# Mapping—UVW Unwrap

There are a number of techniques in 3ds Max that are used for the mapping of complex surfaces. Any primitive object in 3ds Max can generate its own mapping coordinates, but when you've sculpted a character out of an editable poly or editable mesh. 3ds Max is really at a loss to know how you want to map the texture. For this type of model you can use the *Unwrap* modifier to put texture coordinates on the model. Then paint textures based on the *Unwrap*.

You can also paint textures for your model by taking a screen capture of your *Unwrap* viewports and then paint on the screen capture in Adobe Photoshop. You can create a composite bitmap by cutting and pasting from multiple screenshots and assembling a single texture. Here's an example of a spaceship created using this method.
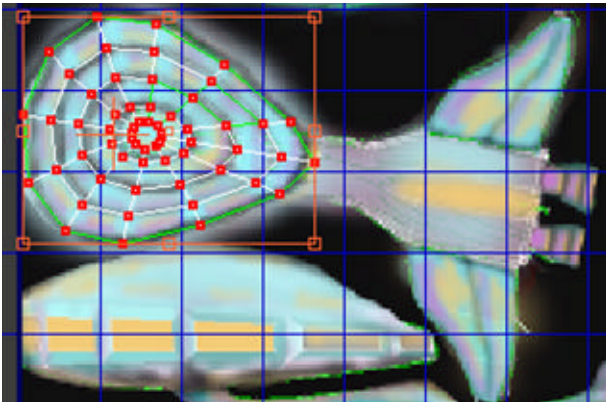
**Step 1:**
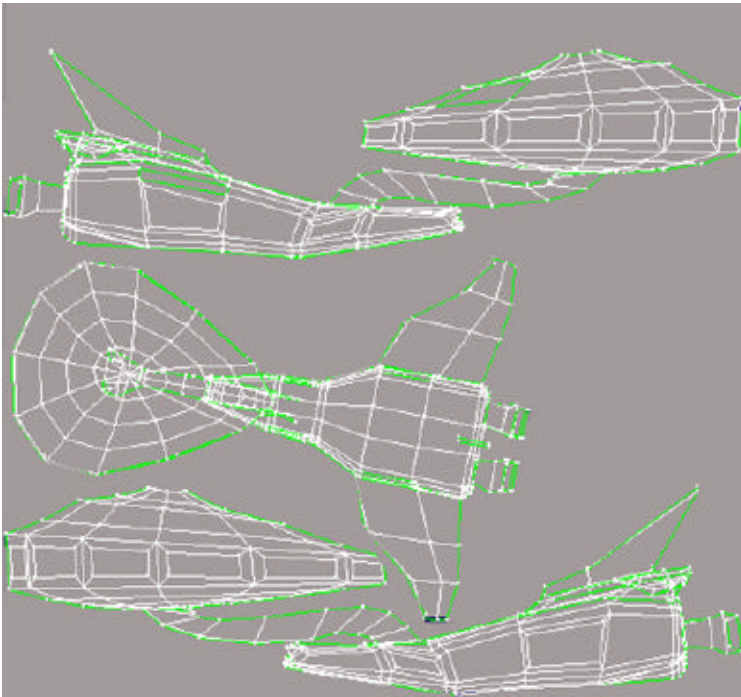


Screenshots from the side and top are assembled in Photoshop using cut and paste.
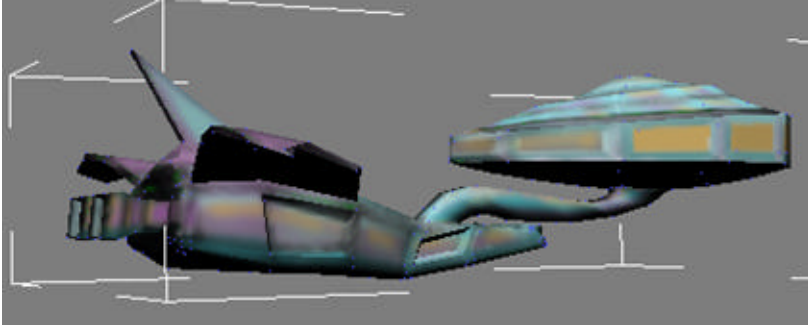
Low Polygon Modeling and Animation

**Step 2:**
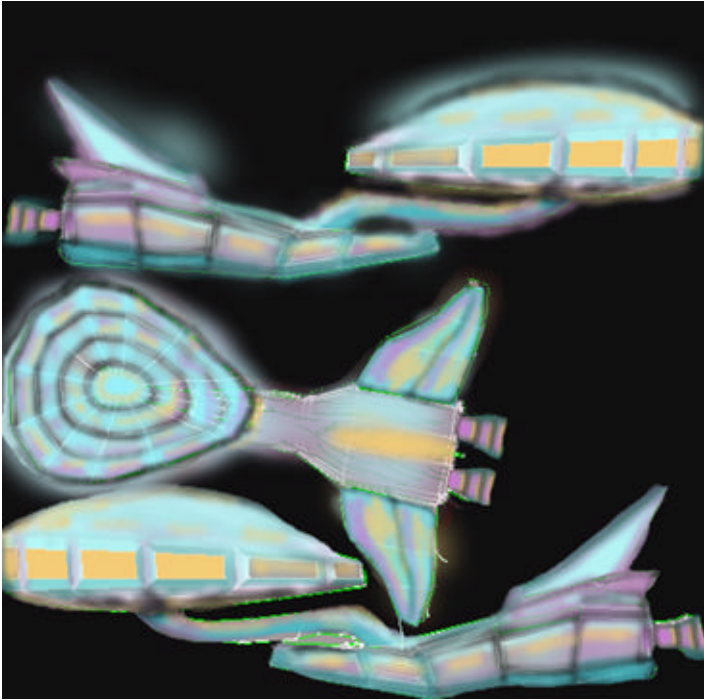


Airbrush tool is used in Photoshop to paint color into the texture map.

**Step 3:**



The UVW Unwrap feature is used to adjust the texture vertices.

**Step 4:**

Low Polygon Modeling and Animation

Here the spaceship has the texture applied using *Unwrap* modifier.

In addition to the screen capture method, there is a handy utility called *Texporter* that will save a bitmap of your geometry's texture coordinates. This utility is a free plug-in and can be found at http://maxplugins.de/ along with many other useful plug-ins.

Low Polygon Modeling and Animation
© 2005, The Art Institute Online Inc.