# How to transfer UVs between two identical meshes

Transferring UV information will eliminate the repetition of unwrapping identical meshes. Stacking duplicate shells will make room in the 0-1 space, allowing for a larger uniform scale.

Only identical meshes can exchange their UV information. If the copy does not work, the meshes may not be truly identical.

Unwrap the UVs for one drawer.

Back of drawer

Front and side
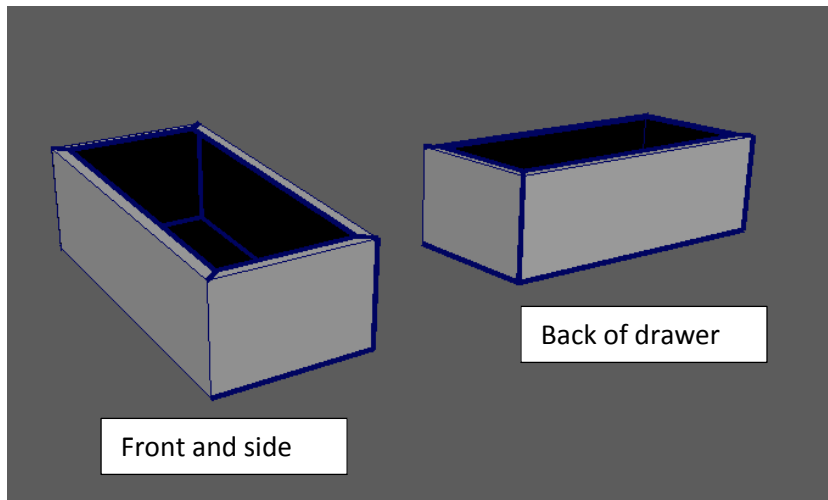
ABOVE: I've placed my cuts on the drawer so it will unfold successfully. Considering the back of the drawer will never be seen, I chose to cut the back completely away so it will become its own shell.
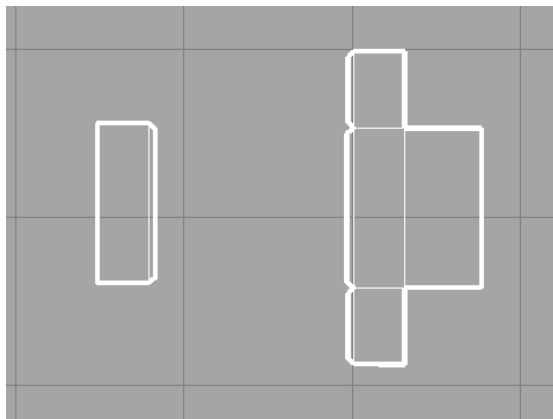

LEFT: check to see how well the drawer and it's back unfolded. If they didn't unfold well hit undo, recut and unfold again.

Once the one drawer unfolds successfully I will 'transfer the component attributes' from this drawer to all of the others.

RIGHT: In the scene, select the successfully unfolded drawer then SHIFT select a second one, IN THAT ORDER.

You can only transfer the attributes between two meshes.


