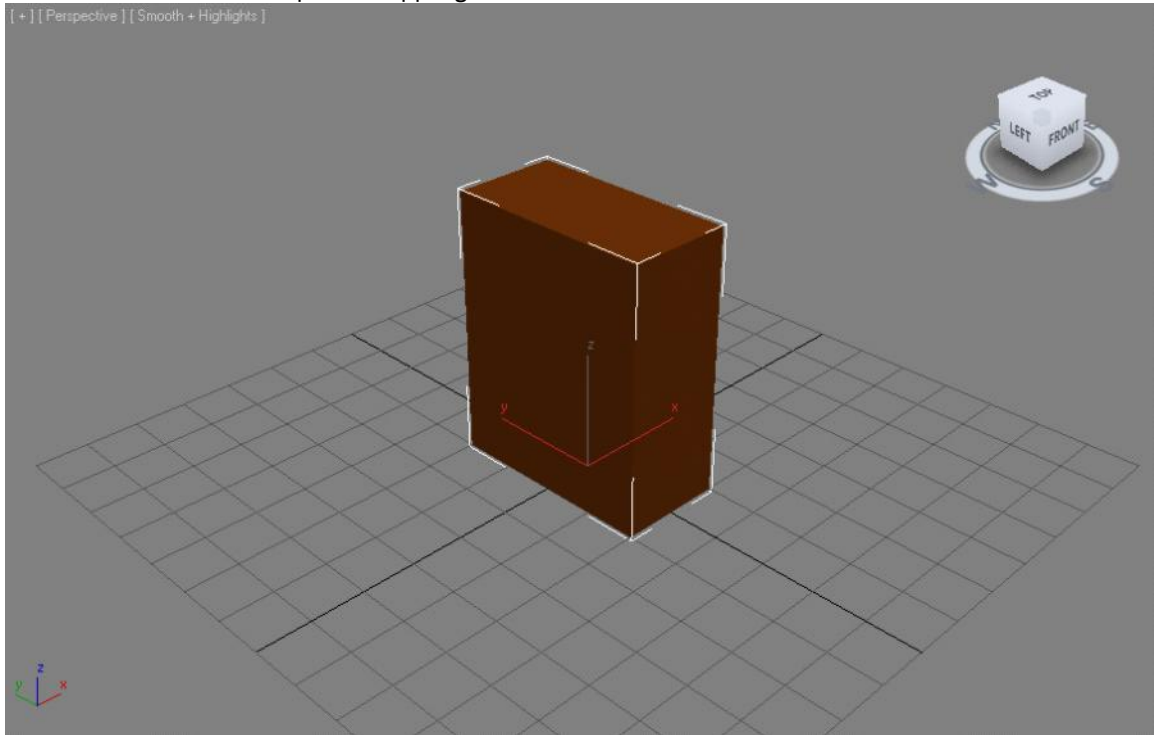


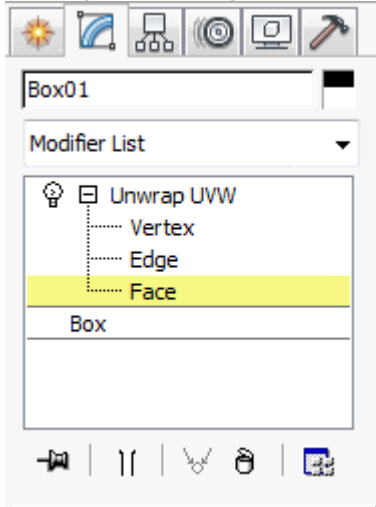
Monday, February 22, 2010
14:48

Unwrap UVW

