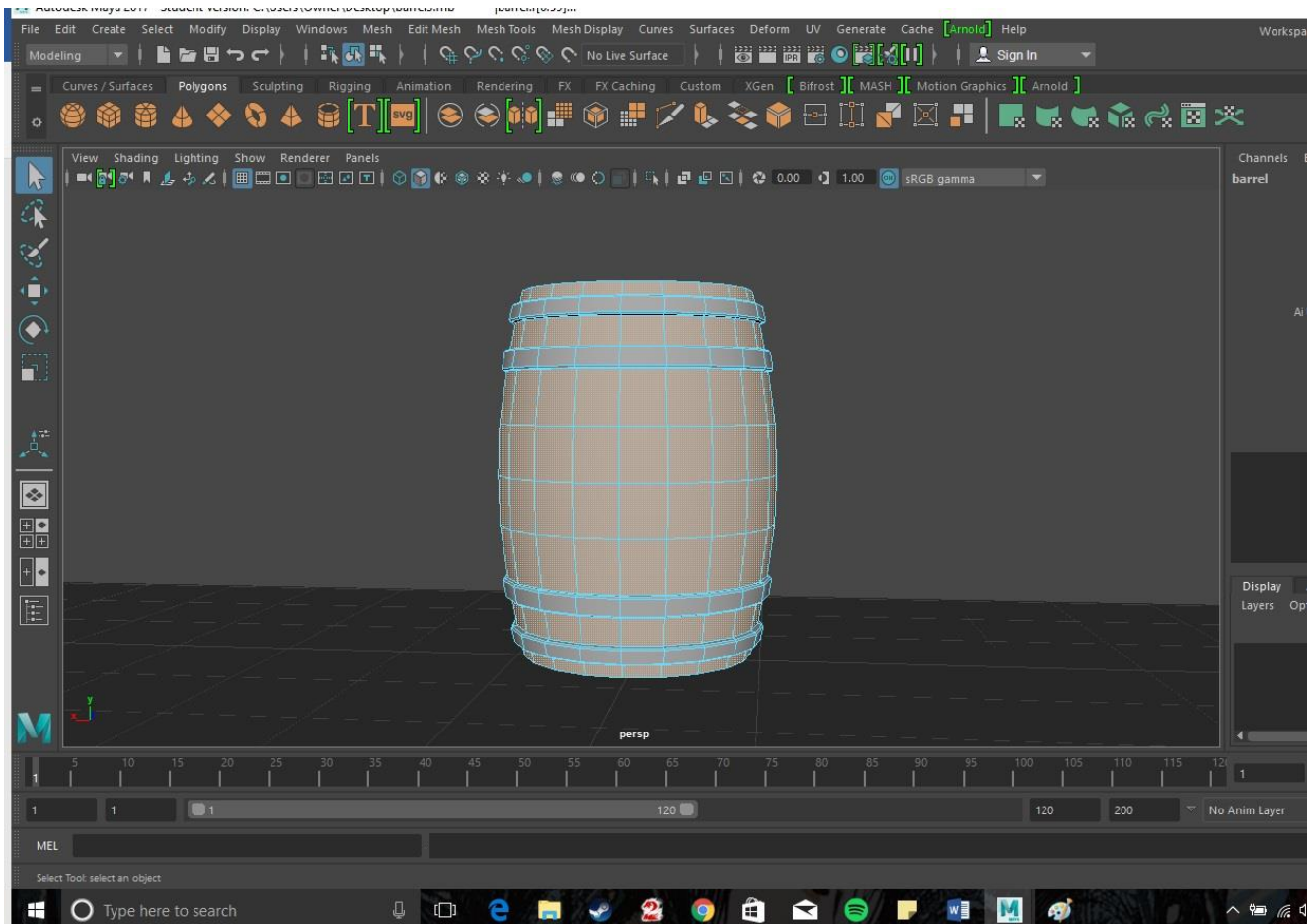Katerina Lair

CG 130-TA Notes!
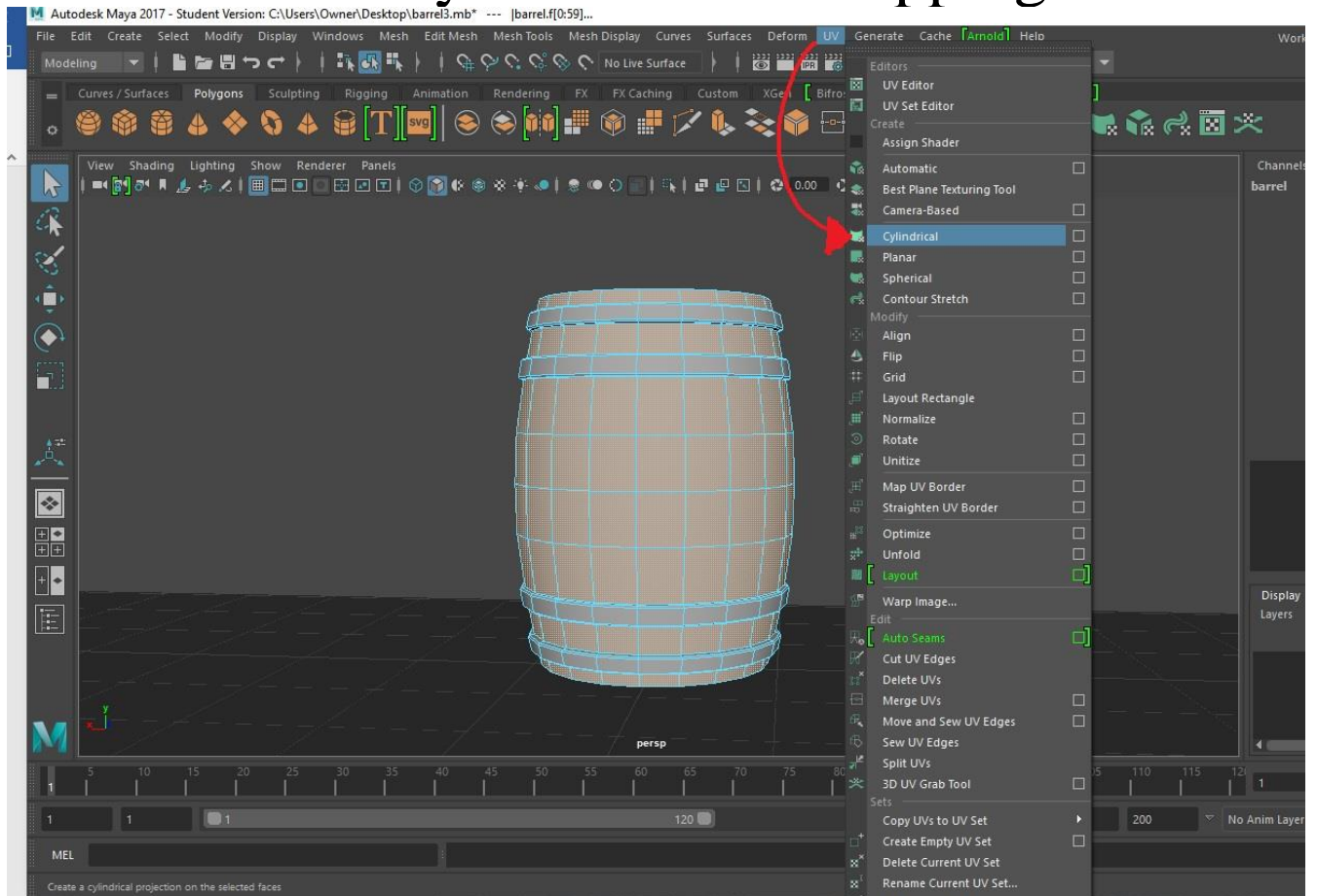
UV Unwrapping for the Barrel

First you want to UV Unwrap the Wood part of your barrel:
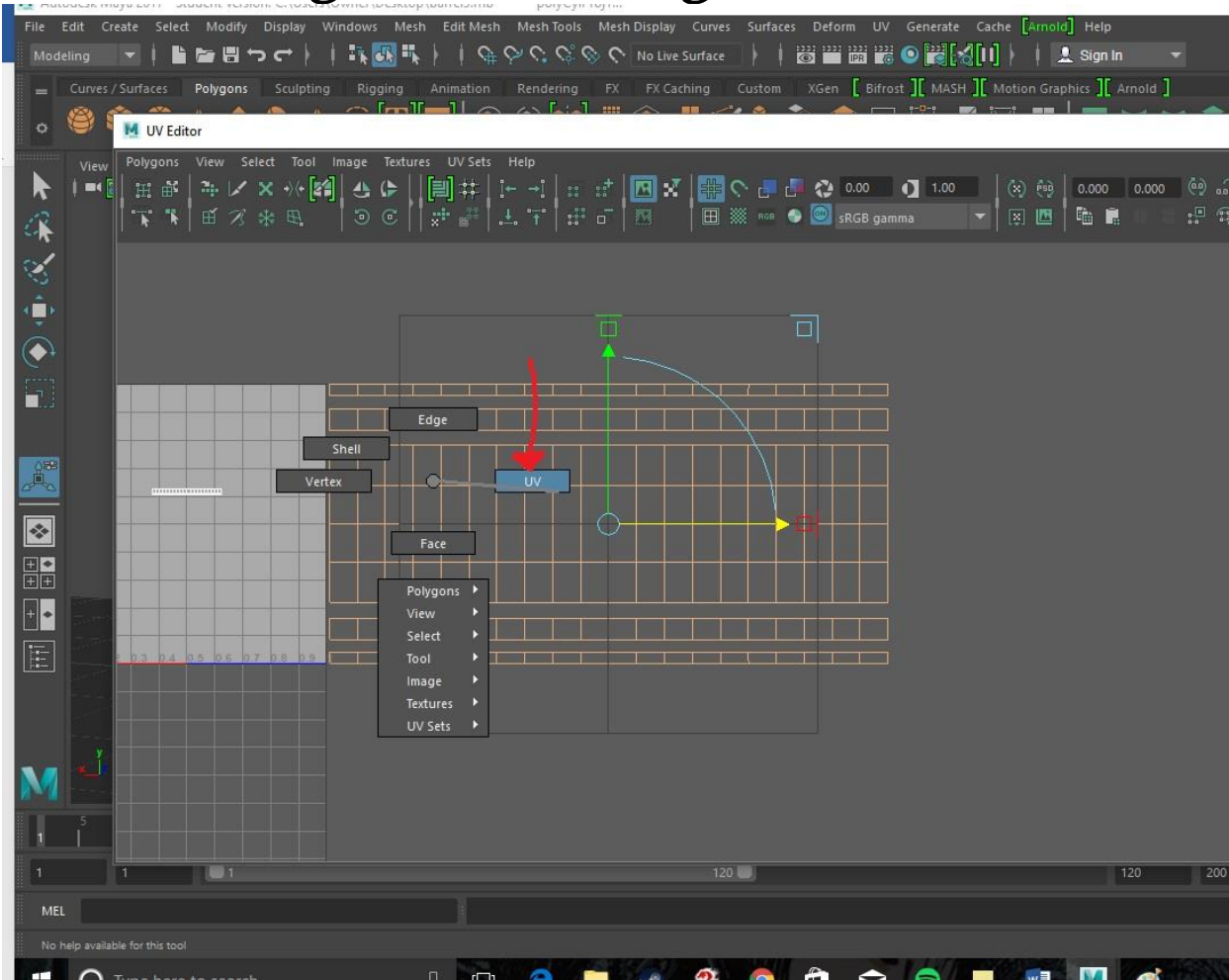
- Select all the side Wood faces
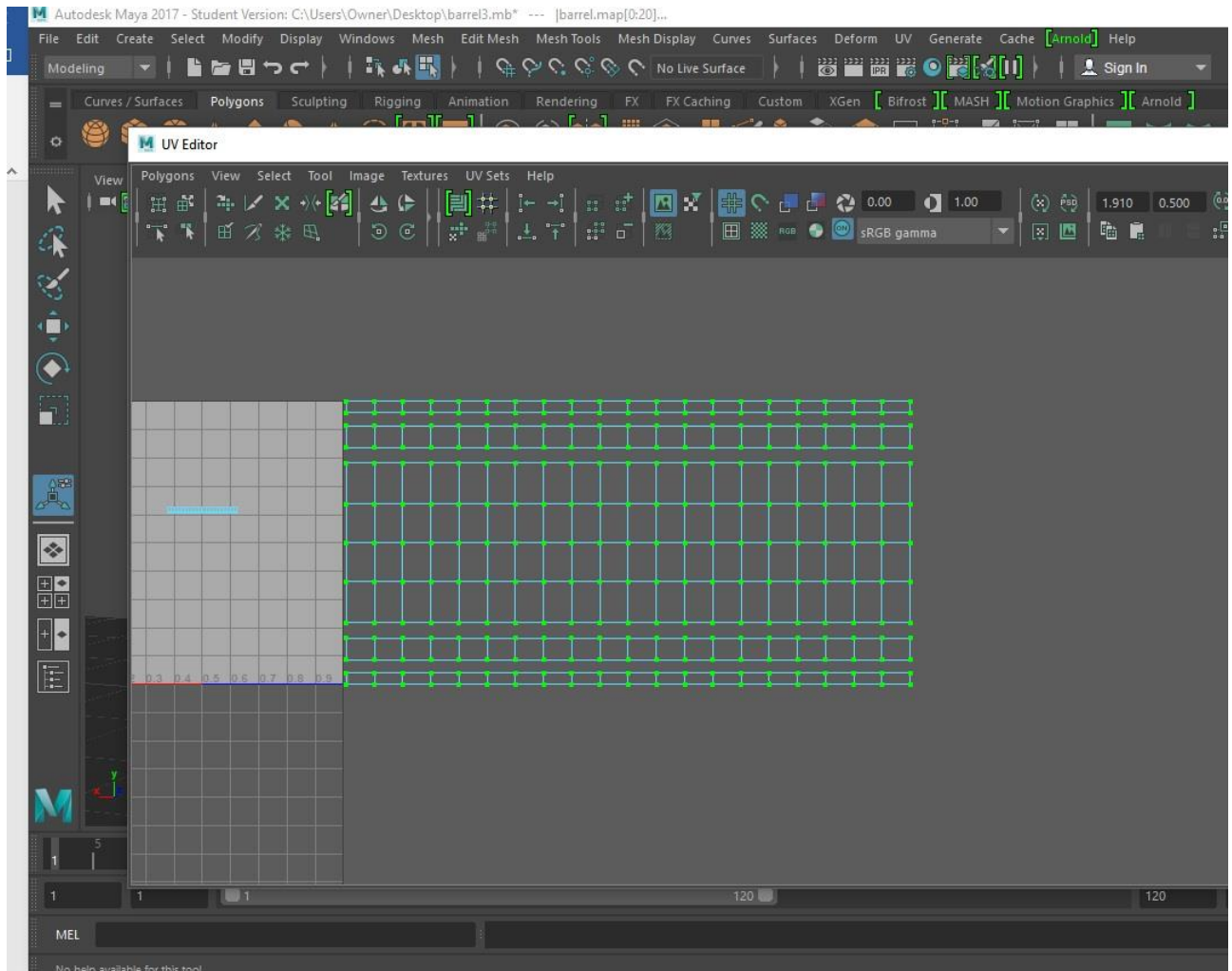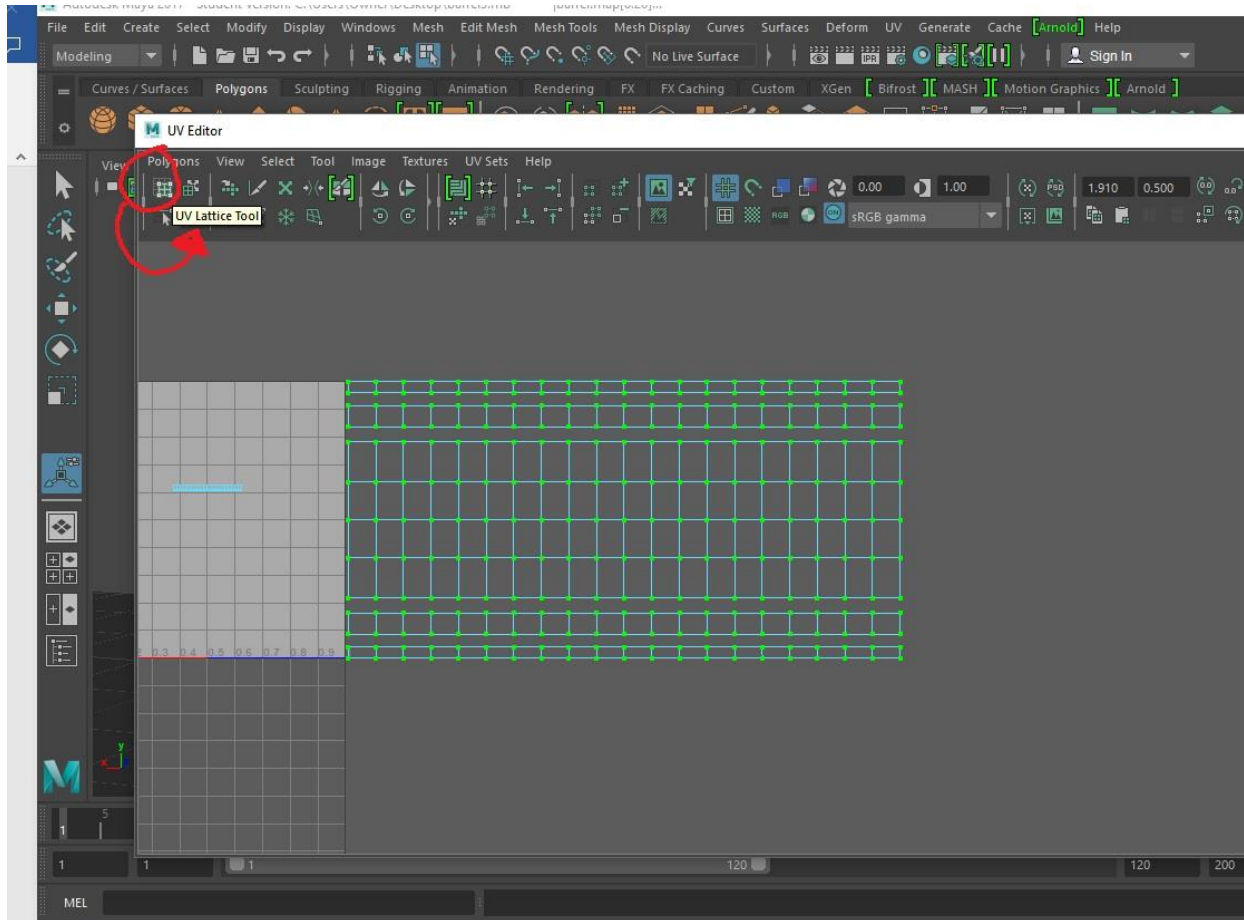
