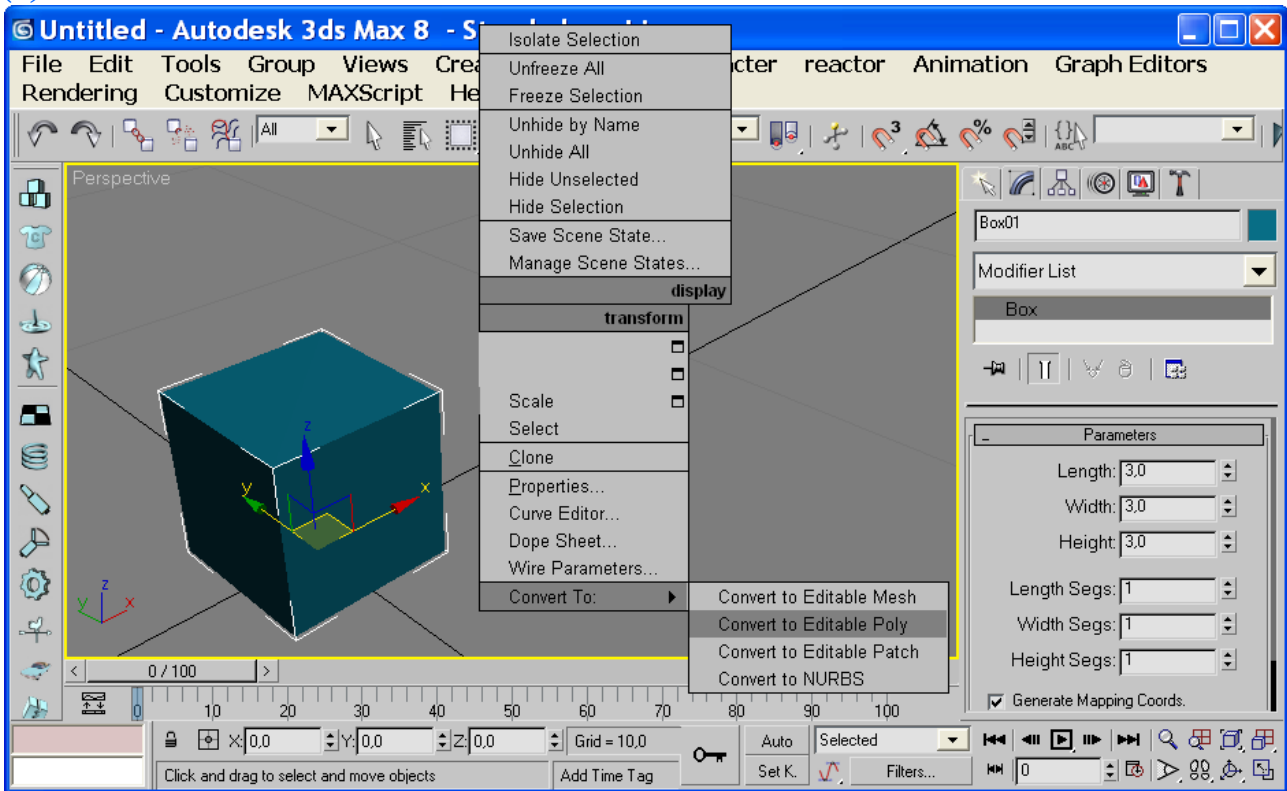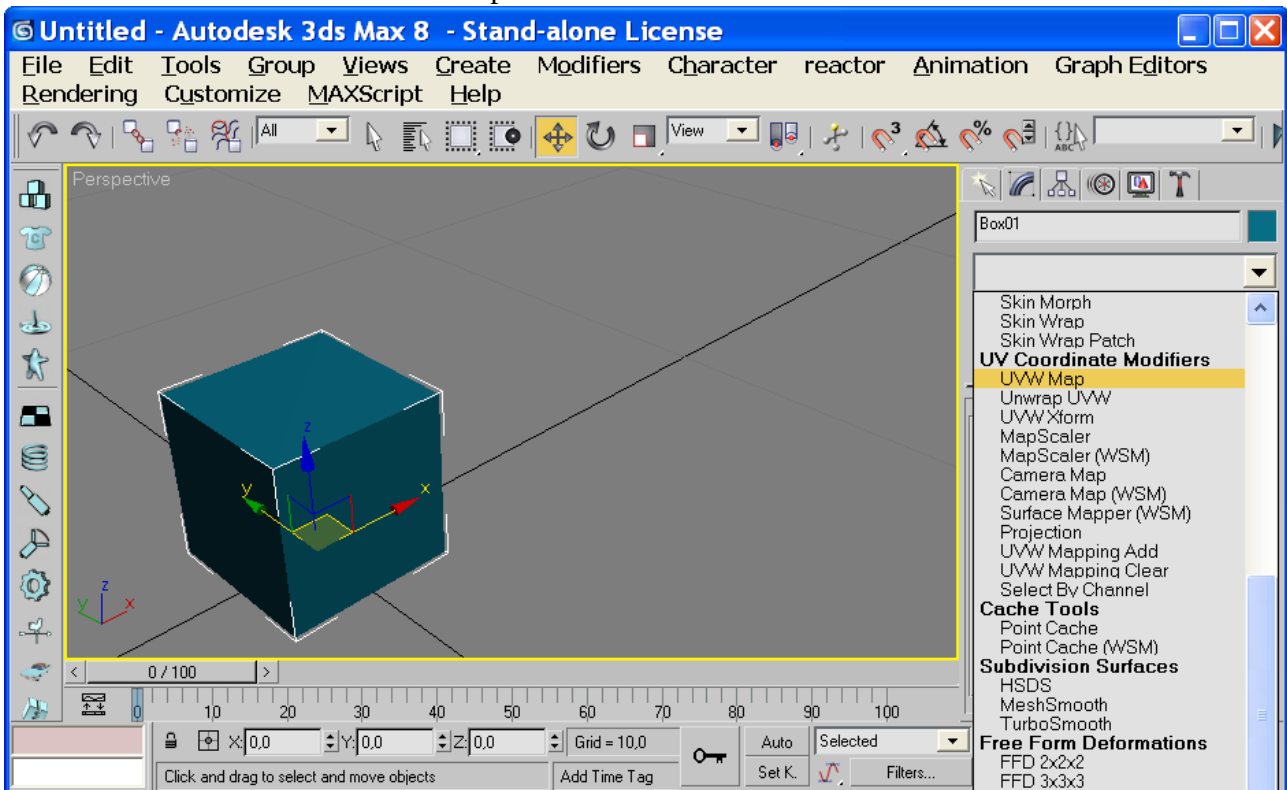# UVW mapping basics 1

