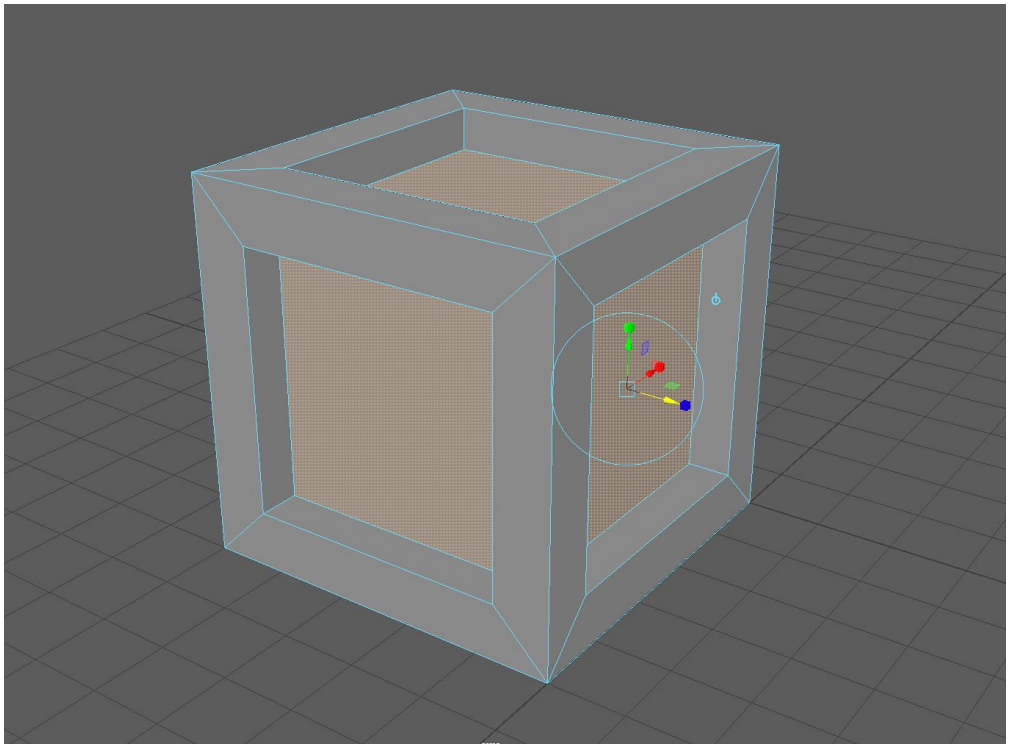


Now do that to all of the faces on all 3 axes. Remember you need to select 2 faces opposite each other on the X-axis, the Y-axis, and the Z-axis.

Once finished, it should look like this.



