## 1.4.5 UV of Matching Axis Part

irst, choose the top axis model, and divide the UV of the axis into two halves, like the Earth. Match the axis pattern on the map by moving and scaling. Note that the UV should not be too close to the edge of the black line, and the left and right directions of the UV should not be mistaken. In the matching process, the UV displayed on the model should be checked frequently.
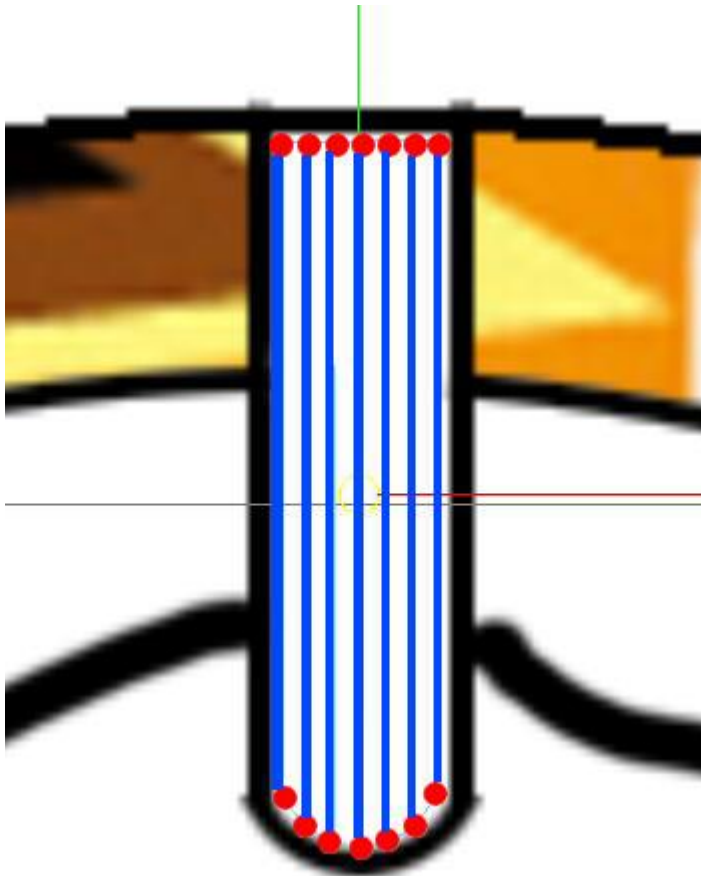


The other axes are matched one by one in the same way. Note that the UV of each half axis should correspond to the position of the corresponding sphere, otherwise the content of the final color display will be confused.