Chapter 9

Introduction to UV Mapping

Learning Objectives

After completing this chapter, you will be able to:

- *Work in different UV layouts*
- *Unwrap 3D models*
- *Paint texture on 3D models*

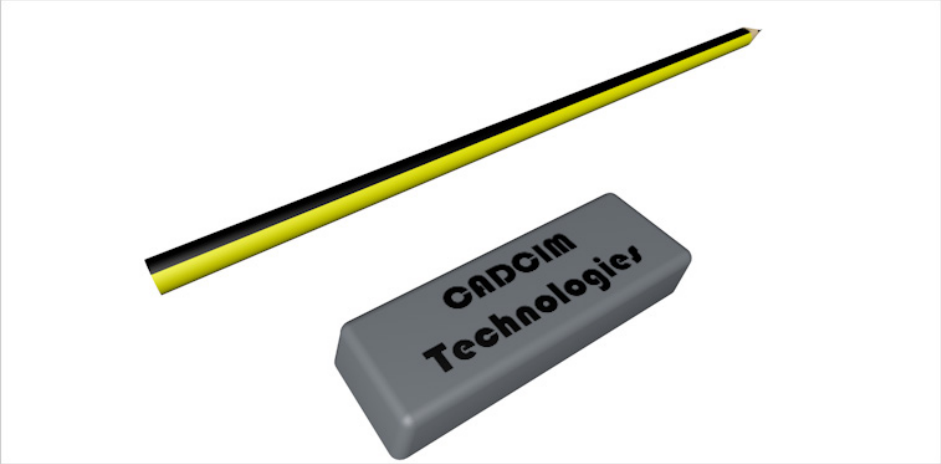

Figure 9-1 *The final output*

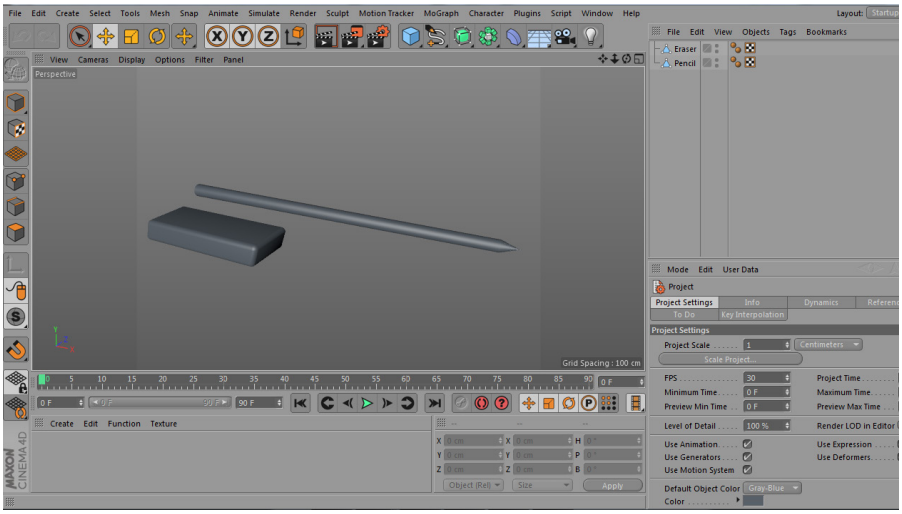

Figure 9-2 *The c09_tut1_start.c4d file*

