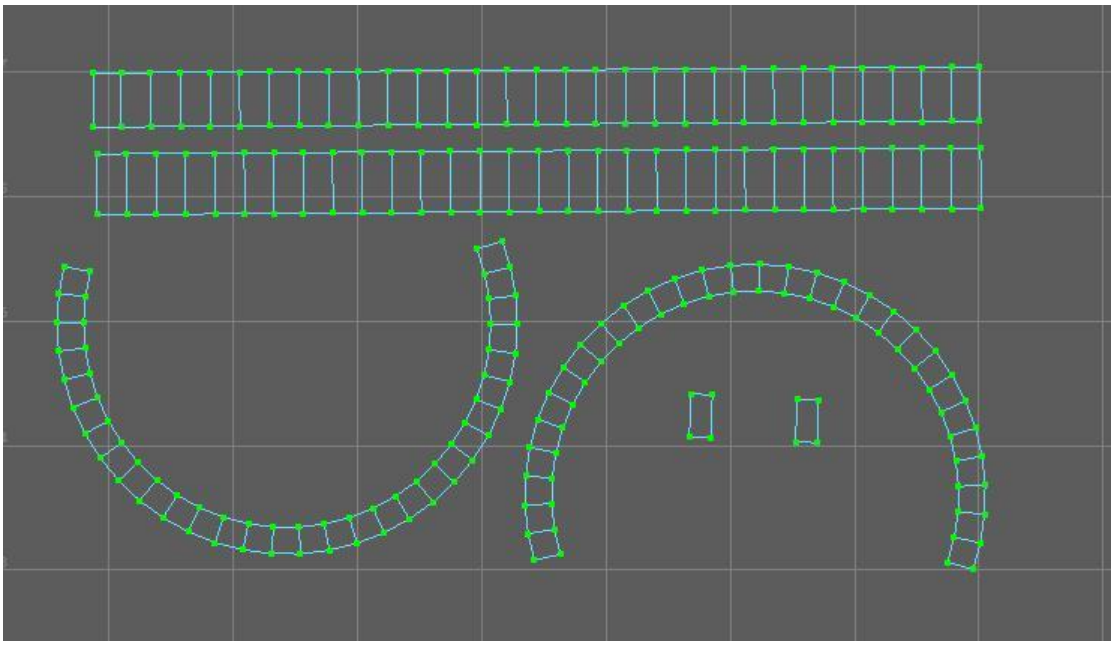
1.4.7 UV matching the outer frame

Select out-of-box model, the previous models matching UV are all directly through the basic geometry, the system has an automatic expansion of UV, while the outer-box model in the modeling using "Extrude Face" and other complex editing steps, there is no default expansion of UV.

When the model is selected, the UV displayed in the UV editor is totally different from the model, and all the UVs in the box are selected for unfolding.

According to the six sides of the outer frame, it is divided into six parts along the edge. As shown in the figure, there are two sides, one inner surface of the outer frame, one outer surface of the outer frame, and two bottom surfaces.