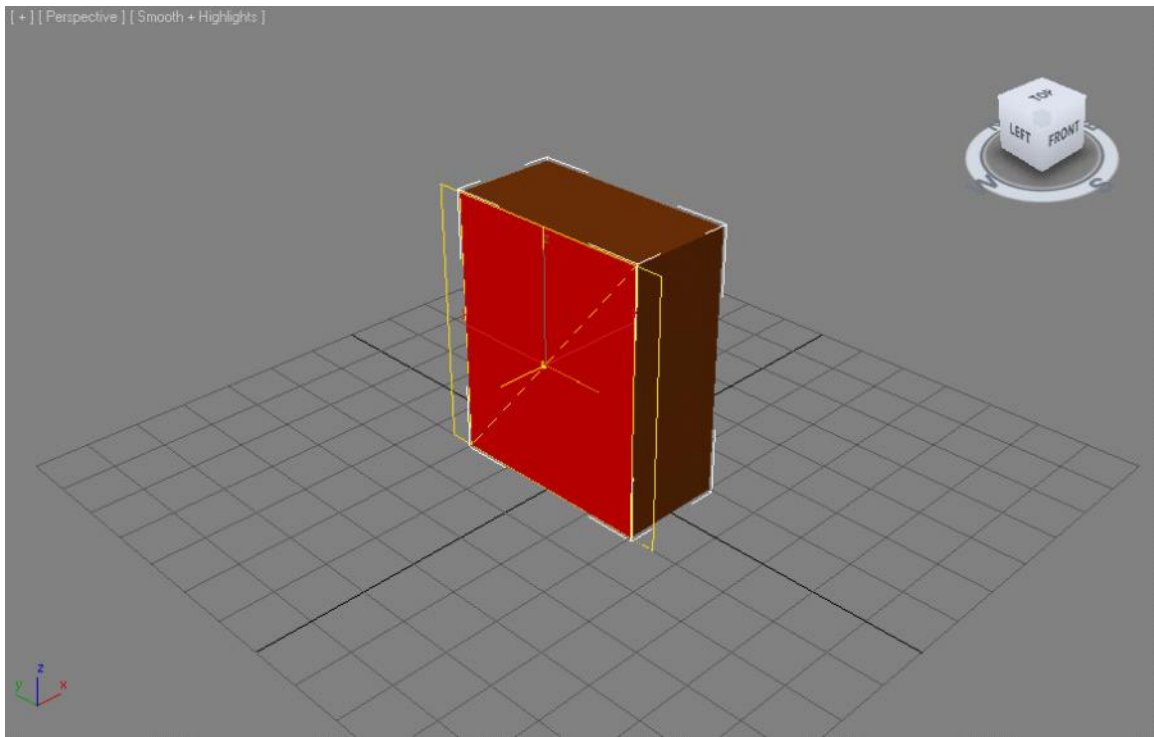
create a box for unwarp UVW mapping



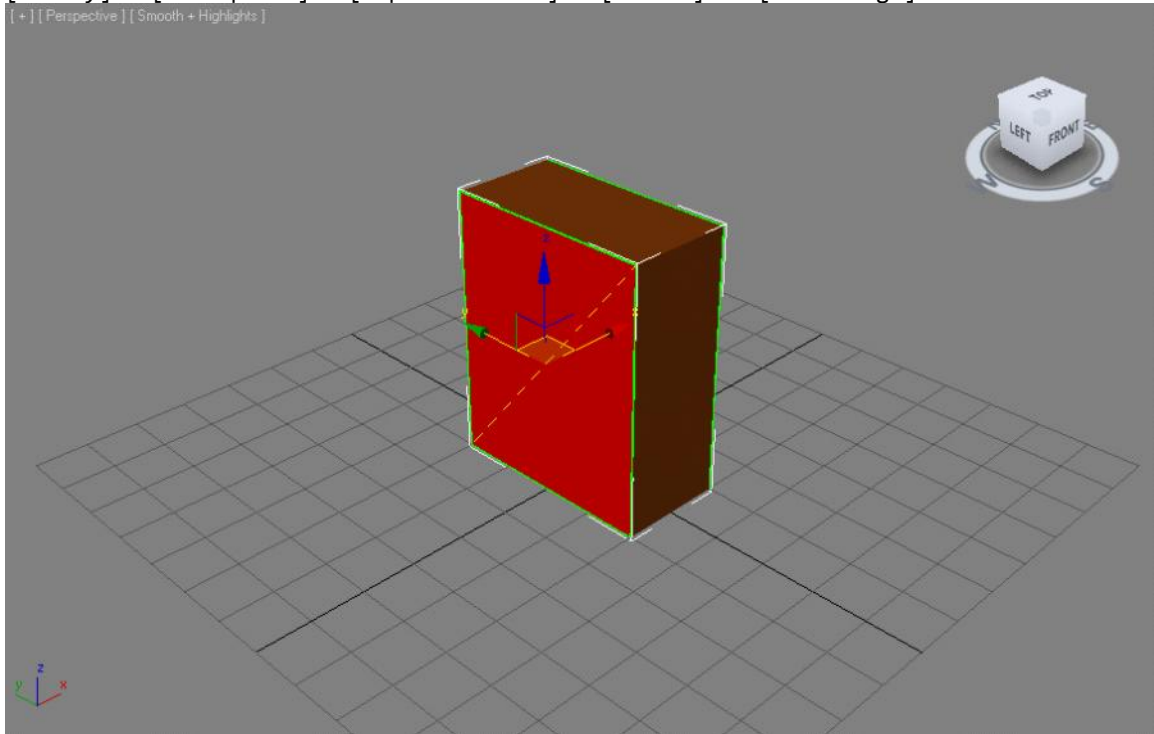
[Modify] > [Modify List] > Unwrap UVW > Face