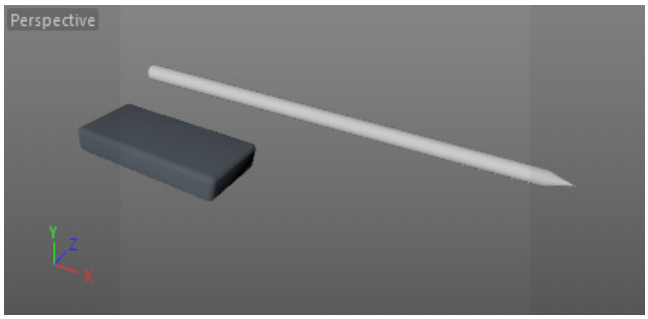

Figure 9-3 The material applied to Pencil

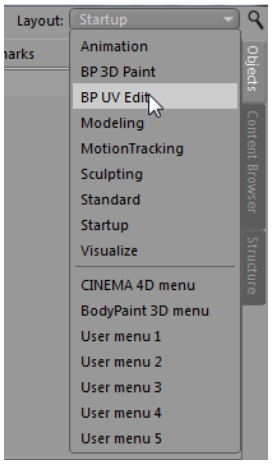

*Figure 9-4 The **Layout** drop-down list*

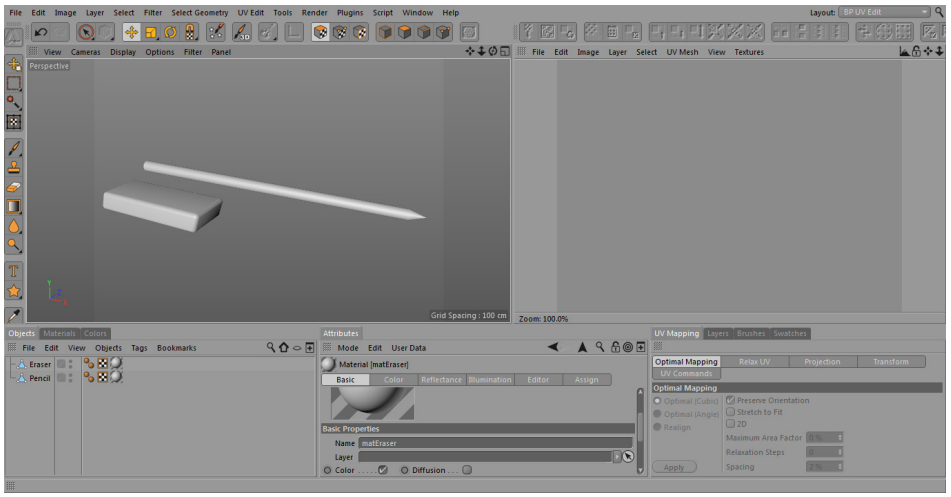

*Figure 9-5 The **BP UV Edit** layout*

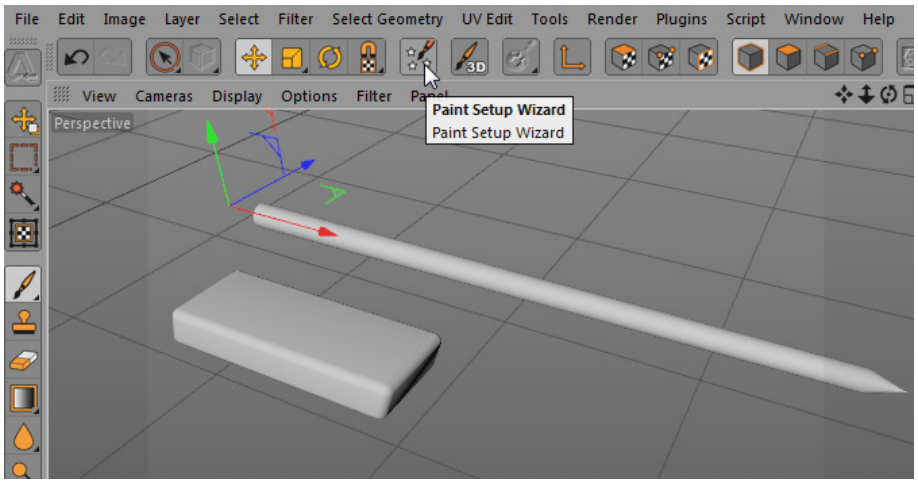

Figure 9-6 *Choosing the* ***Paint Setup Wizard*** *tool from the Command Palette*