First selection

Second selection
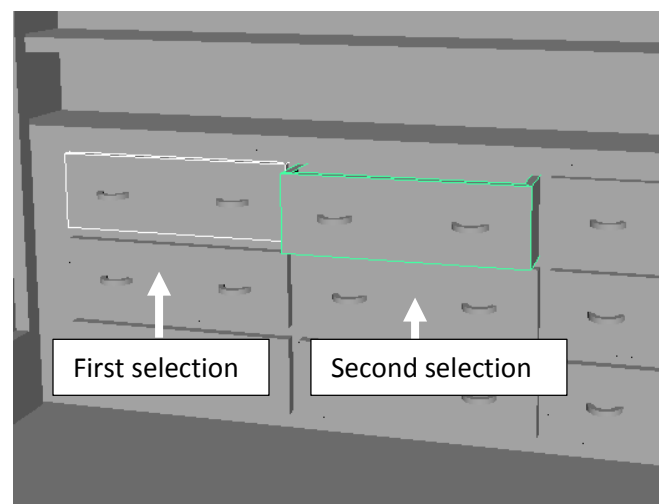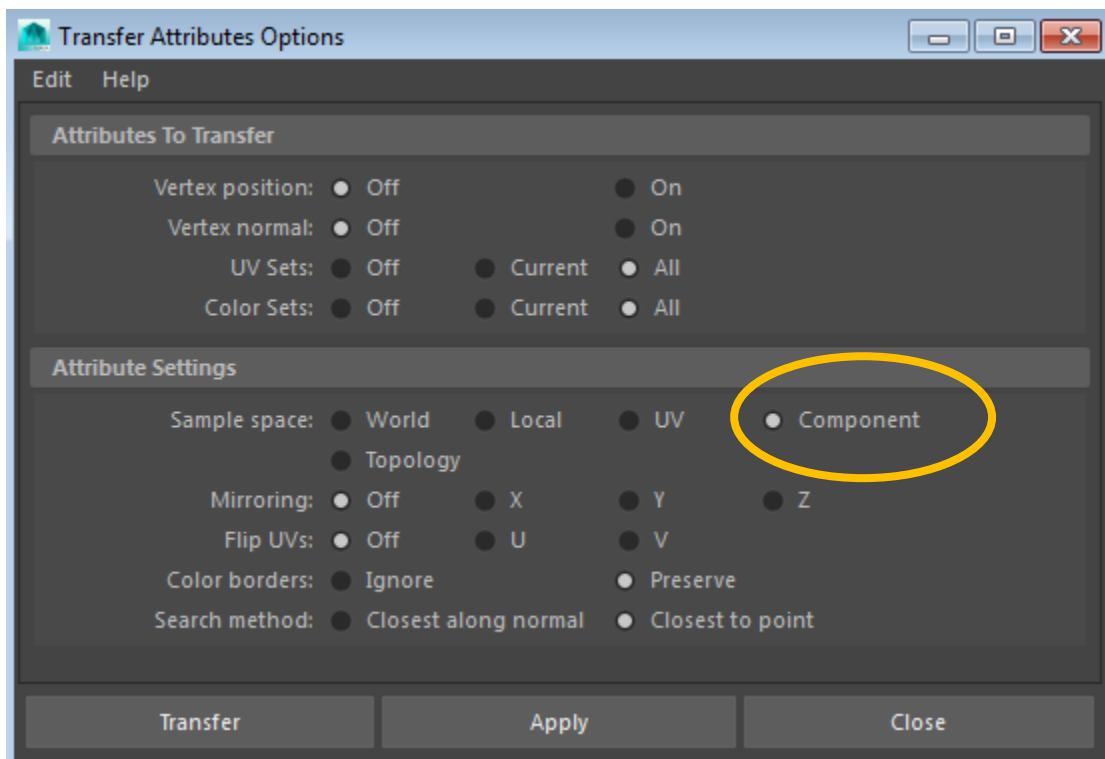
ABOVE: Go to Mesh > Transfer Attribute. Open the options. Check 'Component'. Click Apply. The transfer will put your two meshes in face mode. Return to Object mode. Select your first drawer and another second one.   Click Apply.   Do this for all of the drawers.

Once the UVs have been transferred to all eight remaining drawers. Select them and delete the history.
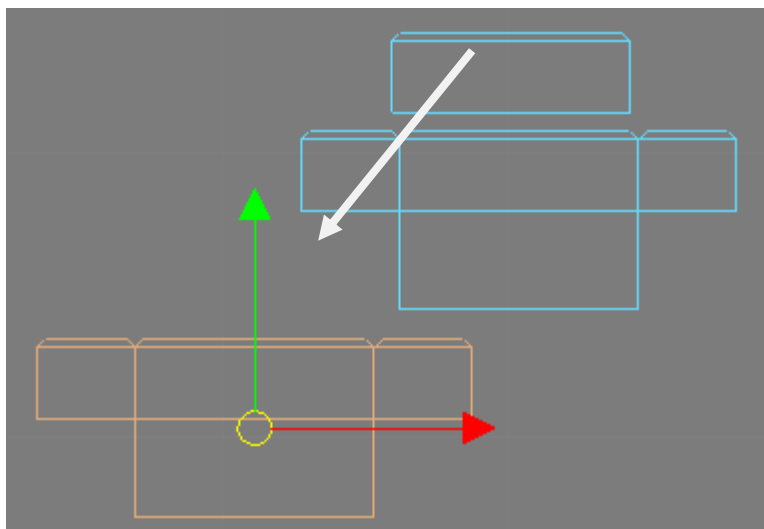