● Go to UV-Cylindrical Unwrapping

- To make your UVs slightly curved, hold down right click and go to UV
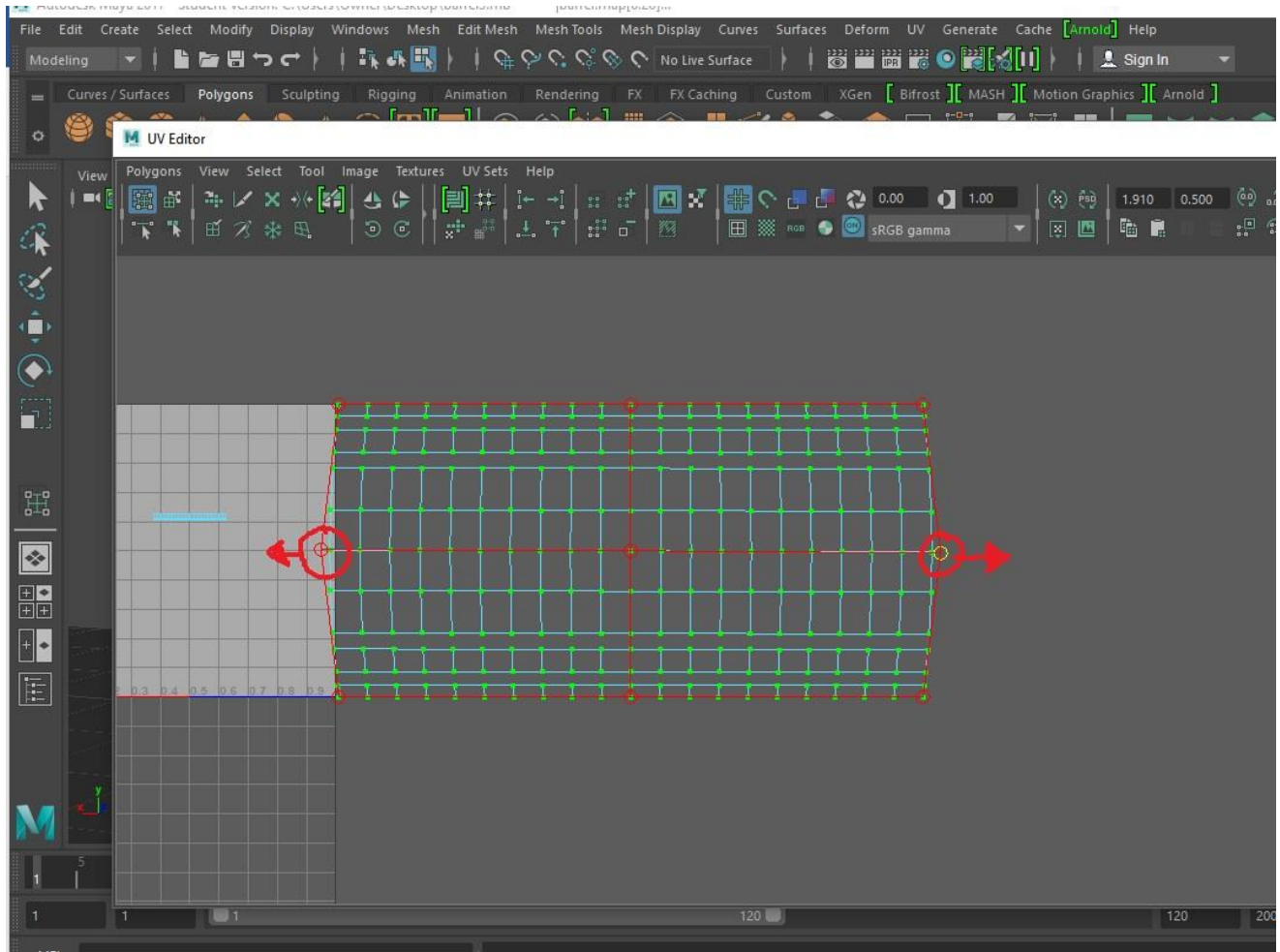
• Select all the UVs
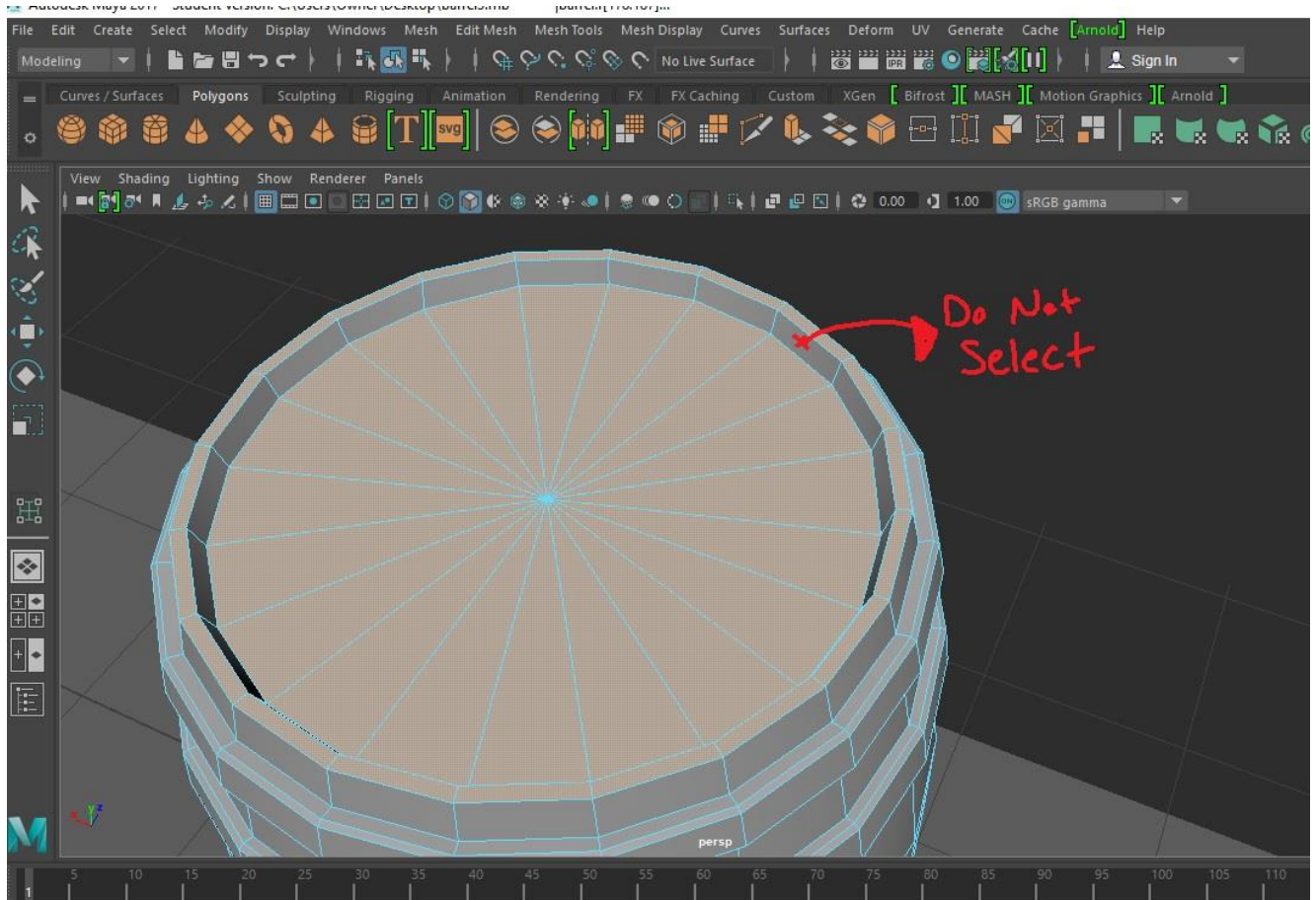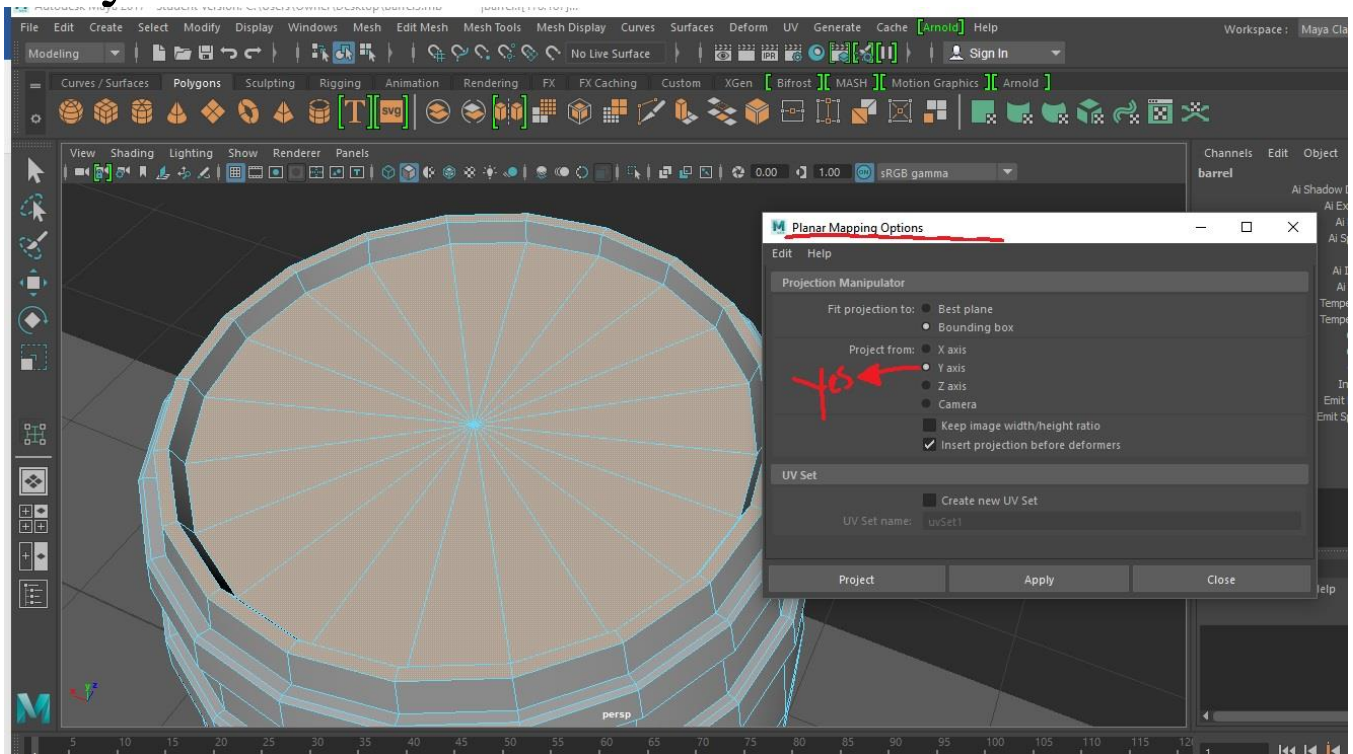
• Go to the lattice tool

