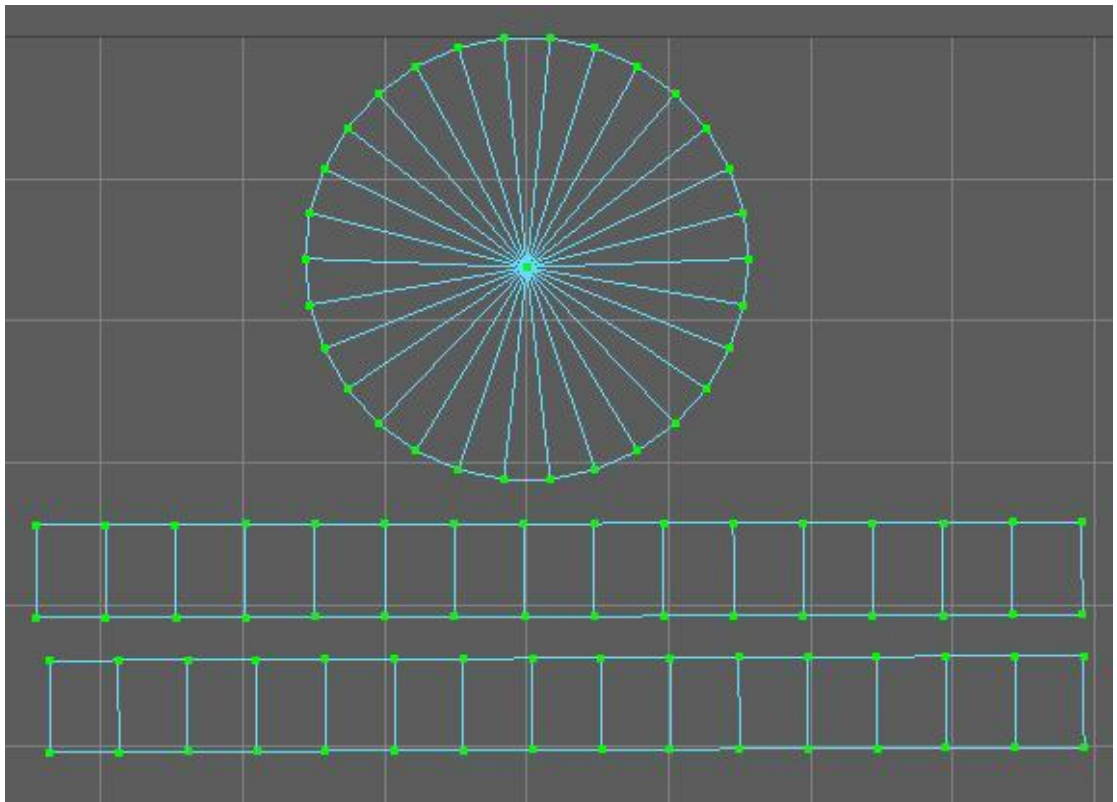
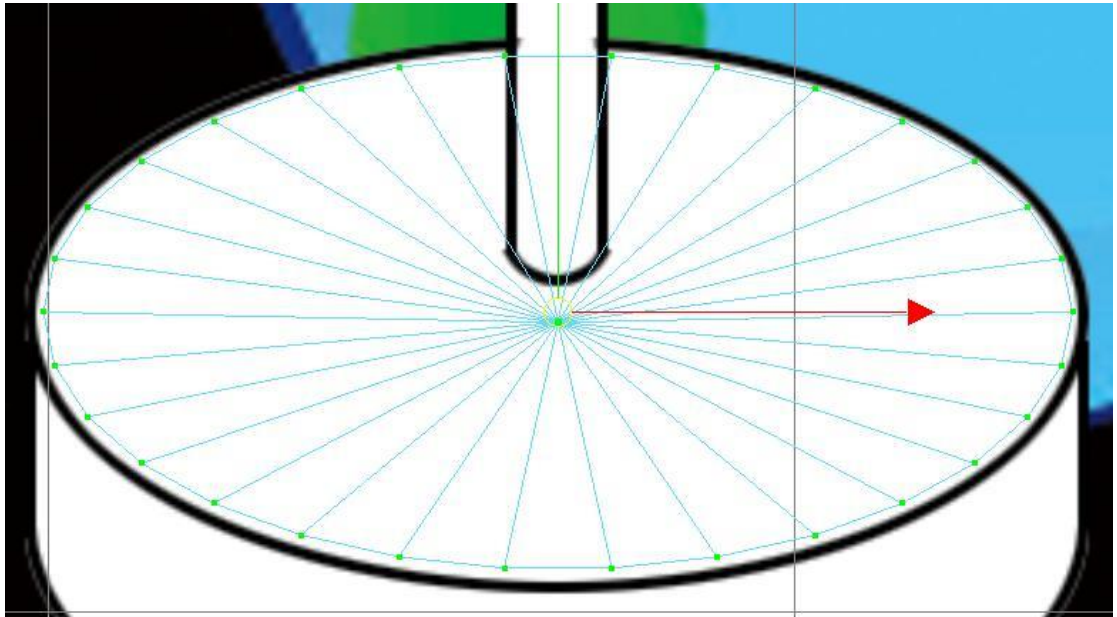