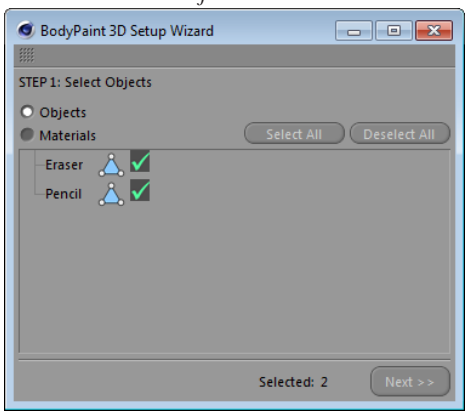

Figure 9-7 *The* ***BodyPaint 3D Setup Wizard*** *dialog box*

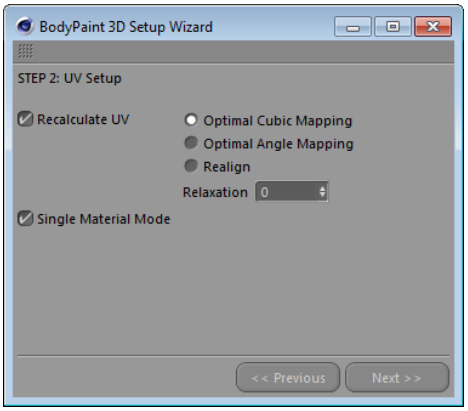

Figure 9-8 *The* ***STEP 2: UV Setup*** *area*

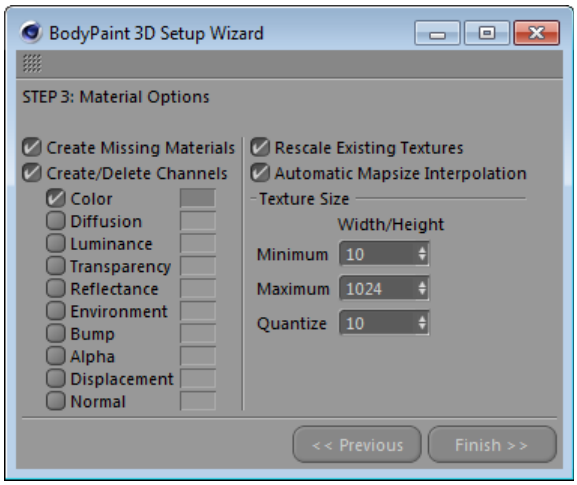

Figure 9-9 *The* ***Material Options*** *area in the* ***BodyPaint 3D Setup Wizard*** *dialog box*

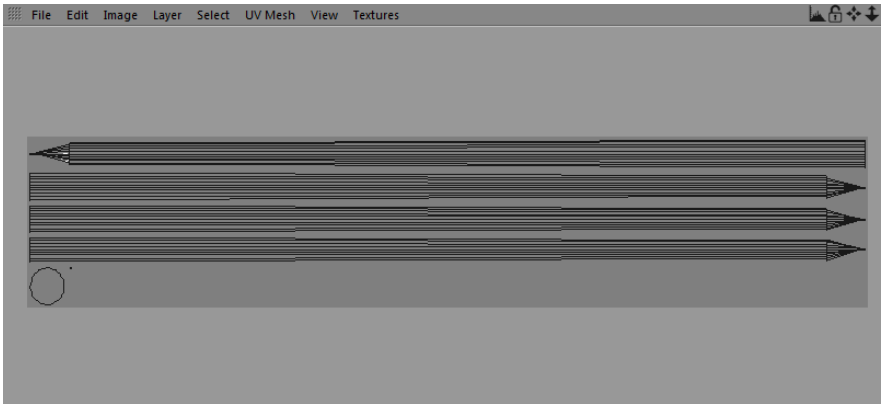

Figure 9-10 *The UV Mesh of Pencil*

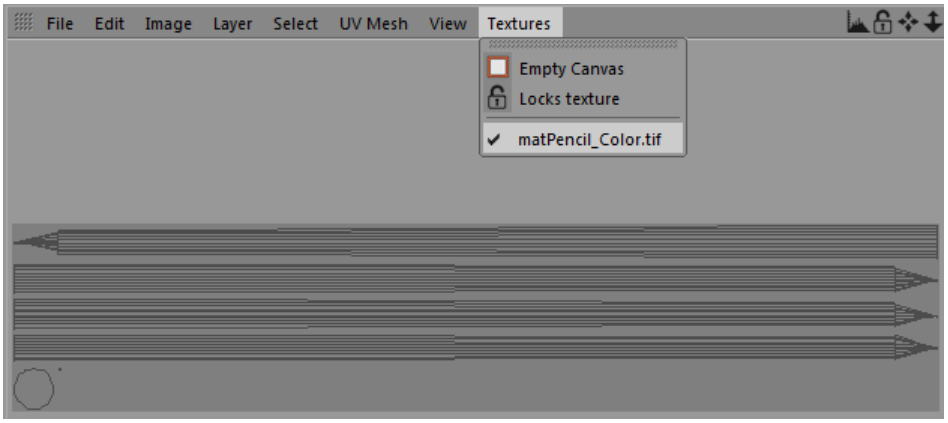

Figure 9-11 *The matPencil_Color.tif option chosen from the* ***Textures*** *menu*

