

Fixing UV Seams

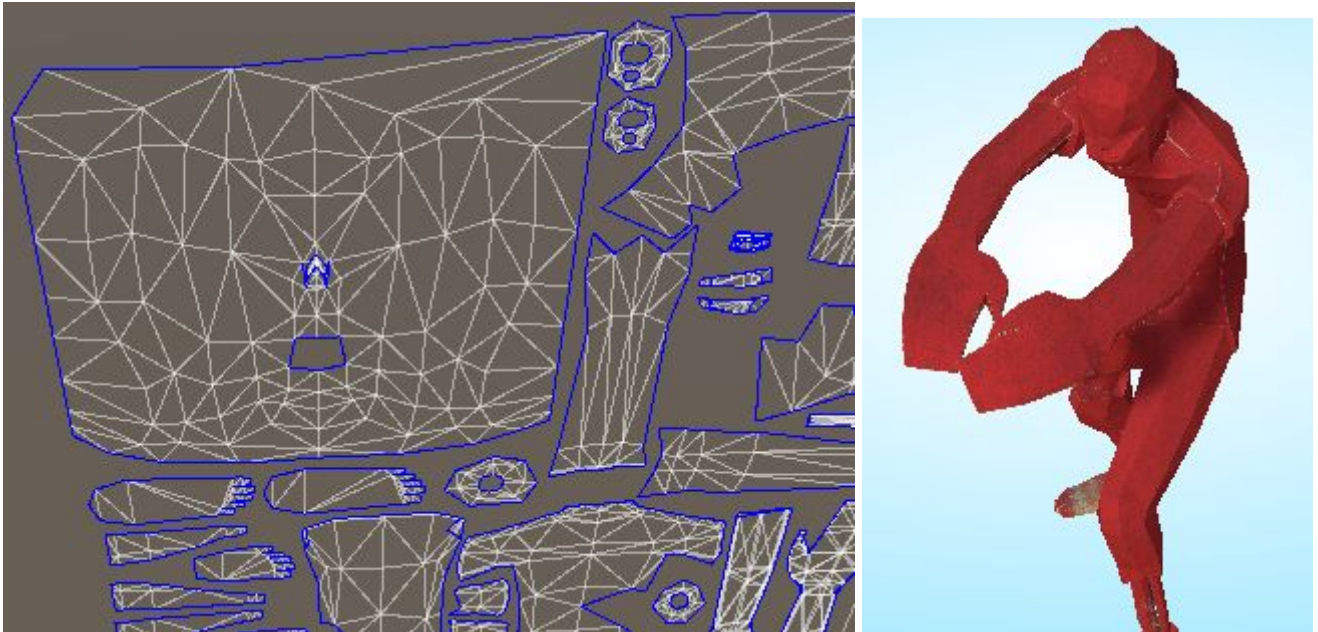
This tutorial will teach you how to fix UV seams using Paint in 3D.

What is a UV seam?

When you make complex 3d models it's inevitable your mesh will have UV seams, where one part of the texture is disconnected from another.

This normally isn't a problem with clever texturing, but when painting it can result in visual seams between these disconnected UV islands (see the seams around the shoulders on the zombie image).