1. Create object BOX and convert it to Editable Poly or Mesh (mouse right click)

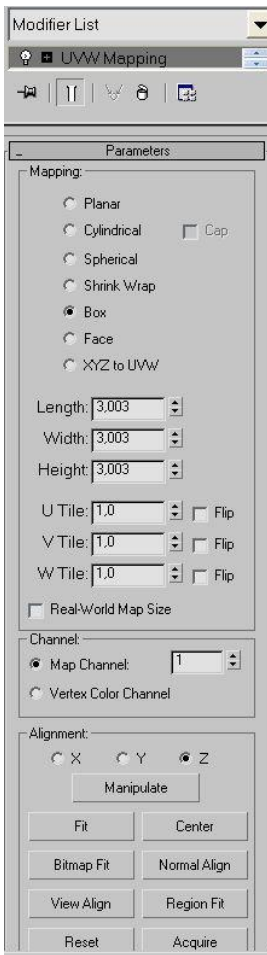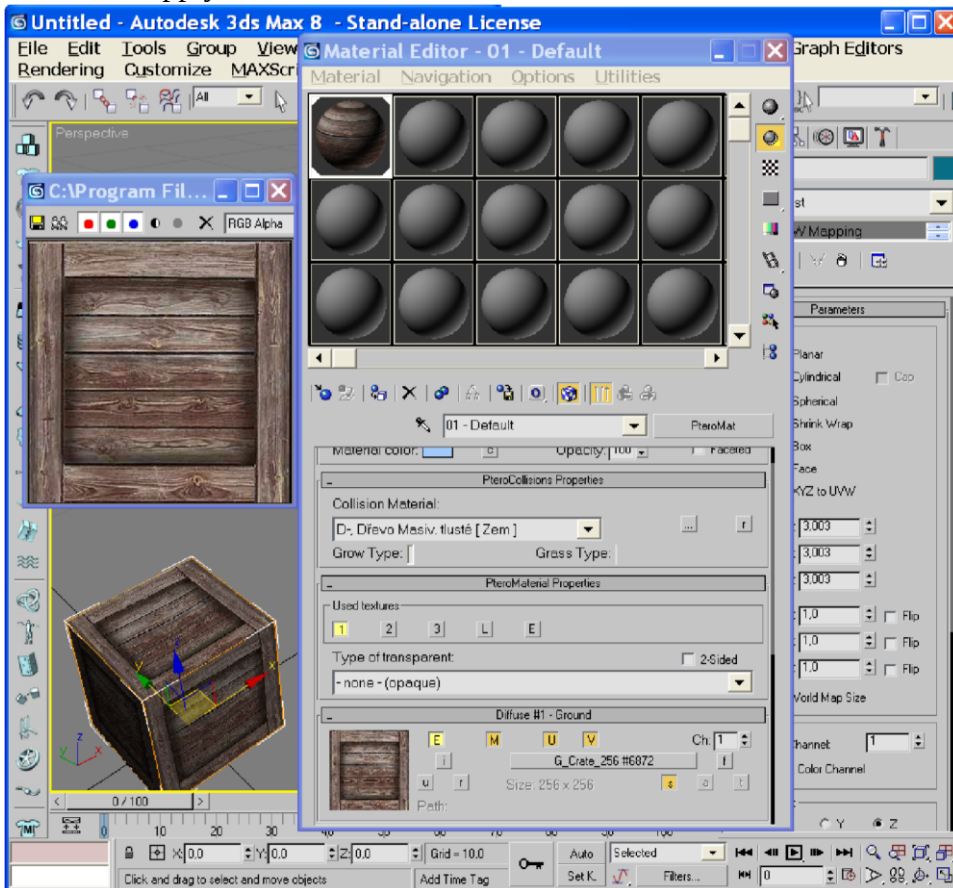*I