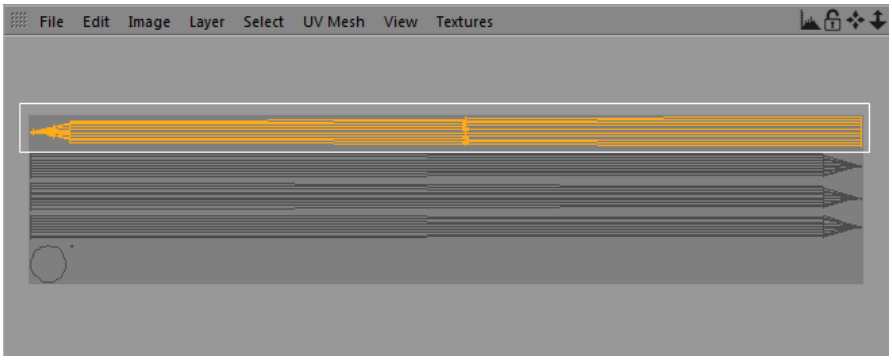

Figure 9-12 *The selected polygons of Pencil*

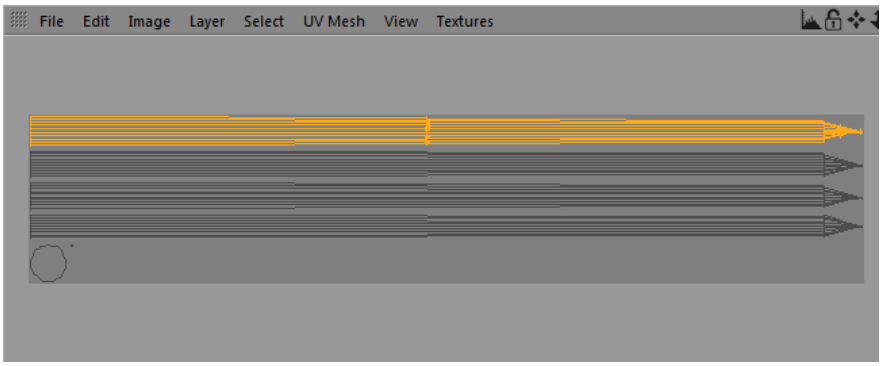

Figure 9-13 *The mirrored polygons*

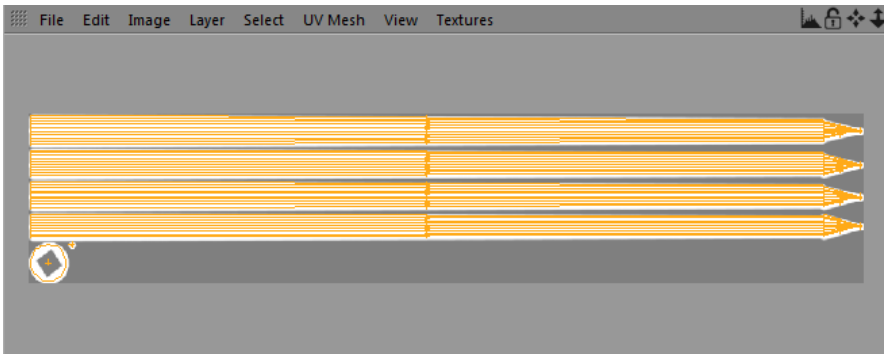

Figure 9-14 *The outlined polygons*

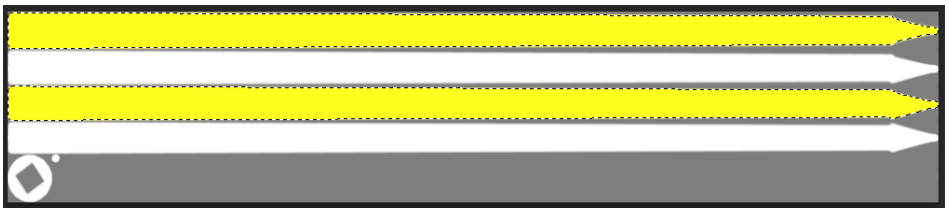

Figure 9-15 *The yellow color in the selected area of the canvas*

Figure 9-16 *The black color in the selected area of the canvas*