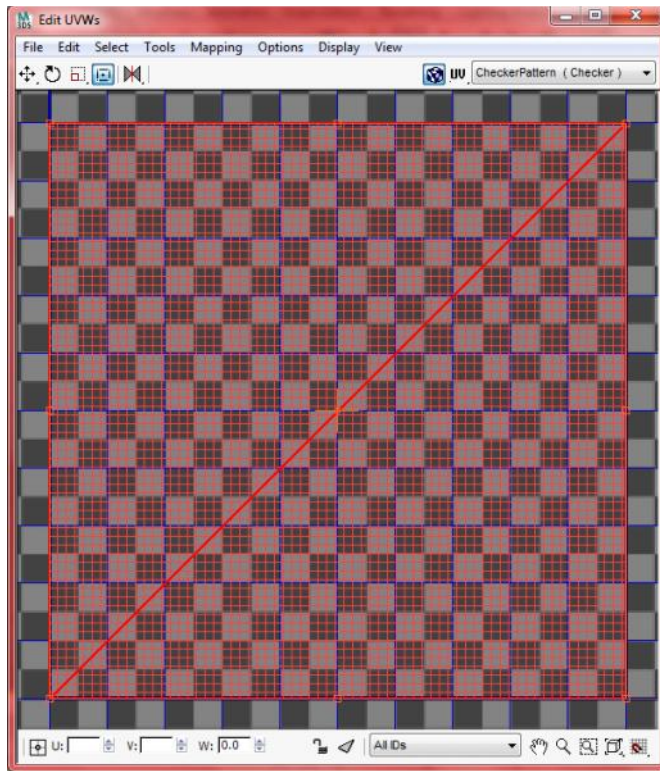
choose one face of the box



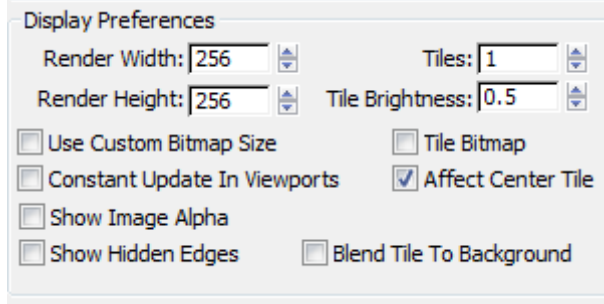
[Modify] > [Unwrap UVW] > [Map Parameters] > [Planar] >> [Best Align]