created a box 3x3x3 m, center to X,Y,Z=0 (move icon), center view on selected object (Z)*
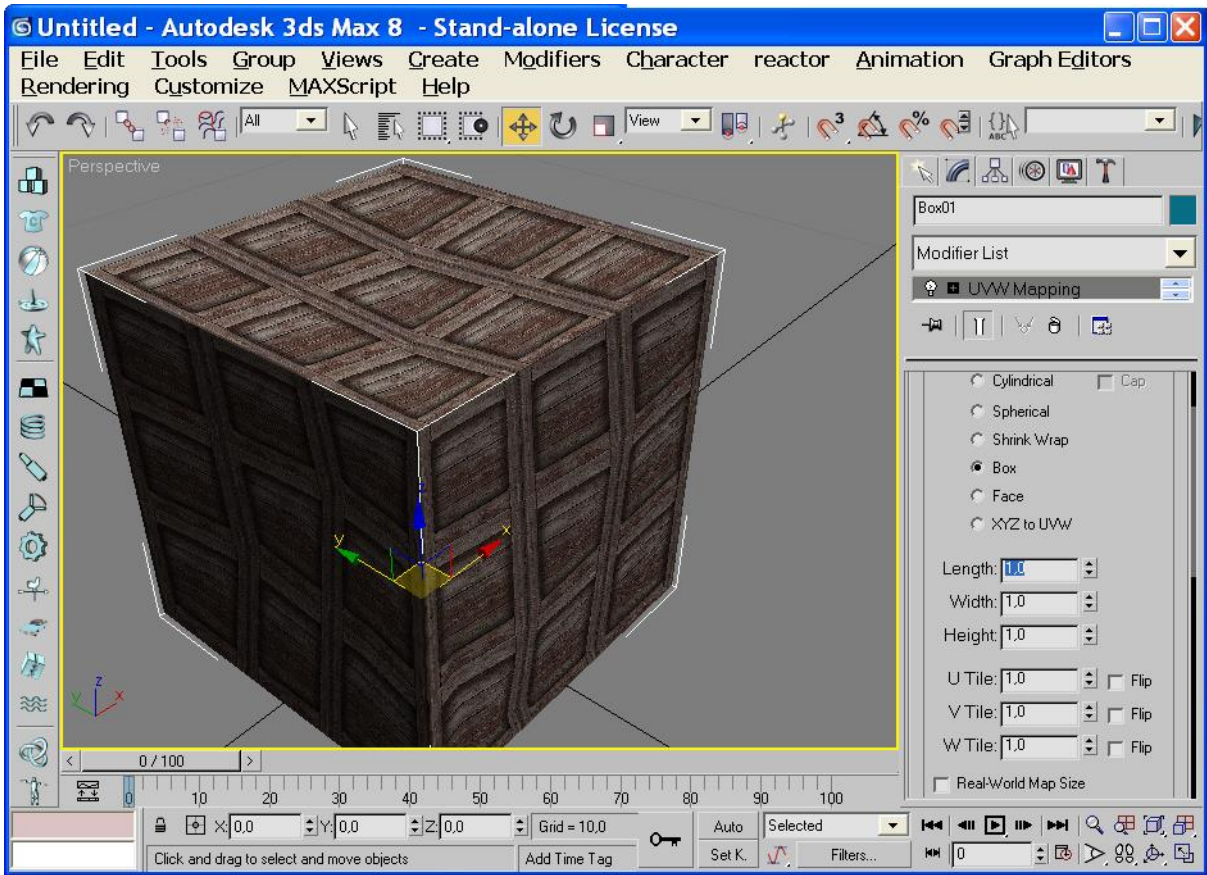