- Can drag the sides of the lattice tool to make the UVs slightly curved like the barrel

- Now we need to UV Unwrap the top and bottom of the Wooden barrel
- Select the top and bottom faces but DO NOT select the inner faces
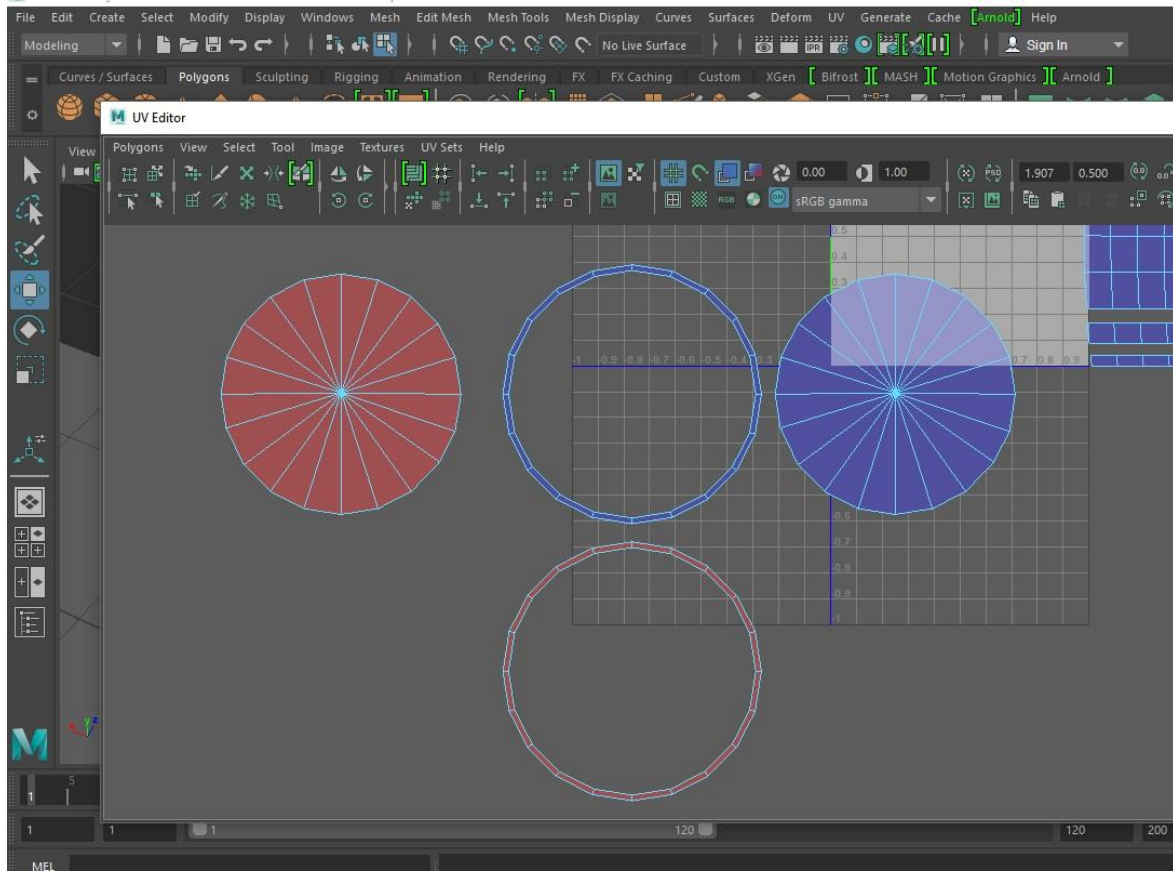
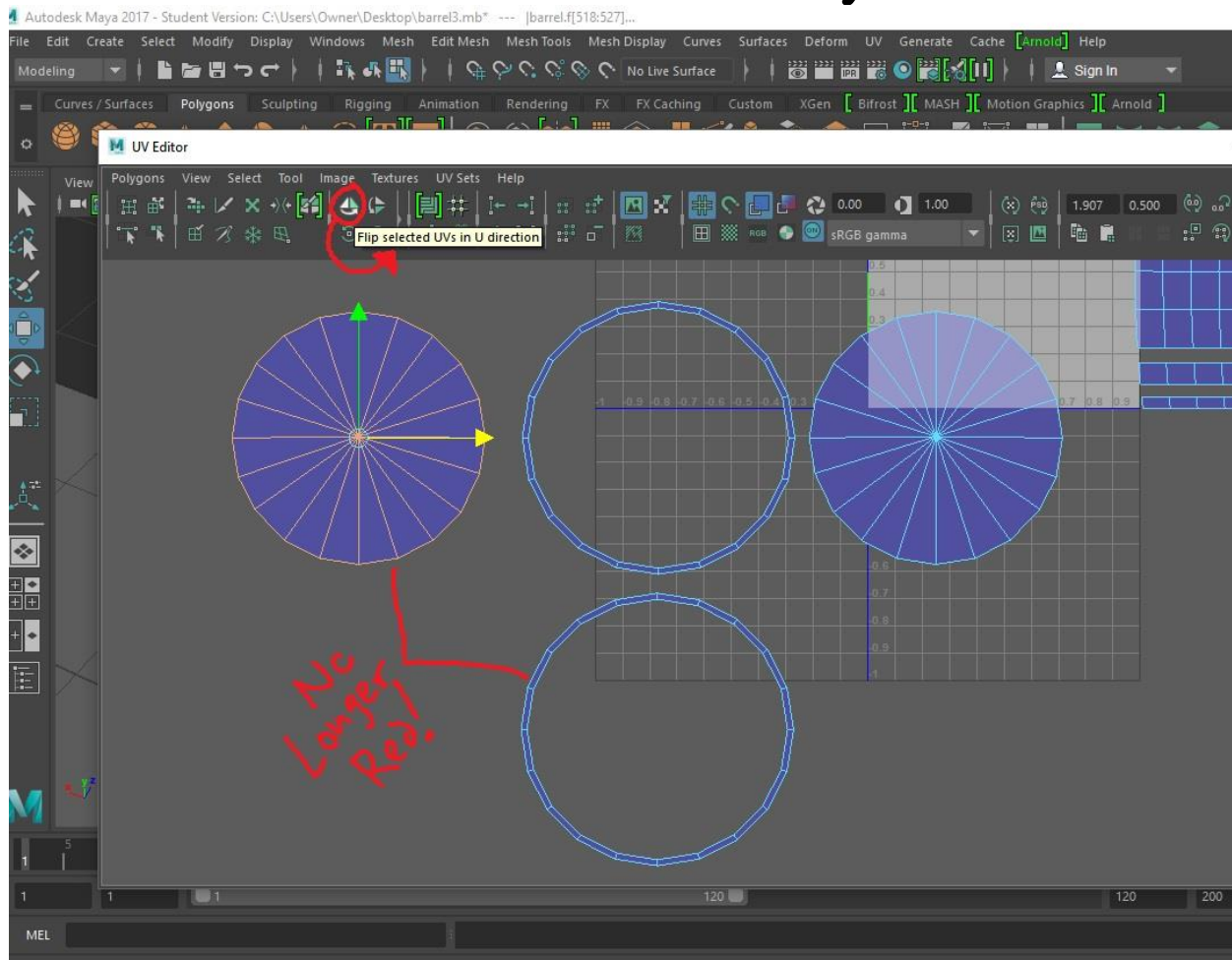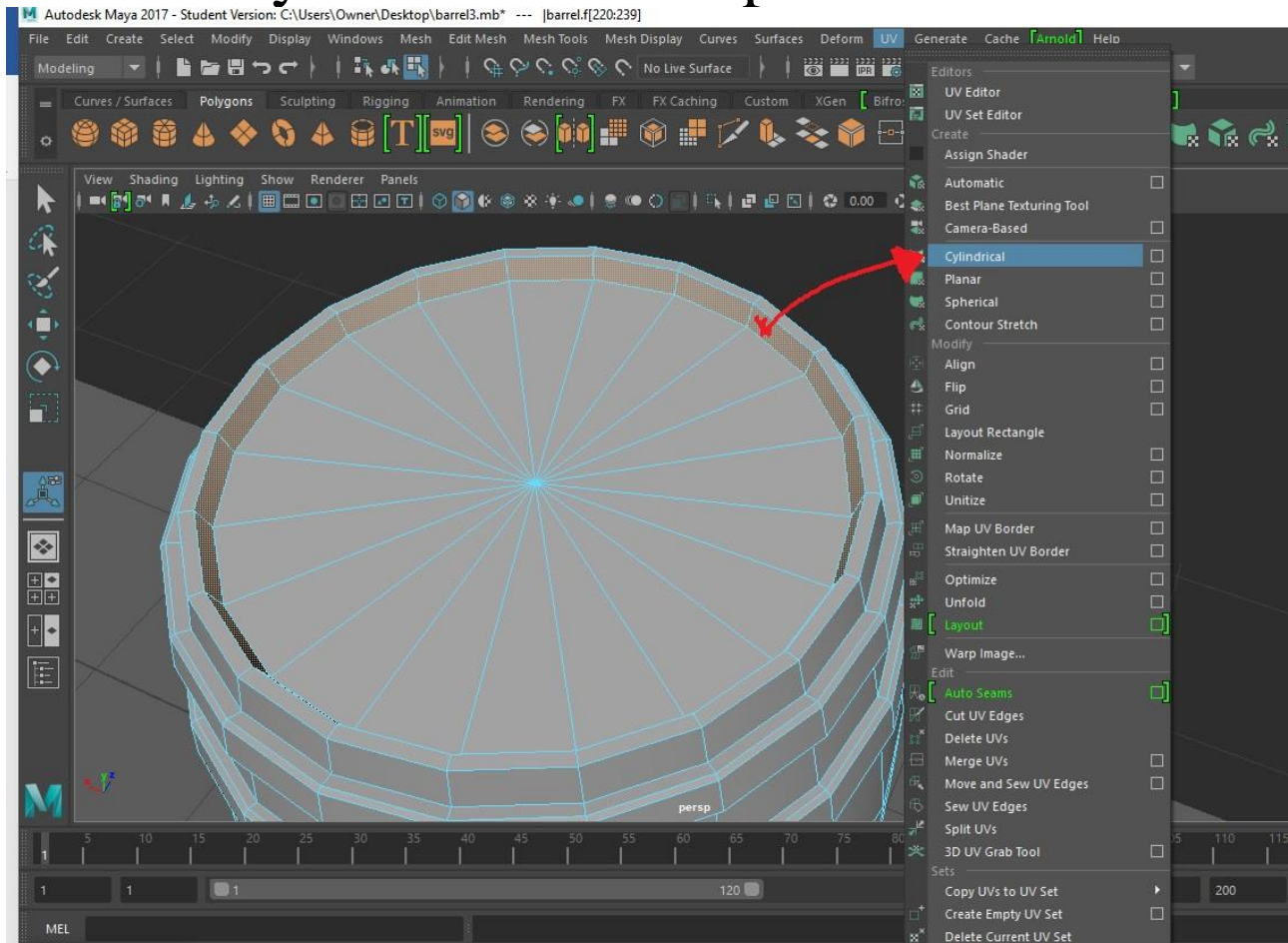- Go