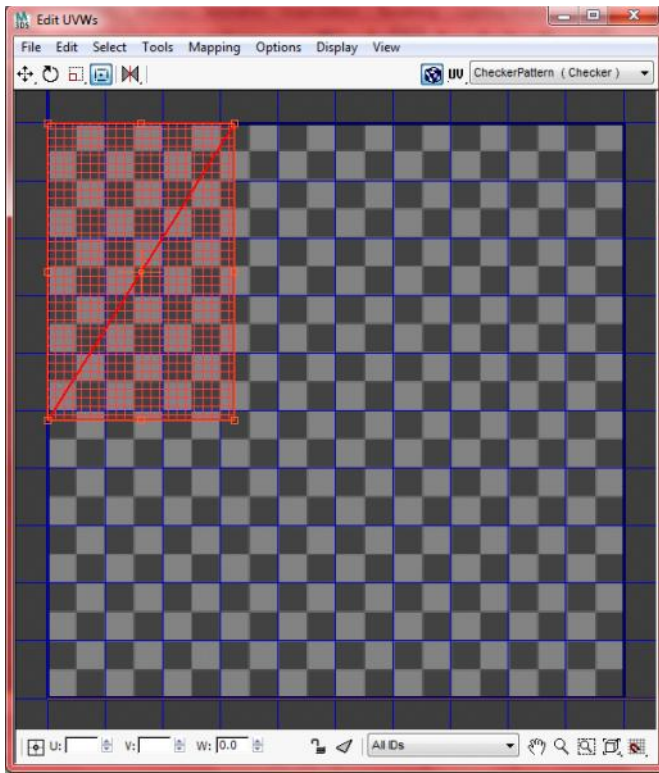
[Modify] > [Unwrap UVW] > [Parameters] > [Edit]



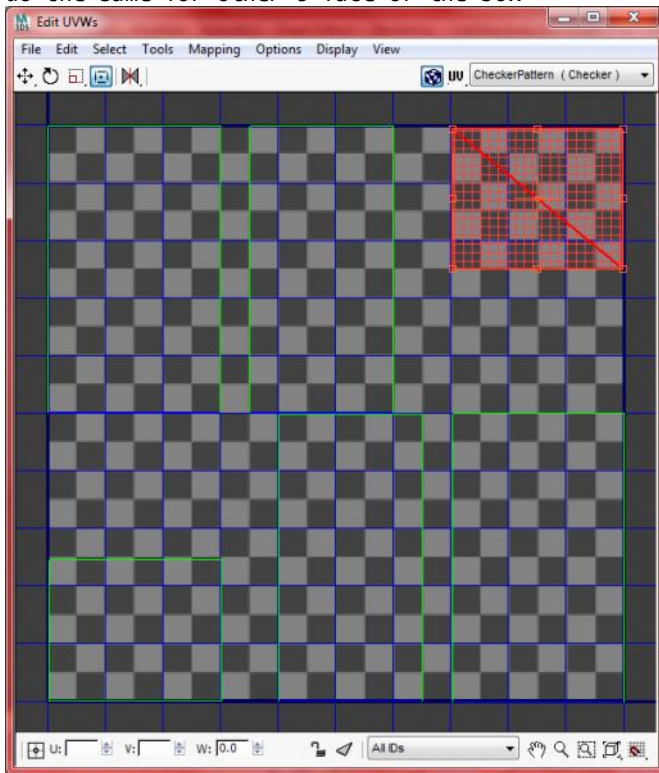
[Edit UVWs] > [Option] > [Preferences] > Display Preferences