1.4.6 UV matching Base part

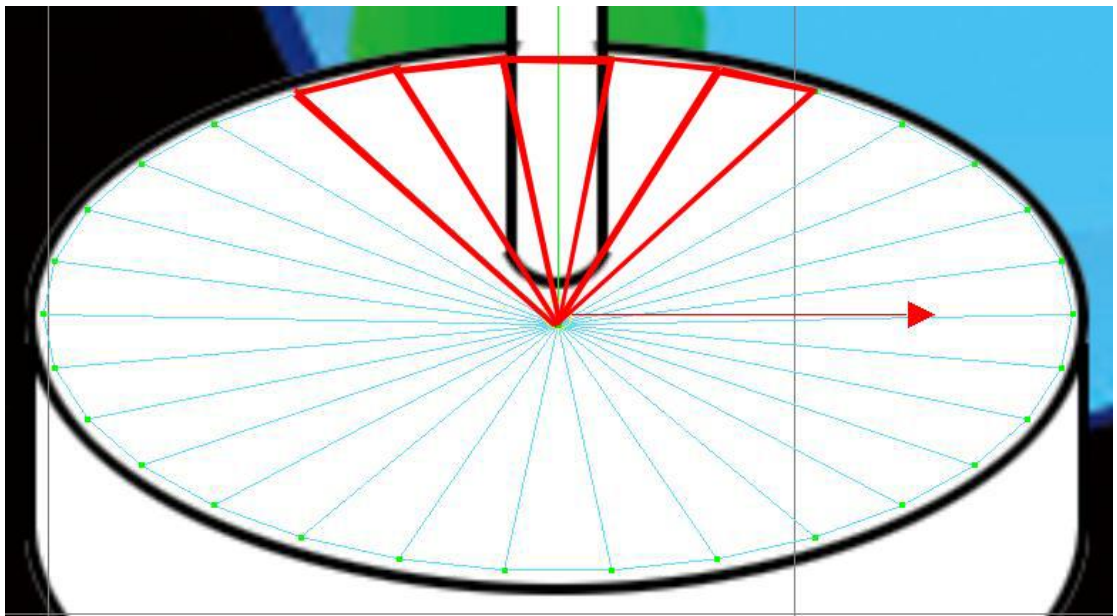
Choose the base model. In the UV editor, the base model is divided into three parts: the top of the cylinder and the front and back of the side. Undertake loosening to make UV closer to the real state of the model.