LEFT: In the UV editor all of the shells for the drawers will be stacked on top of each other. In the left image I have moved one shell out of the stack.
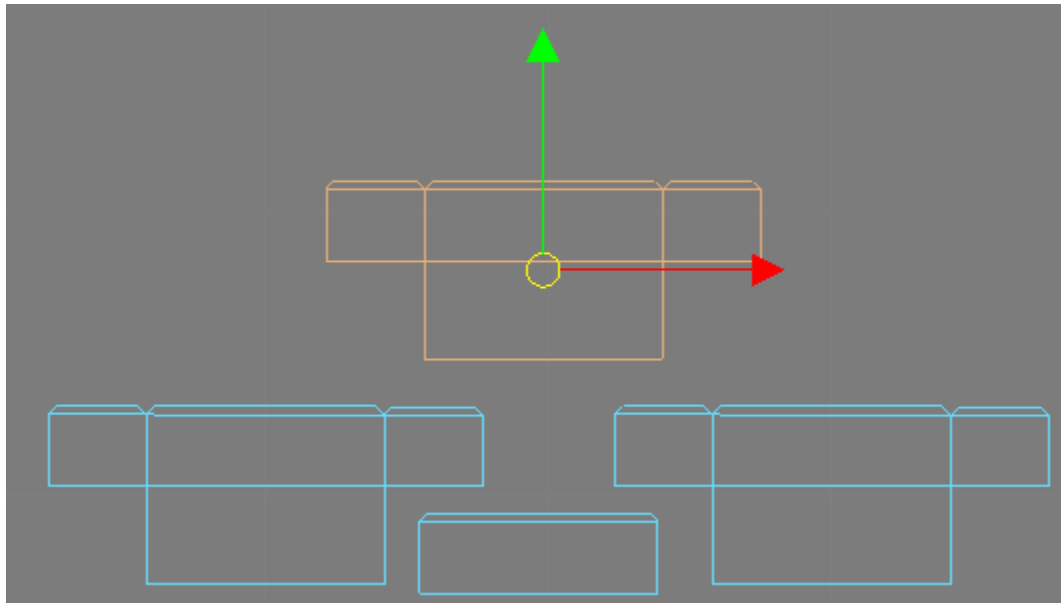
ABOVE: I didn't want the drawers to have the same texture on all of them so I separated the drawers into three stacks of three to allow for some variation. I left the backs all stacked together.

The selection above coordinates with the selection you see below. I am hiding my duplications by stacking drawers *not right next to each other*.
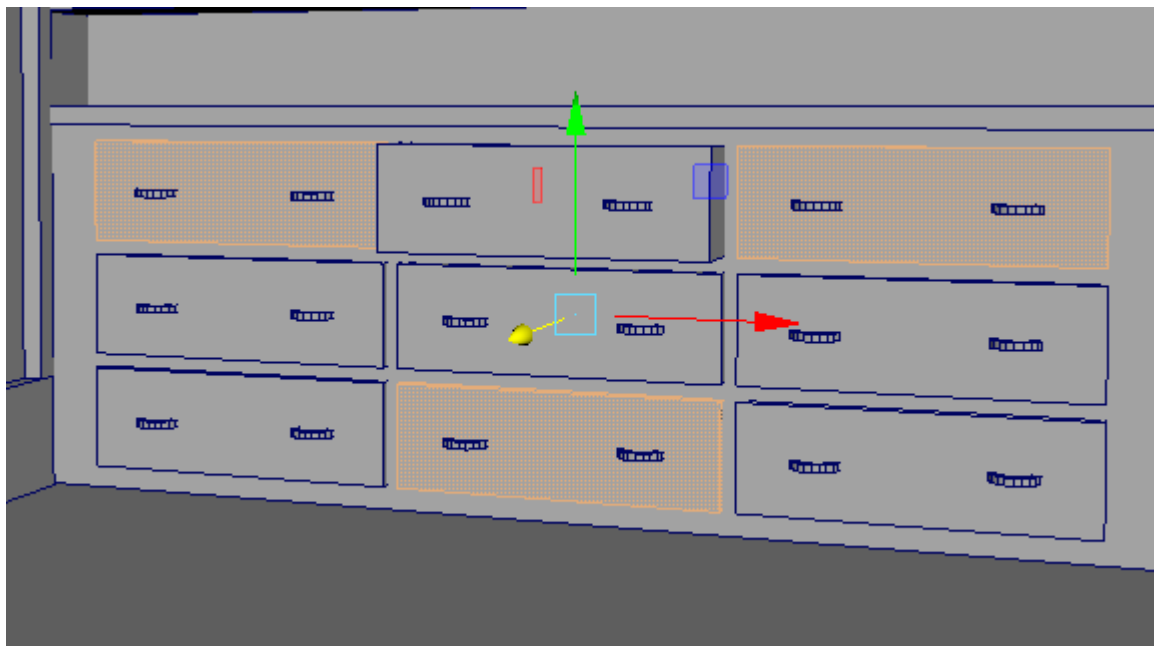
In this final I suggest duplicating the drawers, the drawer pulls and the shelves.