Figure 9-17 *Color filled in the remaining parts of pencil*

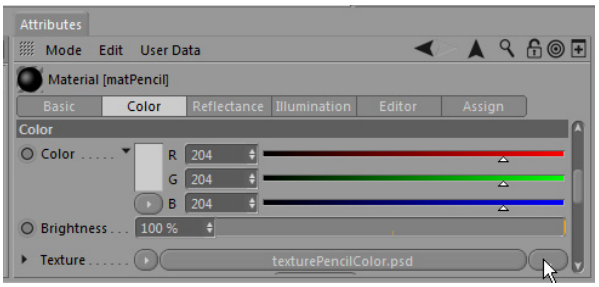

Figure 9-18 *Choosing the browse button in the Attribute Manager*

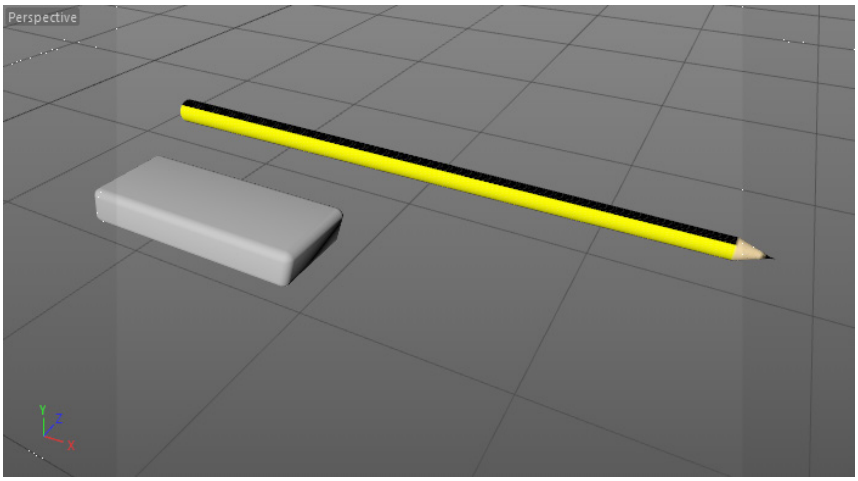

Figure 9-19 *The texture applied to Pencil*

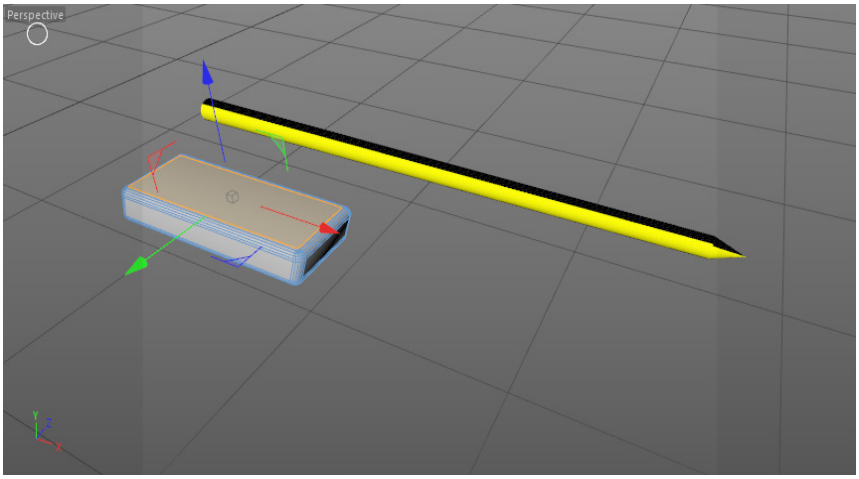

Figure 9-20 *The top polygon of the Eraser selected*

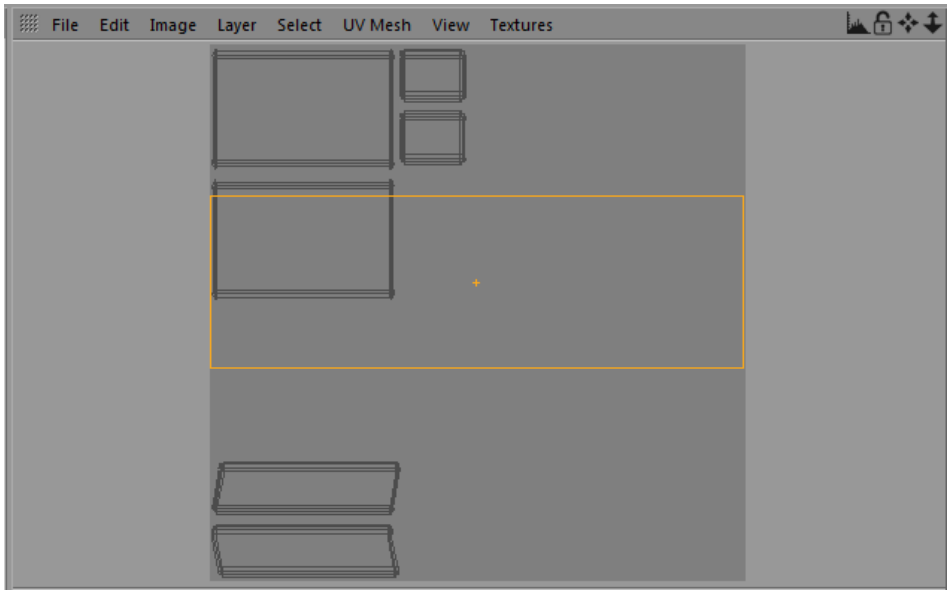

