

UV Unwrapping in Maya 2017

There are some concepts in the 3D world that are difficult to grasp. Even if I cover them repeatedly the concepts can be confusing for some students. Trying to know when to use a specific tool can be frustrating since there are a number of redundancies built into Maya, you will find that the more you model you will prefer a particular tool over some other tool that does the same thing.

I'm going to search out tutorials that will accentuate what I cover in class, these will be added to the class site. I WILL expect you to watch these tutorials, consider them homework and come to class with questions or a new found understanding. We will use the tutorials as a starting point for the days topics.

But I'm going to start not with modeling but **UV unwrapping**. I can easily go over the modeling in class, modeling is one thing that is always evolving, when I discover something new I'll bring it to class. UV unwrapping is one of those concepts that needs to be understood from the beginning. There are many subtleties for later on, but right now we have to get the basics down.

The links below will give you a basic understanding of how to work with UVs.

<https://www.youtube.com/watch?v=G2qFdVr-FEk&t=109s>

<https://www.youtube.com/watch?v=Kim3WbKhJ1k>