to UV-Planar Unwrap and make sure you use the Y Axis

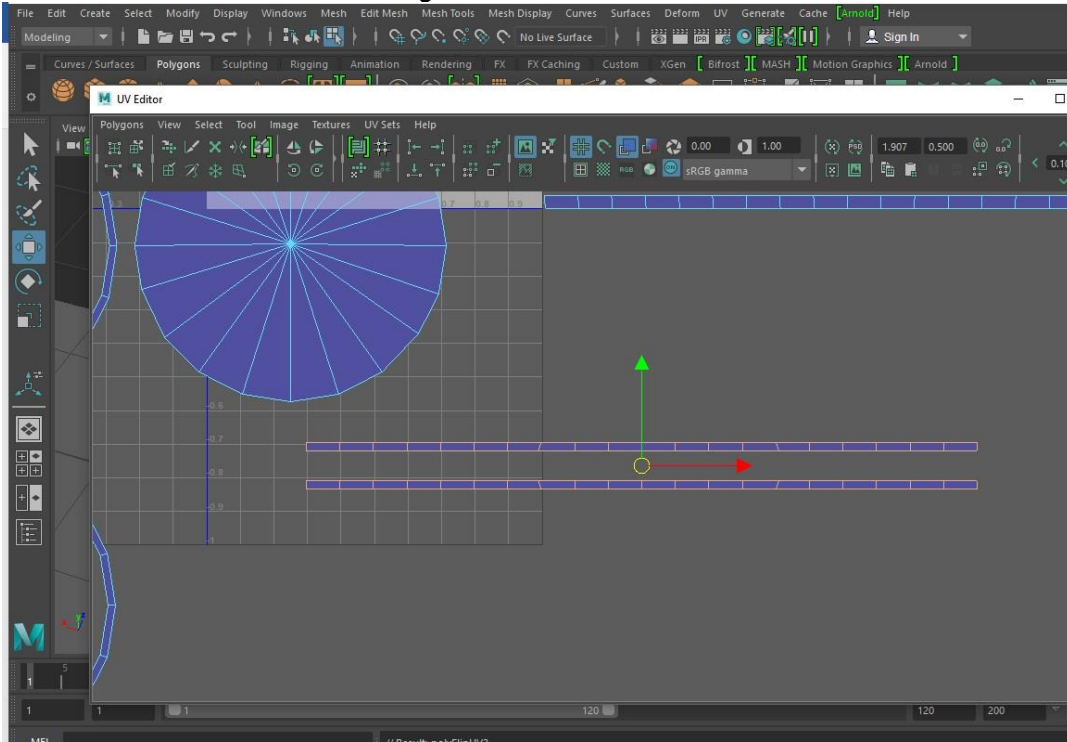- Drag your faces away from one another

- Select the red faces and click the horizontal flip tool (The Triangles that are right side up)
- This will flip your normals so your textures are shown correctly