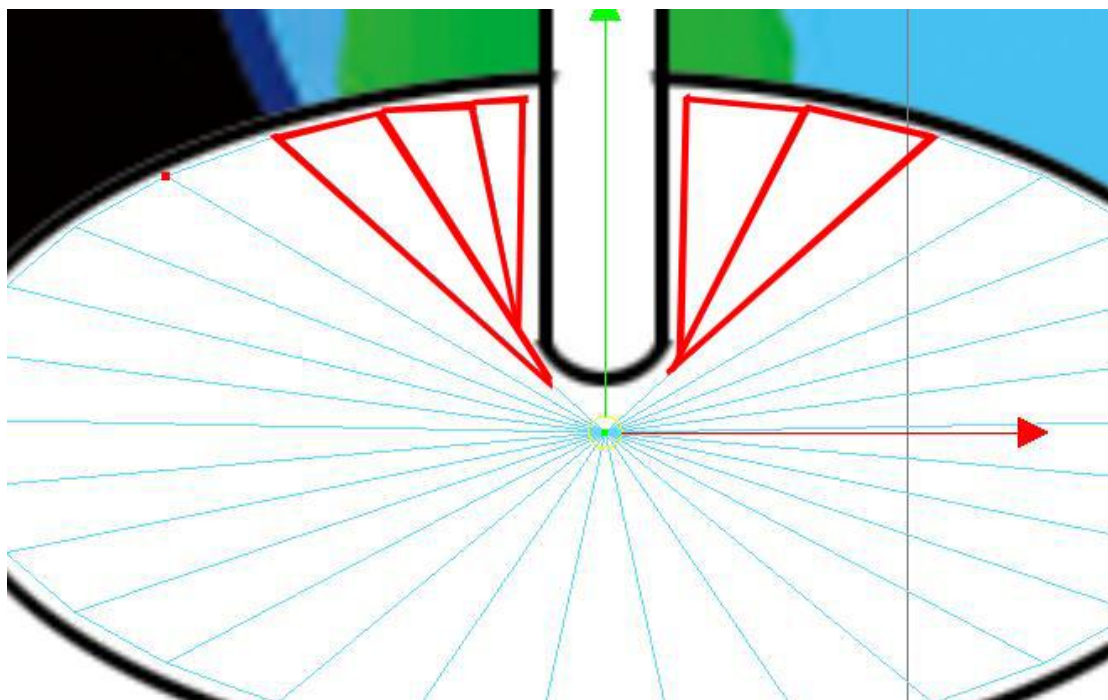


The corresponding patterns of UV and mapping are matched, and only the oblique globe pattern on the top surface is shown, so the top surface matches the oblique globe pattern perfectly.

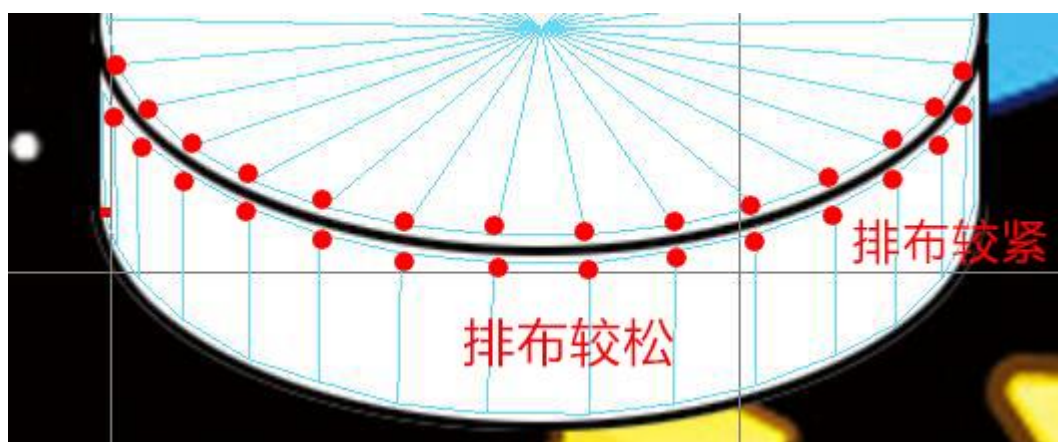


At this time, the top surface has an occlusion relationship with the axis UV on the pattern, so it is necessary to separate the top UV interpolation parts and arrange them separately to avoid the axis part. (To enter the edge level, cut the UV to separate these UVs)





The sides correspond to the patterns on both sides. It should be noted that the pattern on the recognition map has perspective relationship, so the side of the corresponding UV should be based on the distance of the difference between the degree of looseness. In the diagonal pattern, the porosity of the side can be matched according to the points on the top, and the UV points on the side can be matched with those on the top one by one.



When the layout is completed, close the display of the texture.

The UV of the earth, axis and base should be shown in the following figure, basically coinciding with the pattern of the model on the recognition Image.