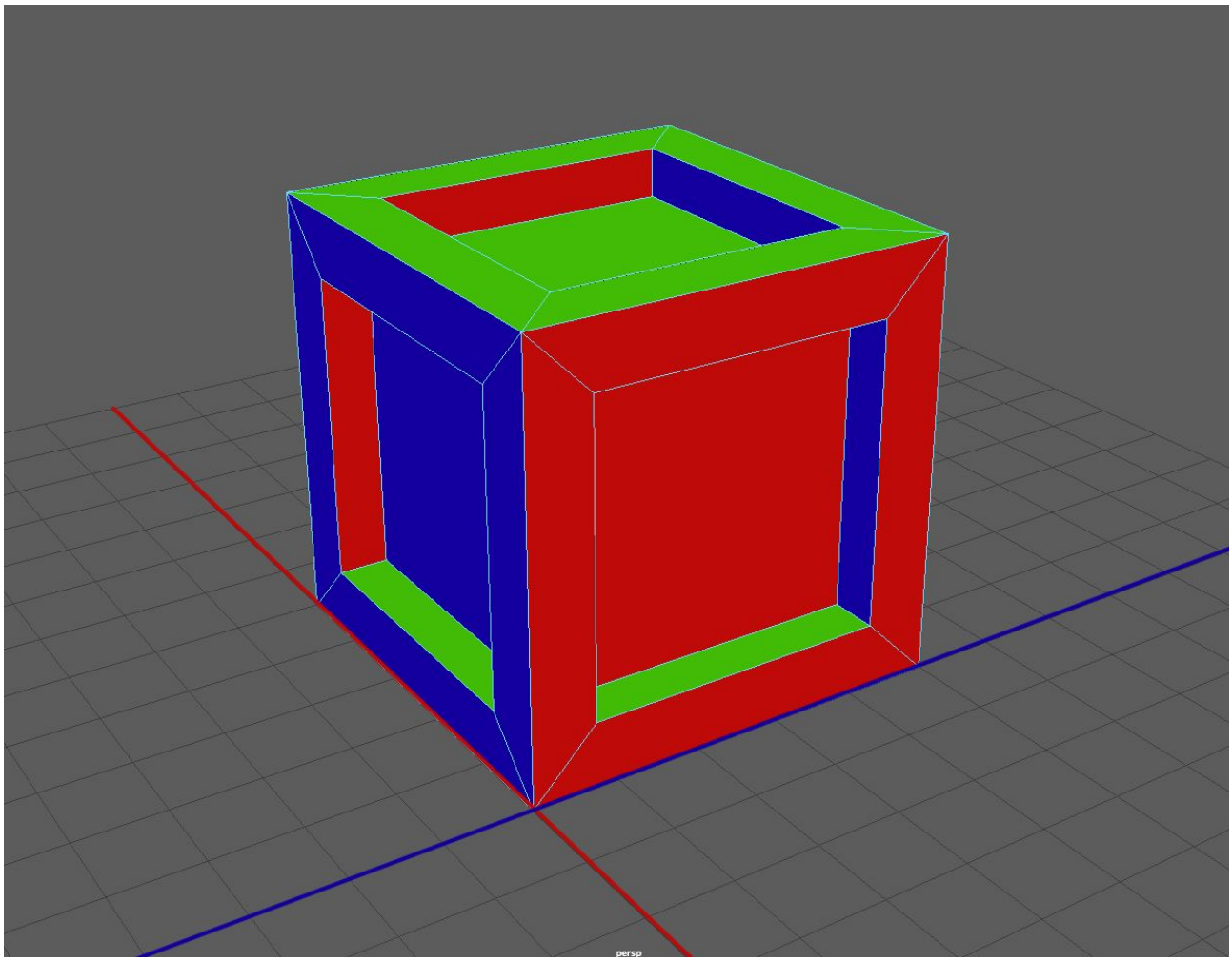
Now grab the faces selected, and extrude them in until it looks very close to this. Do this the same way as the windows on the toy truck. As soon as you hit extrude, find the face that has the manipulator in the middle of it, then push that face in, all other selected faces will move with it.



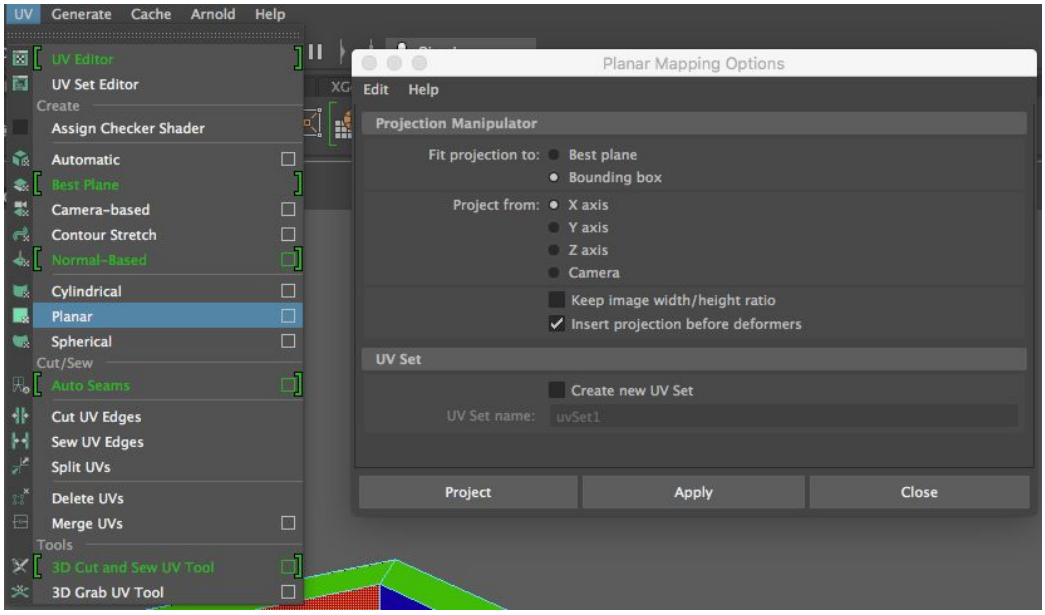
Congrats, this is all the modeling you have to do for this project.