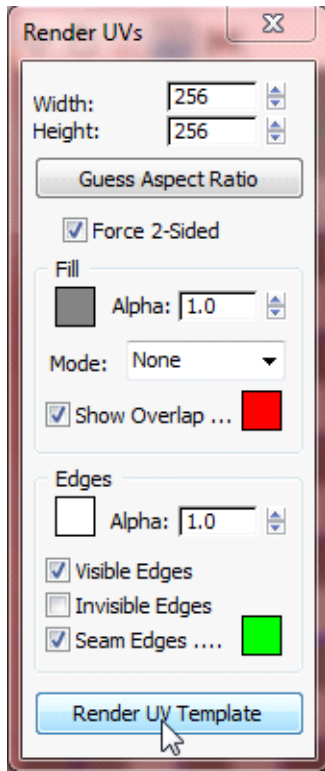
arrange UVW map in Edit UVWs



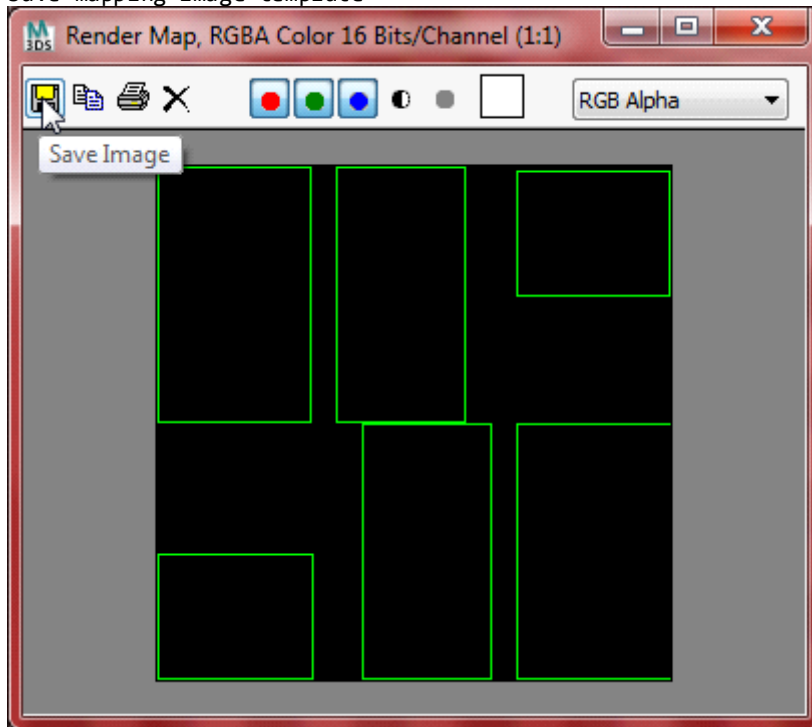
do the same for other 5 face of the box



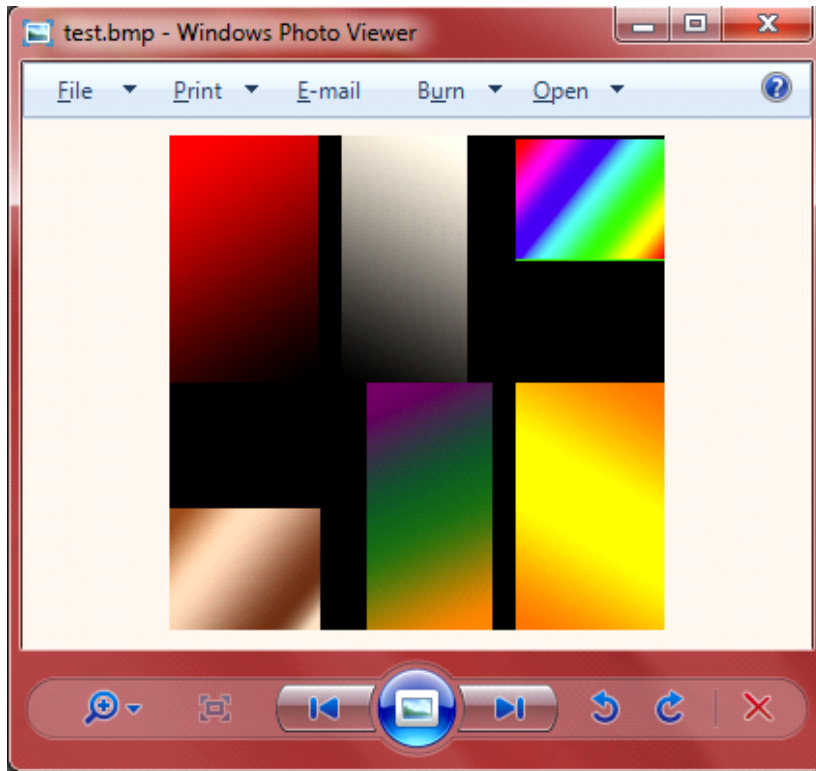
[Edit UVWs] > [Tools] > [Render UVW Template] > [Render UV Template]