Figure 9-21 *The top polygon aligned in the Texture View*

Figure 9-22 *The text placed inside the white outline*

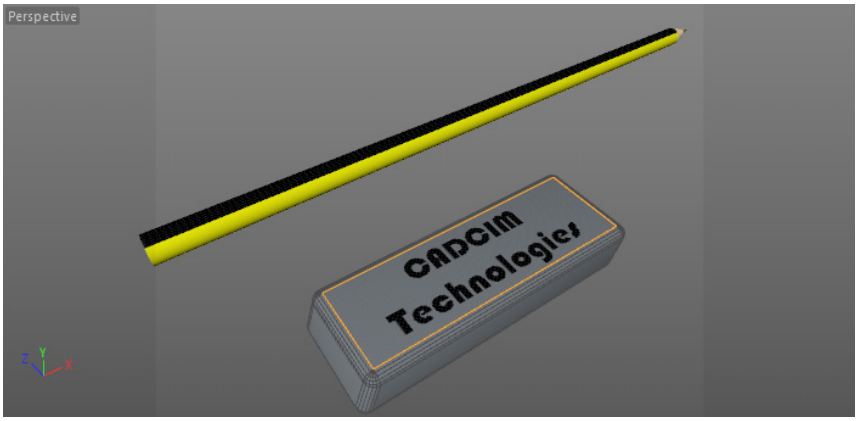

Figure 9-23 *The texture applied to Eraser*

Figure 9-24 *The 3D model after applying body paint*

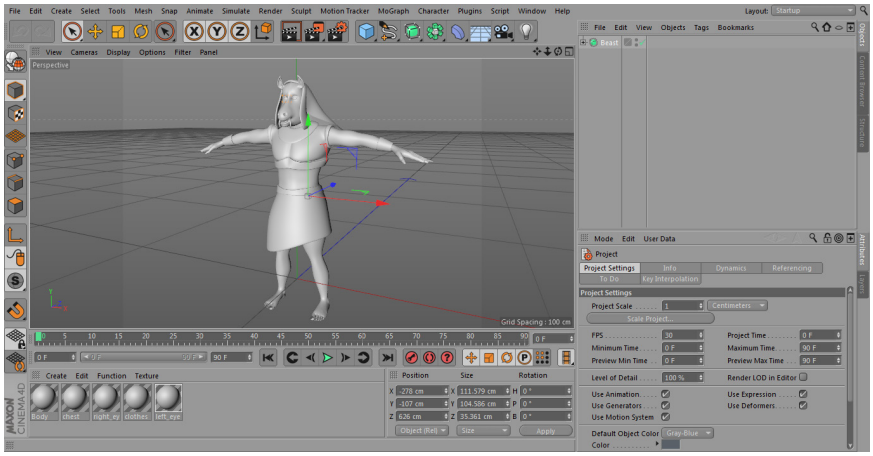

Figure 9-25 *The c09_tut2_start.c4d file*

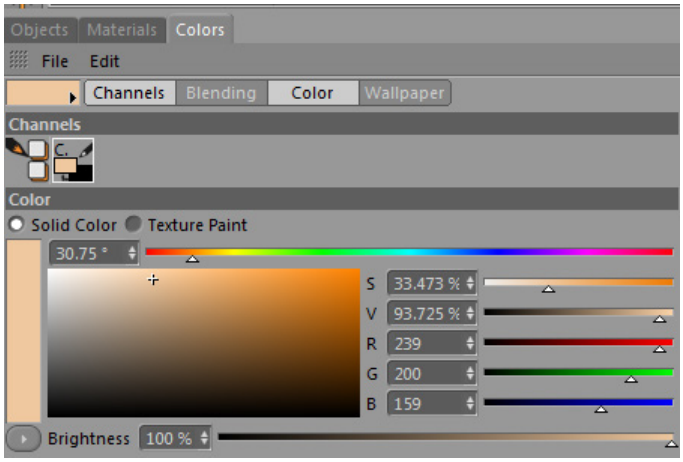