Now onto the UVs.

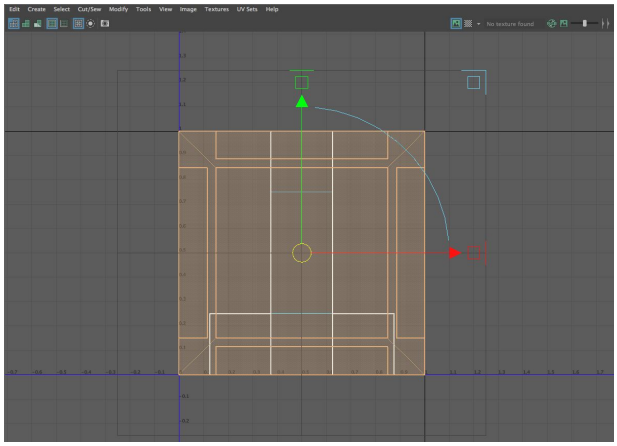
First things first, open the UV editor. UV>UV Editor. Now minimize it. You'll need it soon, but not yet. Next, we will select the faces the same way again, only more of them this time. Every face on whichever axis you want to start on. I'm starting with the X. Remember the easiest way to find out which axis you're looking at is by using the axis in the bottom left-hand corner of the viewport. If you can't see one of the letters, that is axis you're looking down. For example: In this image you can see both the Z and the Y, meaning that I am looking down the X-axis. I highlighted the faces in this to correspond with the axes. Red for X, Blue for Z, and Green for Y. So the red faces are facing the X-axis and so forth.



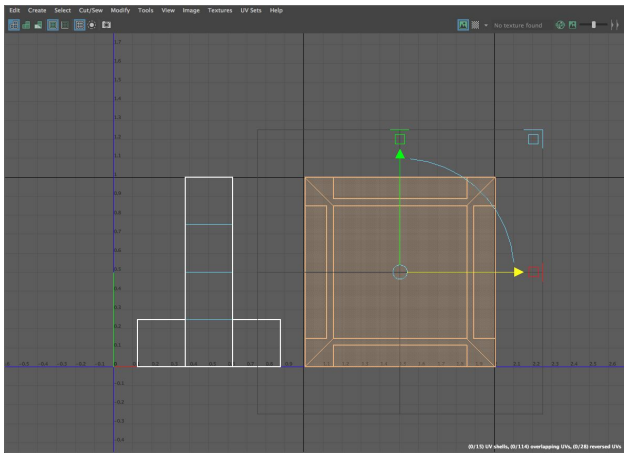
Once you've selected all of the faces that correspond with an axis, go to UV>Planar, and hit the little box next to it. Next, you will just choose the axis and select project or apply.



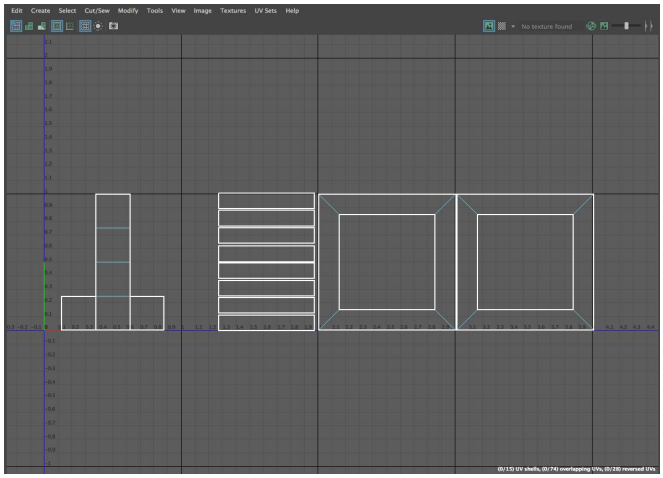
Now, back to the UV editor, which should now look similar to this.