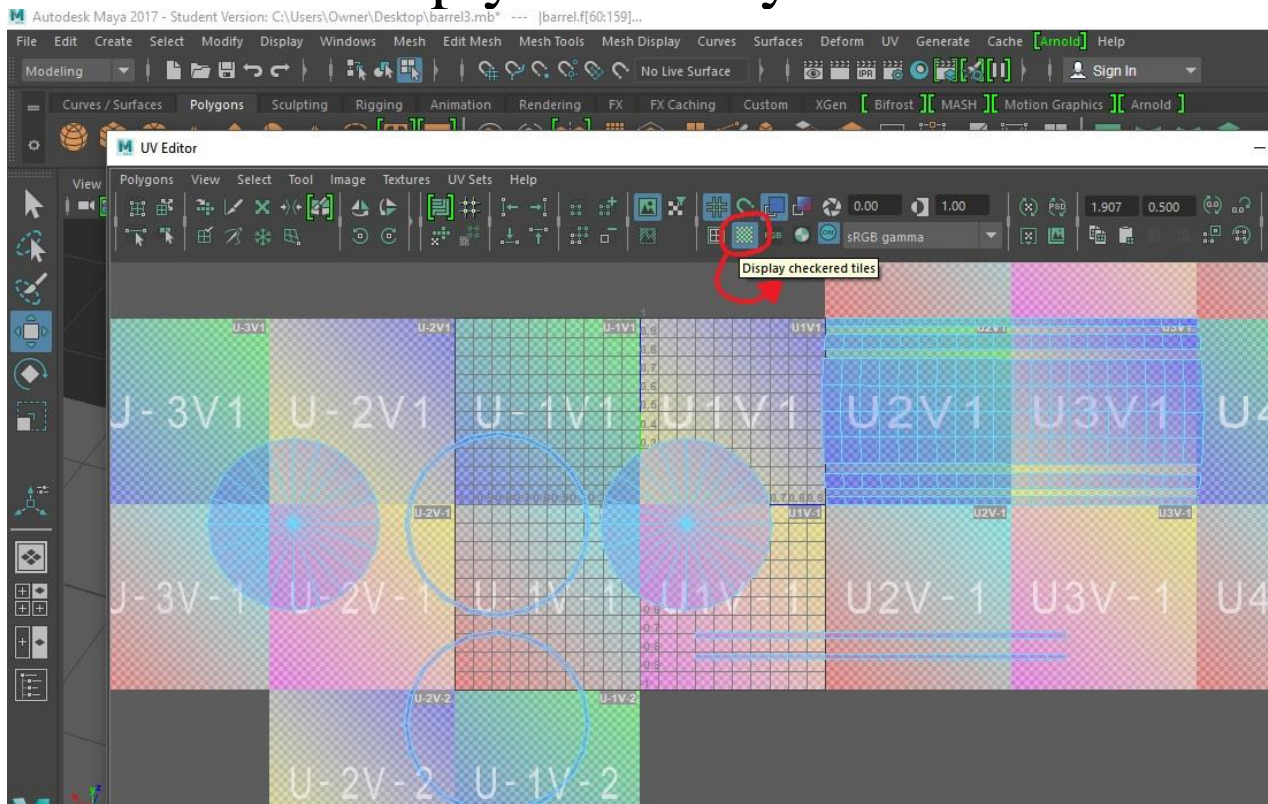
- Now select the inner bands and go to UV-Cylindrical Unwrap

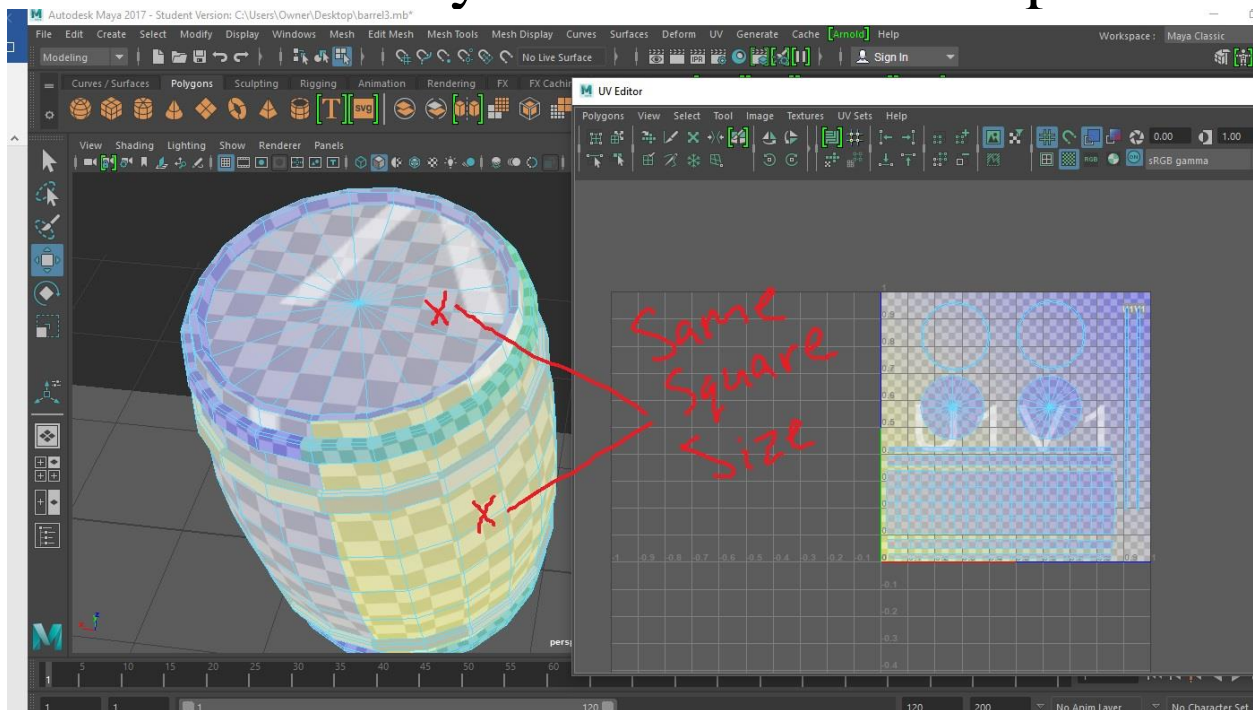- Put the UVs closer together and flip them so they're blue and not red

- Turn on the checkerboard grid texture, this will help you scale your UVs down
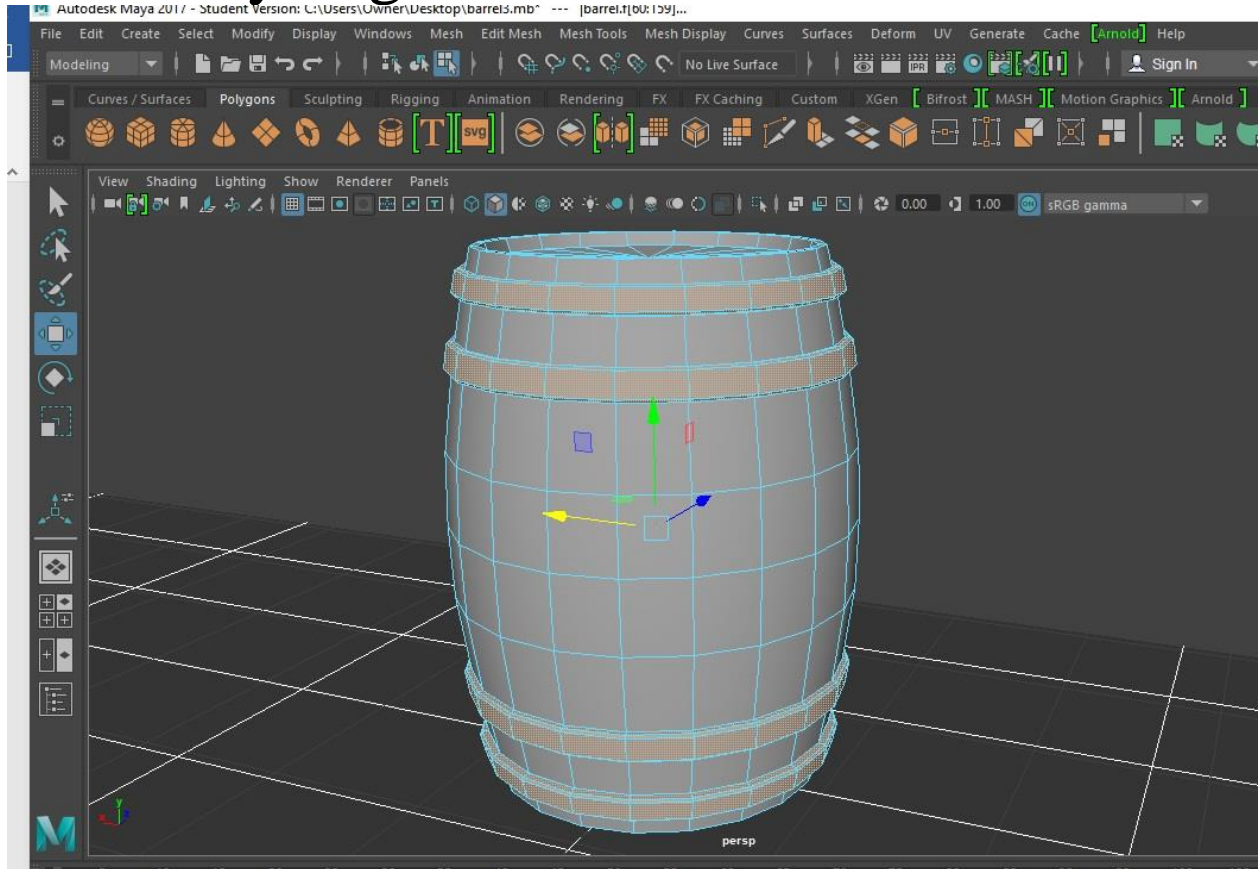
