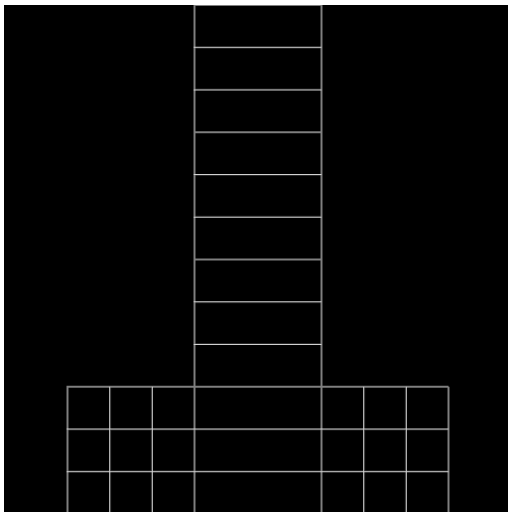
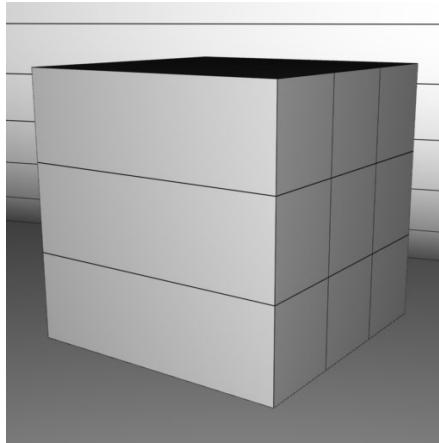


UV Unwrapping

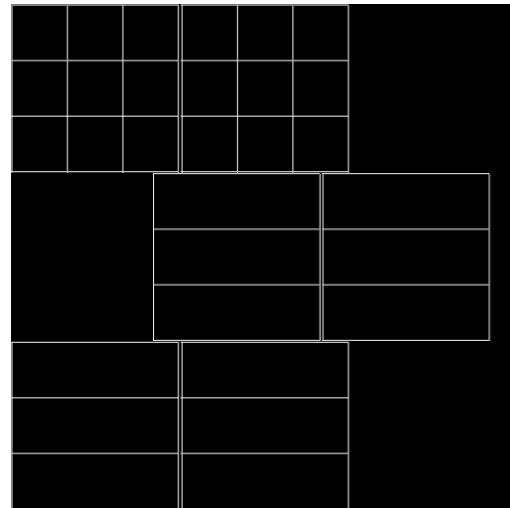
Probably the most unpopular aspect of 3D work.

Most polygonal assets at one time or another need to have their UVs manipulated. A short and somewhat accurate description of UV unwrapping is if you can imagine a 3D asset flattened into a 2D space. You're not really changing the 3D object, just unwrapping it's skin so the skin lays flat.

The flattened skin in most cases needs to be square, 512 x 512, 1024 x 1024, etc..



Default UVs



Automatic UVs

When you create a primitive in Maya it comes with a default UV layout. When I discuss UV concepts in class I will go into much greater detail on a particular work flow an artist can use to make the UV layout work for various purposes.