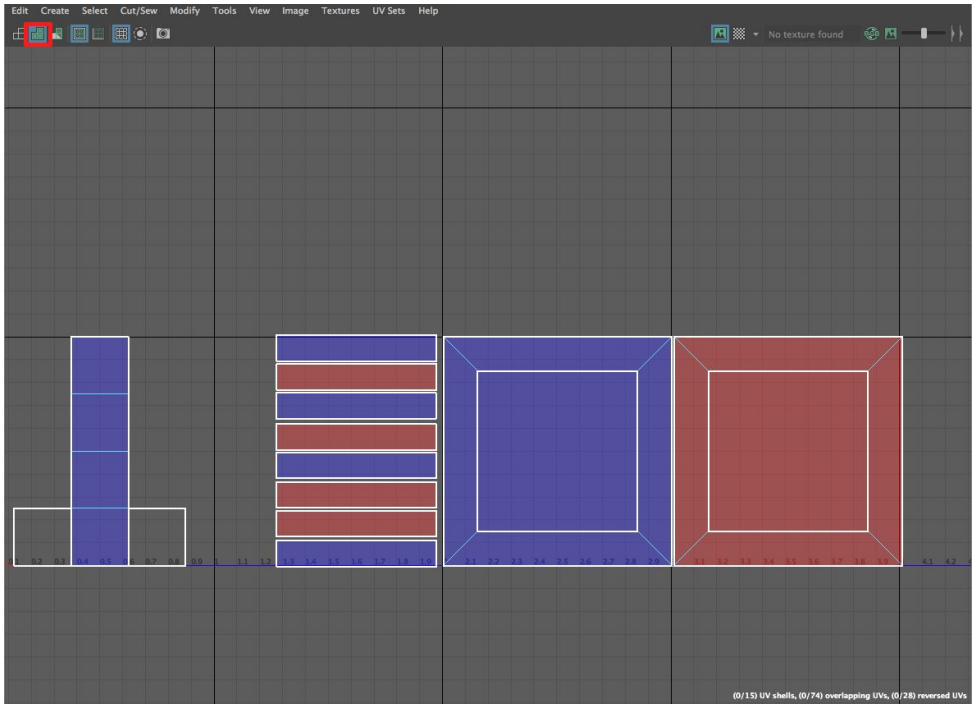
You need to move over the UVs without deselecting them. To do this, just move them with the red arrow that you can see when you hit project. This should leave you something like this:



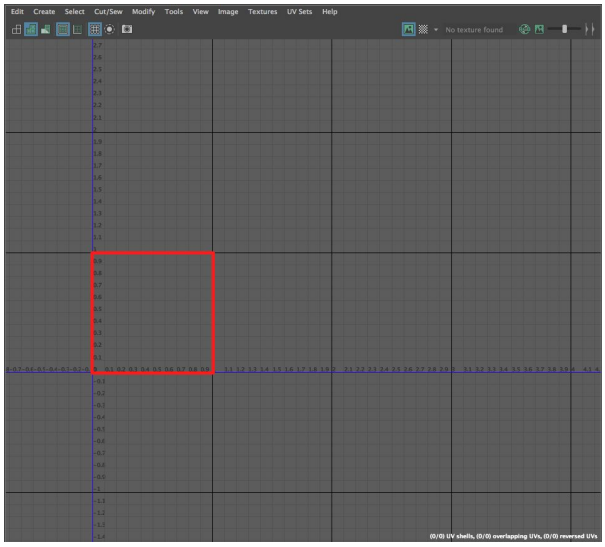
Now we are going to use UV Shell (Hold RC inside the UV editor and select UV Shell) then we will move all of the shells to stop them from being on top of each other. You can rotate them by using E or Modify>Rotate. Move them until they look like this.