Figure 9-26 *The* ***Color*** *area displayed*

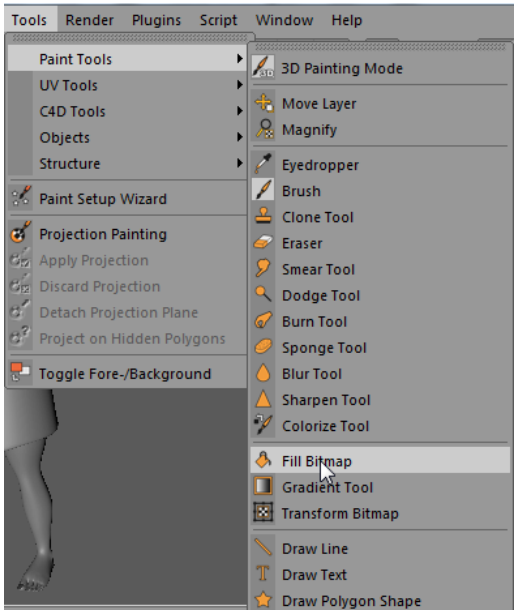

Figure 9-27 *Choosing* ***Paint Tools > Fill Bitmap*** *tool from the* ***Tools*** *menu*

Figure 9-28 *The model filled with the selected color in the Perspective viewport*

Figure 9-29 *The color filled in chest*

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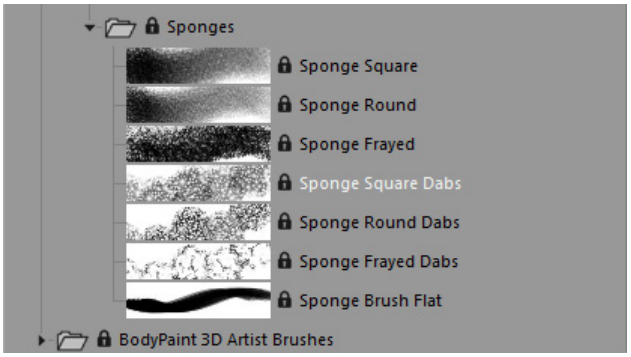