- Scale the UVs down so that each one has the correct sized square texture all throughout
- This makes it so your textures do not look like they're stretched or warped.
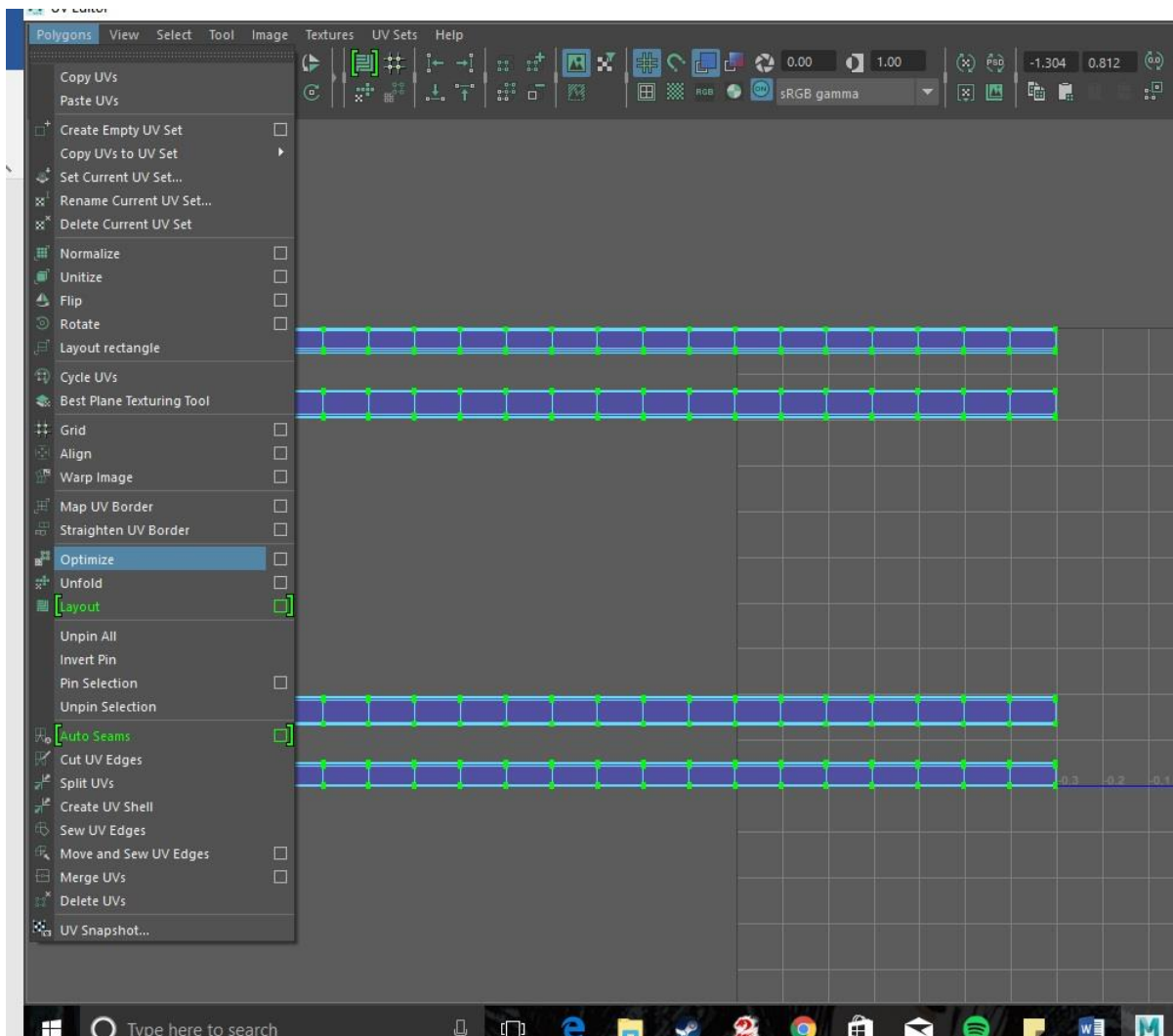
# Done with the wood part, now time for the metal bands:

- First you grab the whole bands faces

- Go to UV-Cylindrical Unwrap
- Grab all the UV Vertices (Hold down right click-go to UV)
- Go to Polygons-Optimize
- Then straighten out the band by rotating it

- Scale the UVs down so that each one has the correct sized square texture all throughout
- Yet again, you do this so your textures do not look like they're stretched or warped.
