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.

Modifier List 📃 💌	
💡 🖬 UVW Mapping 📑	
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_ Parameters	
Mapping:	
C Planar	
C Cylindrical	F Cap
C Spherical	
C Shrink Wrap	
@ Box	
C Face	
<pre>xiziouvw</pre>	
Length: 3,003	
Width: 3.003	
Height 3,003	±
U Tile: 1,0	主 🥅 Flip
V Tile: 1.0	🛨 🗂 Flip
W Tile: 1.0	🗐 🗖 Flip
F Real-World Map Size	
Channel:	
🍯 Map Channel: 🔤 🗾	
C Vertex Color Channel	
Alignment:	
CX CY @Z	
Manipulate	
Fit	Center
Bitmap Fit	Normal Align
View Align	Region Fit
Reset	Acquire

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)



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