2. From Modifier list select UVW Map.

3. From UVW Mapping Parameters select Box and set texture dimensions on box
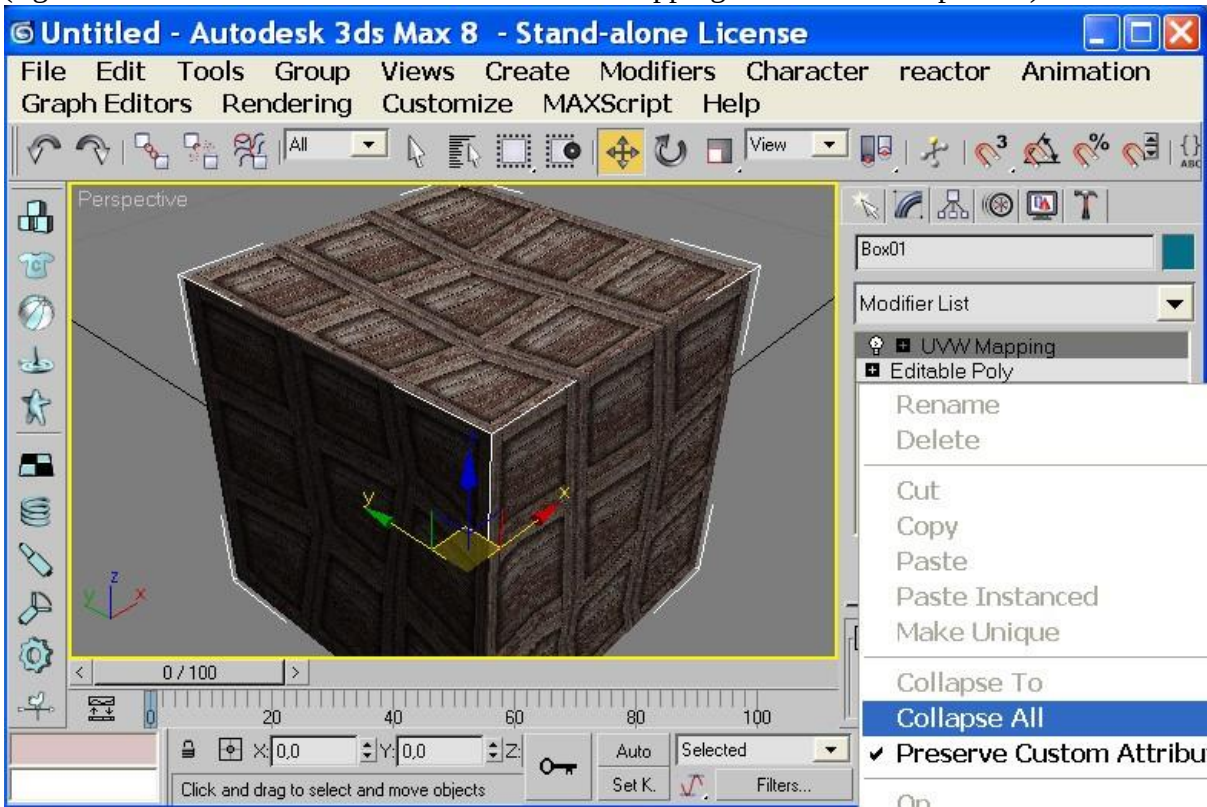   or simply click button Fit.

4. Set and Apply texture

This texture is 256x256 pixels (default uses 128 pixels = 1m), box object is 3x3 m.
For example I used dimensions 1x1 m.

5. After setting UVW coordinates and dimensions you must Collapse it
(right mouse click in field with modifier UVW Mapping and select Collapse All)

=GONZO=
https://vietconglab.wordpress.com/