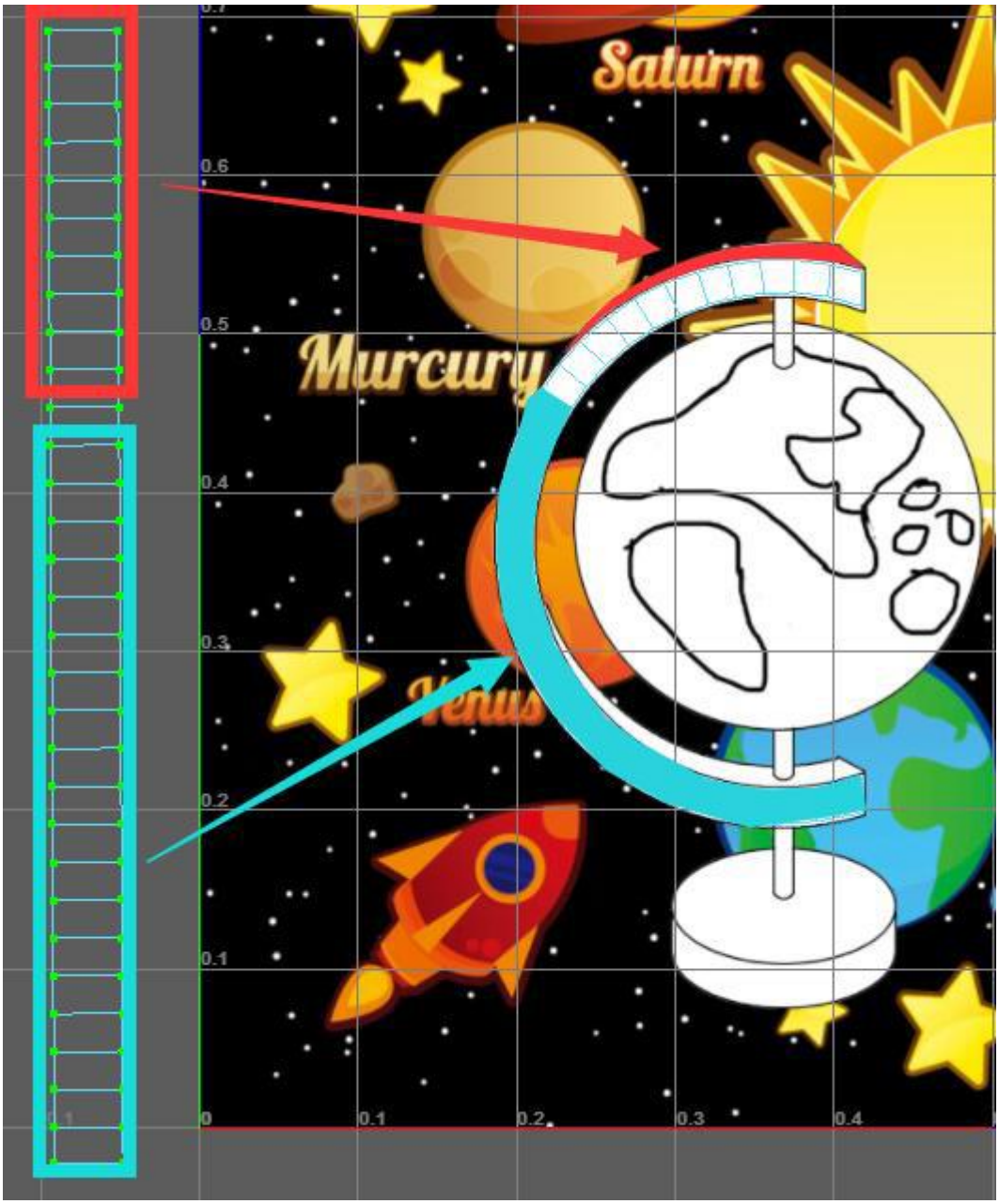


Starting with the easiest matching, two curved sides are matched.

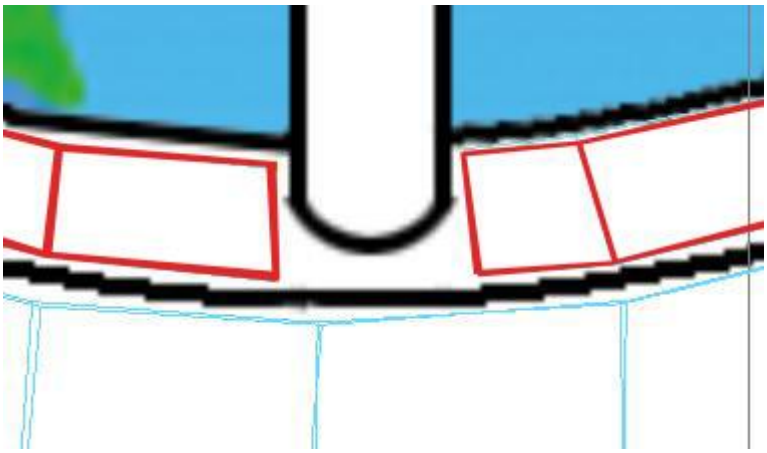
These two sides are fully displayed on the image of the recognition map, as long as they are slightly adjusted.

For the outside of the outer frame, only the upper part of the recognition Image is shown in the oblique globe. For those parts that are not reflected in the image, they need to be placed in adjacent areas to reduce visual differences, which are not so abrupt in use.