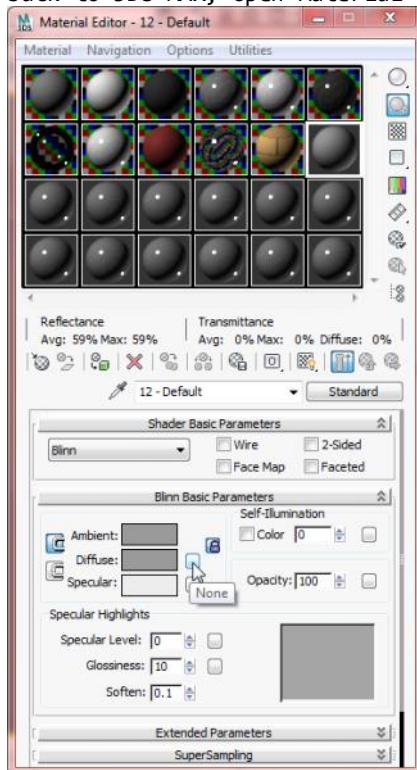
save mapping image template



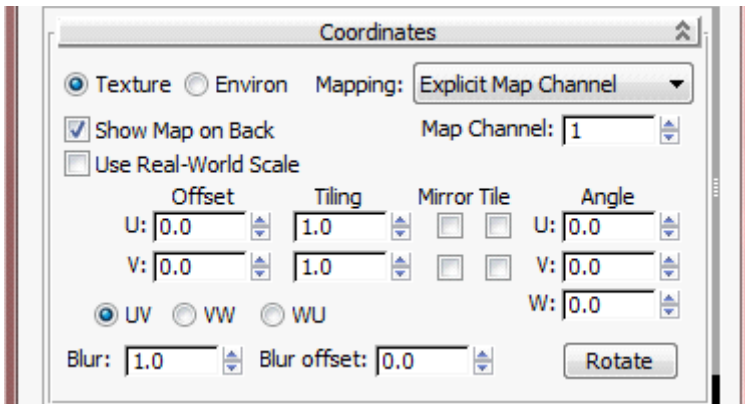
edit mapping image template into mapping image with photoshop



