# Texture Metrics

## All Art:

**Set Maya Units to Meters**

Windows > Settings Preferences > Settings > Working Units > Linear = Meter

## Environment Art:

**Texel Density: 2.4 px/unit**

**Texture Map: 2048**

UV Toolkit > Transform > Texel Density

## Character Art:

**Texel Density: ?? (More detailed than environment)**

**Texture Map: 2048**