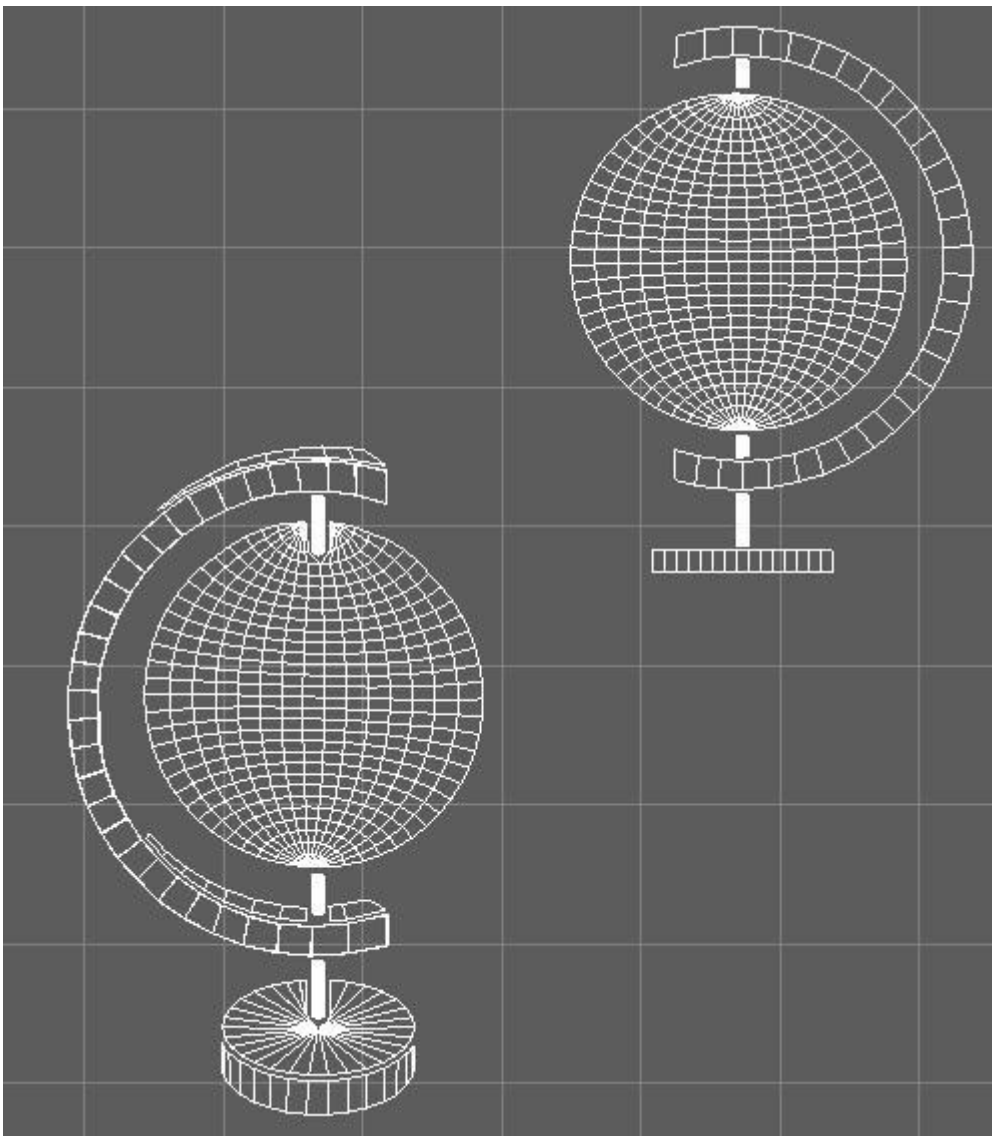
The outer surface of the outer frame is truncated from about a third of the upper part, and then the part shown in the matching pattern is shown. Two-thirds of them match to the side of the adjacent frame.



Similarly, for the inner surface of the outer frame, the section that can be seen in the image is intercepted and matched, and the part that can not be seen in the image is also matched on the side of the adjacent outer frame. Note that you also need to avoid the position of the axis here.



The remaining two surfaces of the outer frame are also matched on the nearest side. After all matching, the shape of the globe UV should be as follows.



Take the recognition Image as the texture of the globe, and the color should be shown as follows.