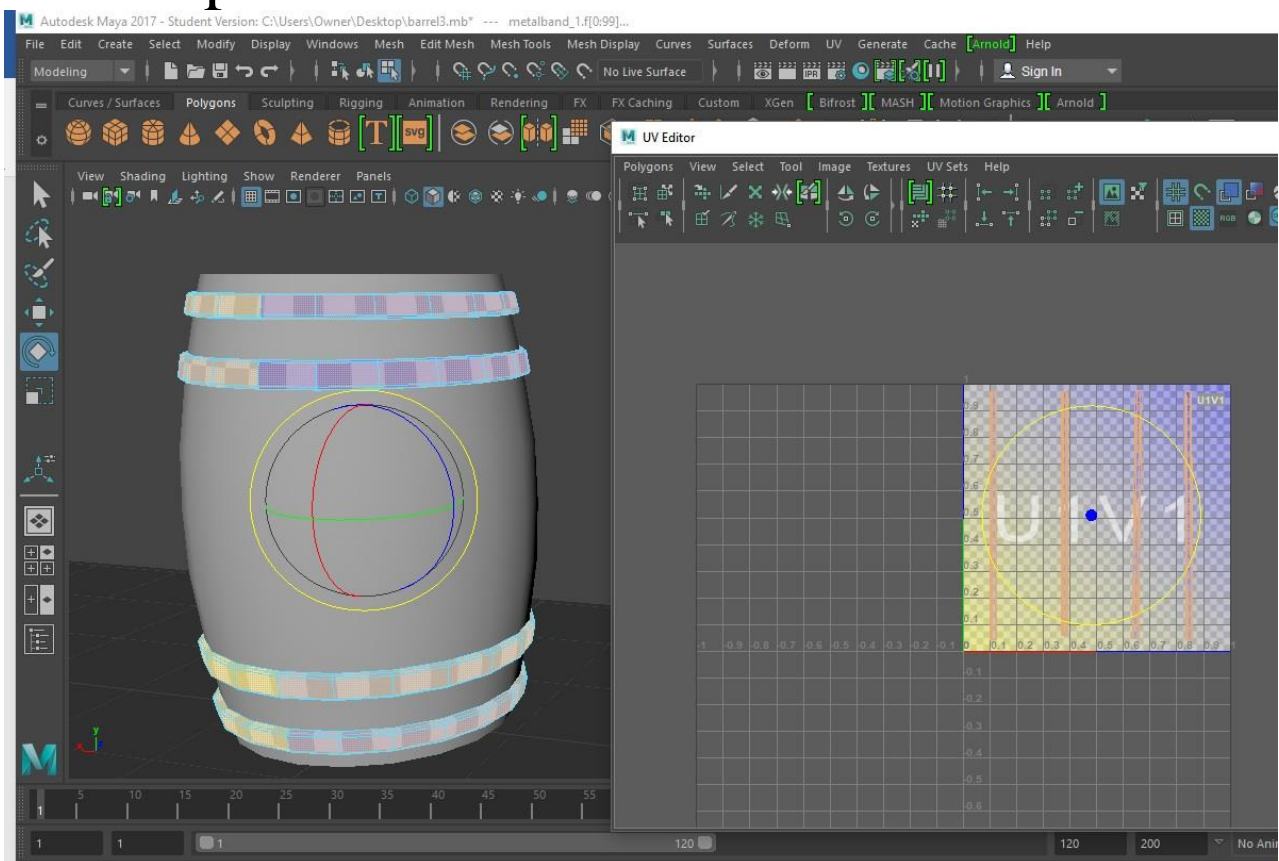
- Keep the wood pieces on their own UV sheet and the metal pieces on their own UV sheet, this makes texturing a lot easier and more organized.
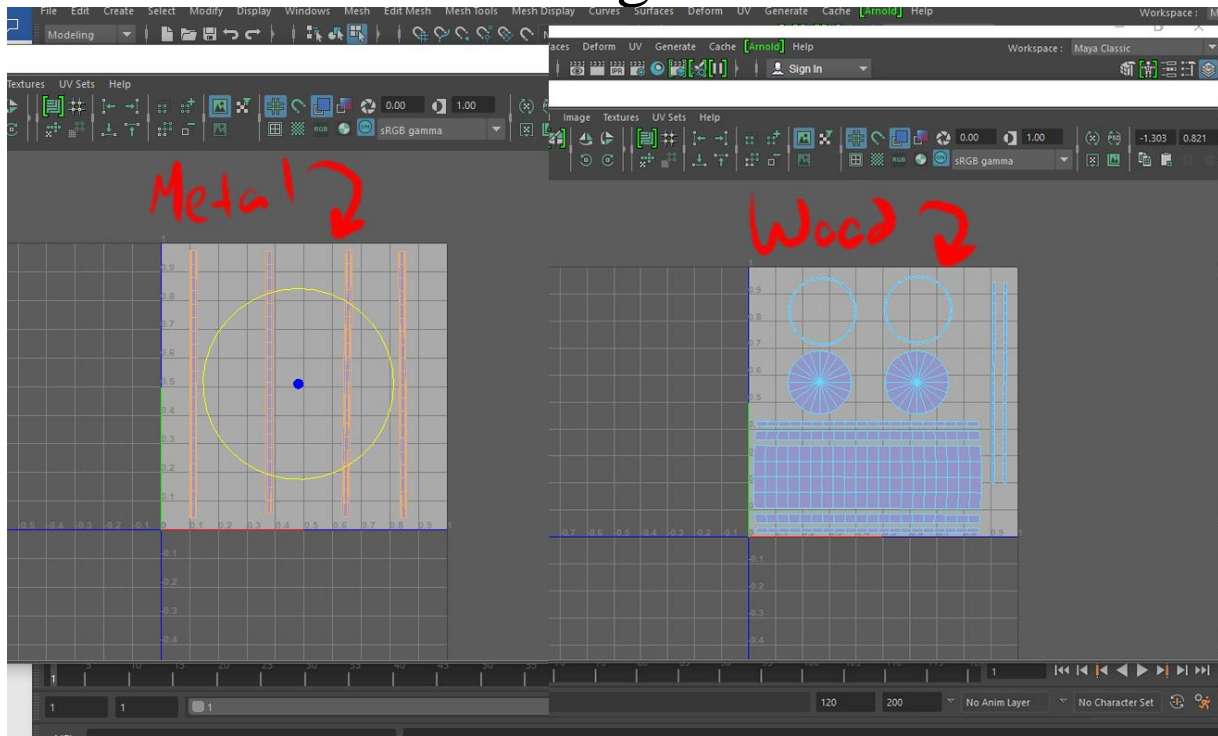
Hopefully this helps, if you have any questions email me at: katerina.lair@digipen.edu

Good luck and have fun! 😊