Figure 9-30 *Choosing the* ***Sponge Square Dabs*** *brush*

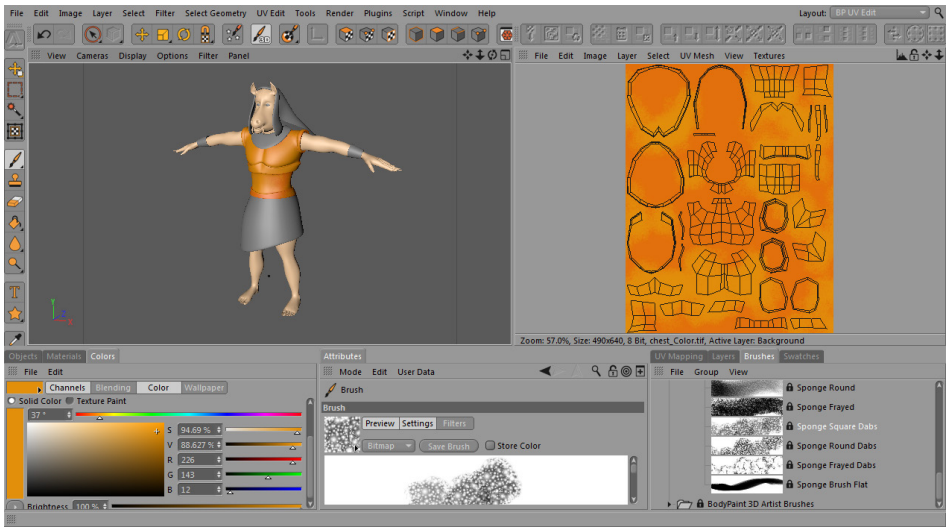

Figure 9-31 *The* ***Brush*** *tool in the Texture View*

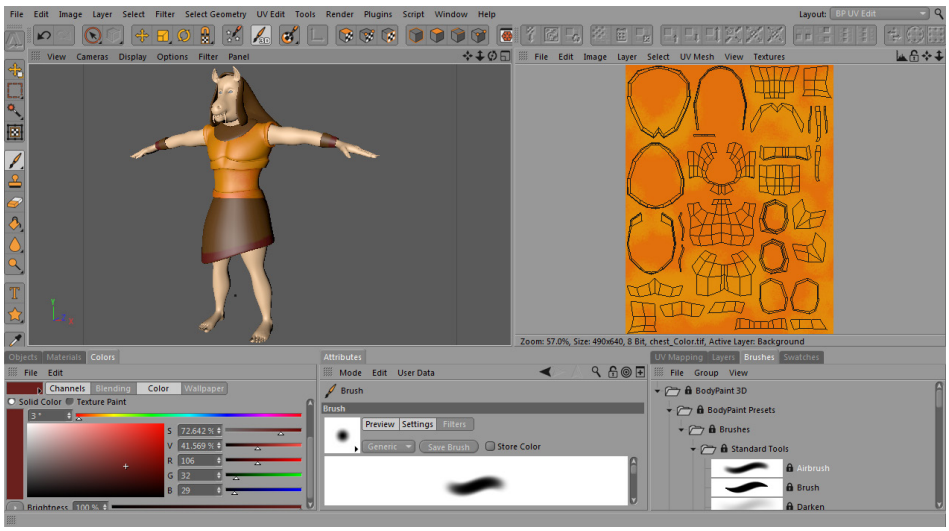

Figure 9-32 *The clothes painted using the* ***Brush*** *tool in the Texture View*

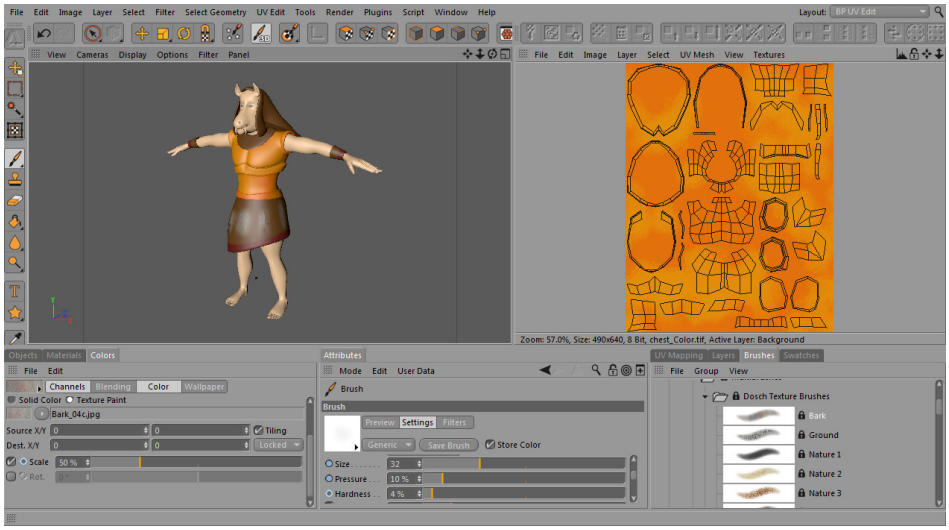

Figure 9-33 *The clothes painted using the* ***Brush*** *tool in the Texture View*

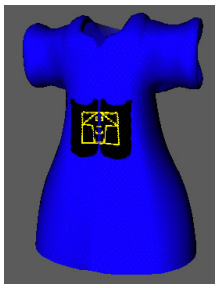

Figure 9-34 *The final output*