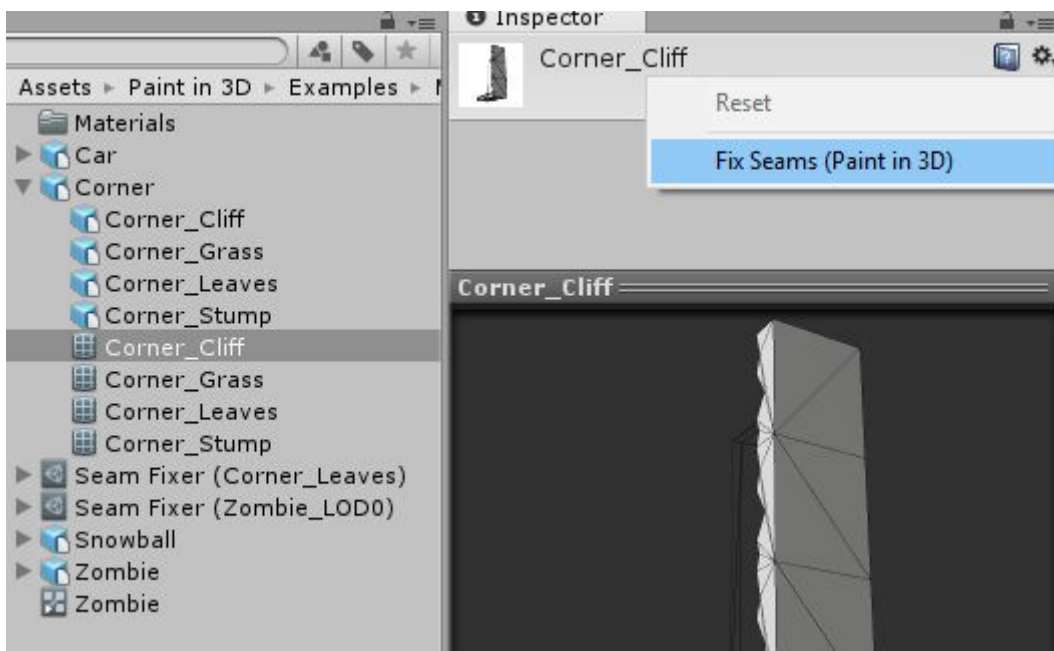
The blue lines in this image show you the UV seams:



How do we fix them?

To fix these UV seams, Paint in 3D comes with a tool that can convert a normal mesh with UV seams into a fixed mesh without UV seams.

To access the tool, select any mesh in your project, click the context menu icon (gear) at the top right, and select **Fix Seams (Paint in 3D)**.

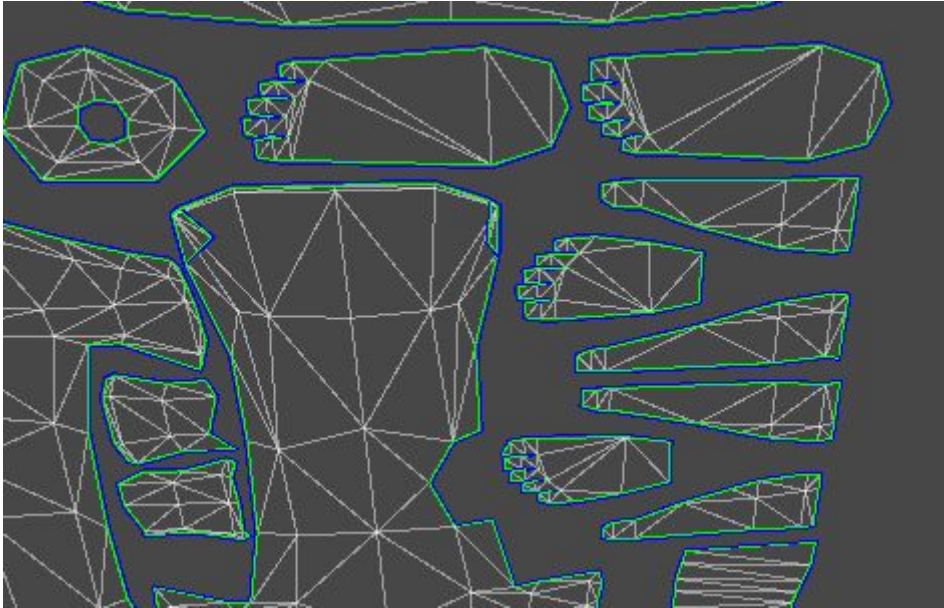


This creates a seam fixer in your project, and automatically sets the **Source** mesh to the one you picked.

If you want to see the result of the seam fixing, set the **Debug Scale** setting to 10 or so.

You can now press the **Generate** button to generate the fixed mesh.

If it was successful, you should see something like this in your **Scene** window:



Where the green lines are the original seams, and the blue lines are the new fixed seams. The blue lines should be outside of your original green lines. If your blue lines are overlapping then try reducing the **Border** setting a little, or the **Threshold** setting.

NOTE: Fixing seams adds vertices to your mesh. If your mesh was already close to the mesh vertex limit then this tool may not work for you.

NOTE: This tool isn't magic. If your original UV map is laid out poorly then this will won't fix it.

How do we use the fixed mesh?

The generated mesh will be placed as a child of the seam fixer in your **Project** window.

To use it, just drag and drop it from here into your **MeshFilter** or **SkinnedMeshRenderer** that uses this mesh.