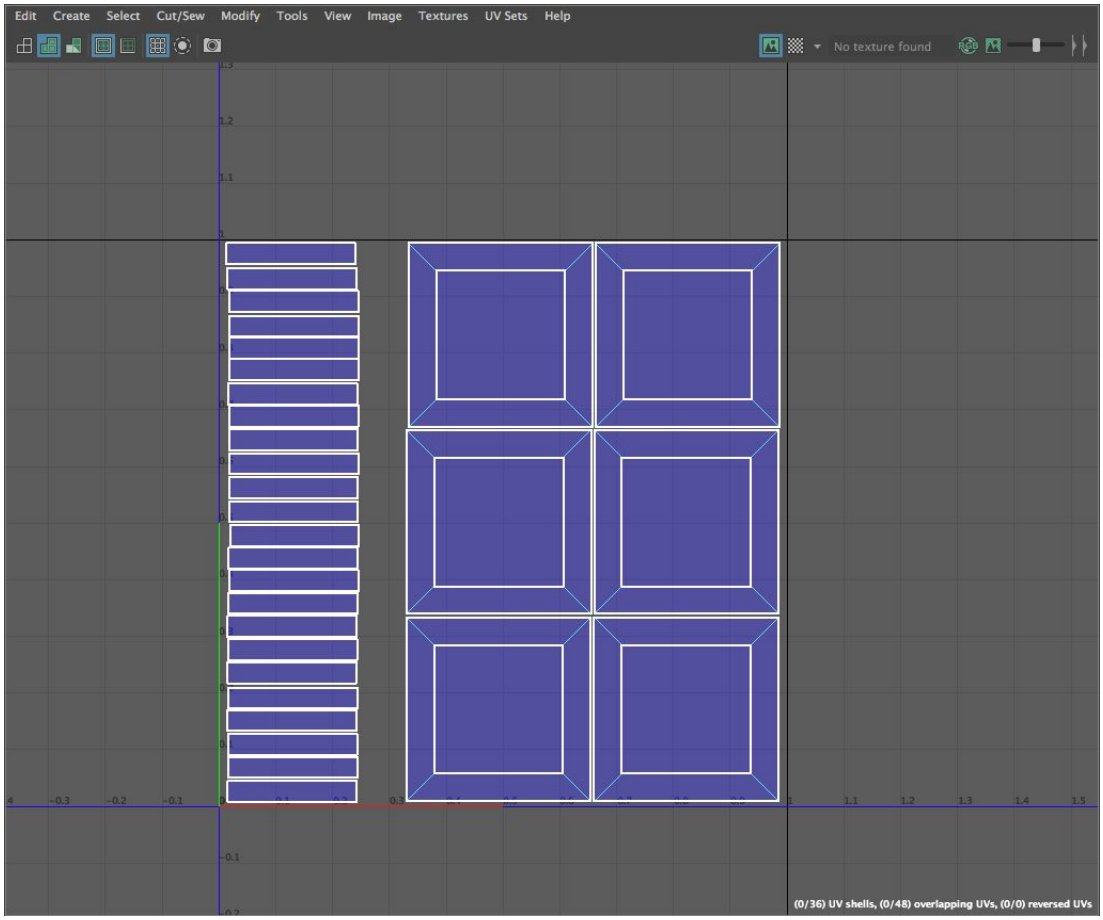
Lastly, we need to ensure we are looking at the normal side of every face as opposed to the reverse side. To check that, just push this button. If any of the faces are reversed, they will be red and blue faces mean they are normal. If you have any red ones, just select the face (in the UV editor) and go to Modify>Flip.



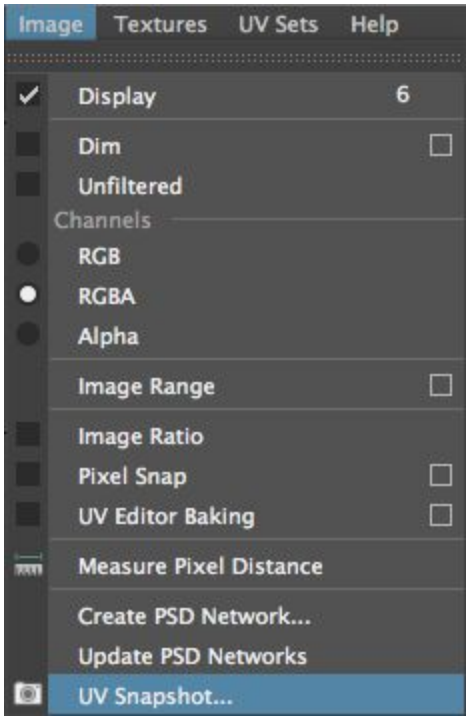
Now rinse and repeat for the other axes. Once complete, they all must be moved into the upper right hand quadrant outlined here.



Once all sides are blue and have been scaled down into the upper right hand quadrant, it should look similar to this. NOTE: Make sure you select them all and scale them down together.



Last thing you need to do is create a UV Snapshot from this image. With the Object selected, go to Image>UV Snapshot…



Make it 2048X2048 and it will save as a .IFF in your images folder assuming you set your project.