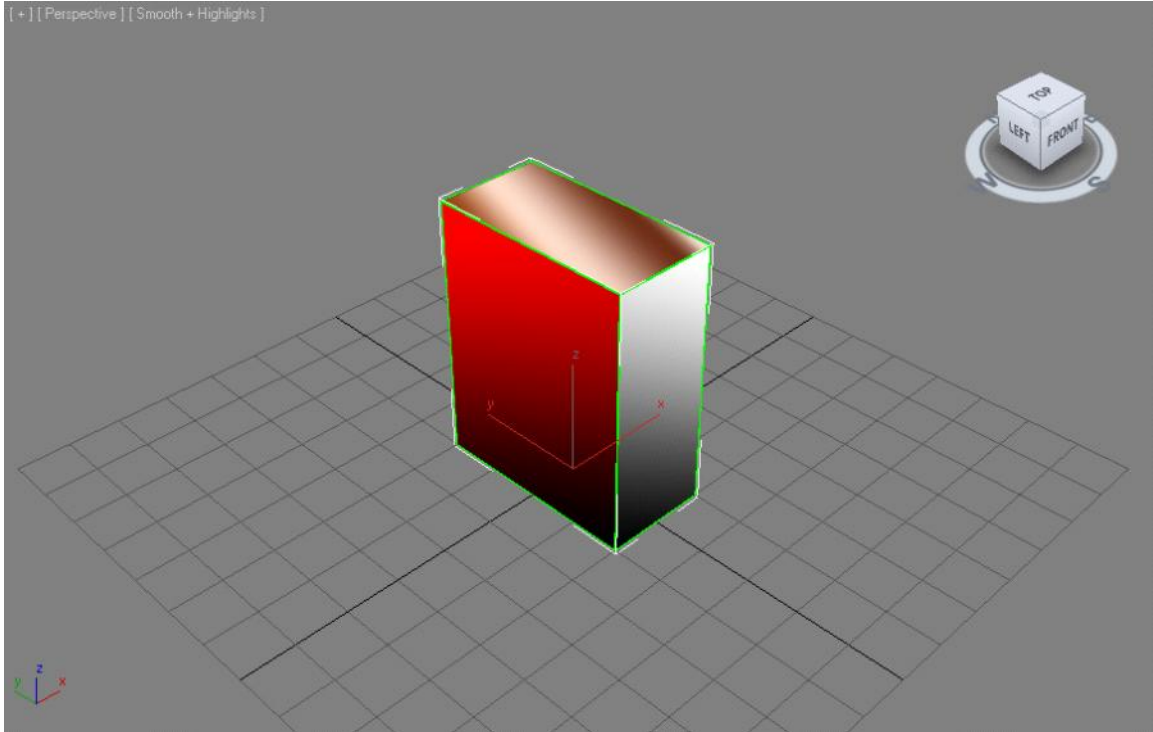
back to 3Ds MAX, open Material Editor

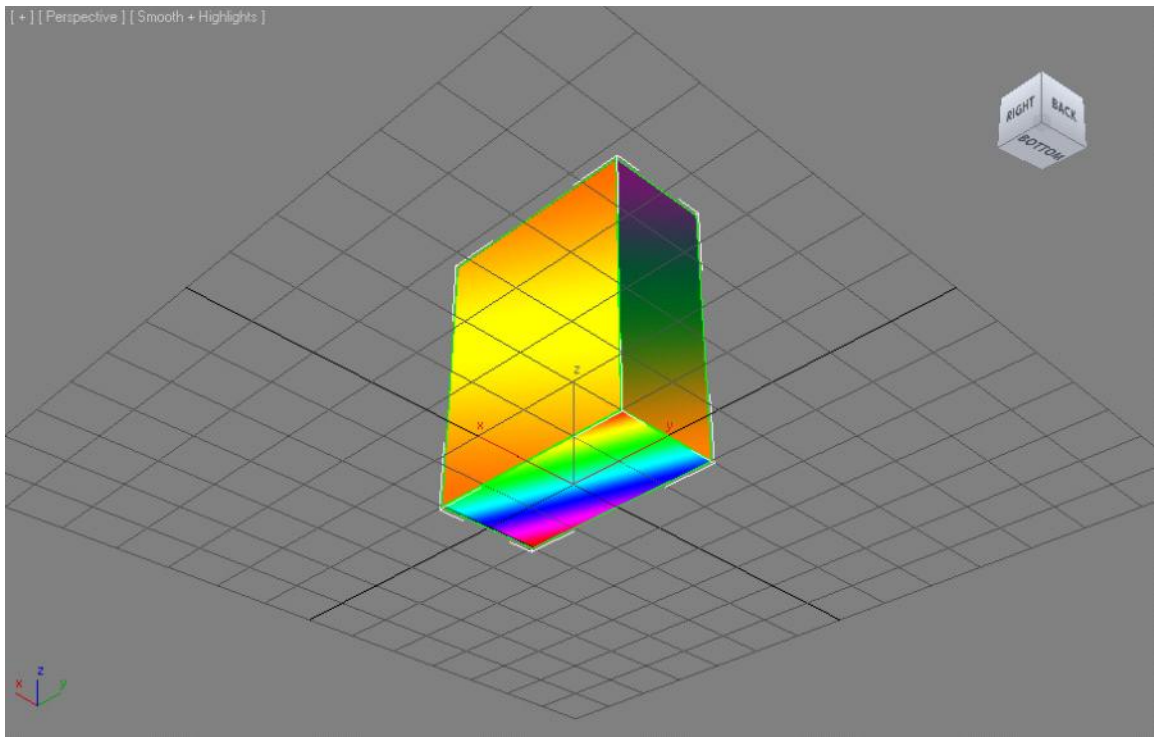


add mapping image as material and set coordinates as following

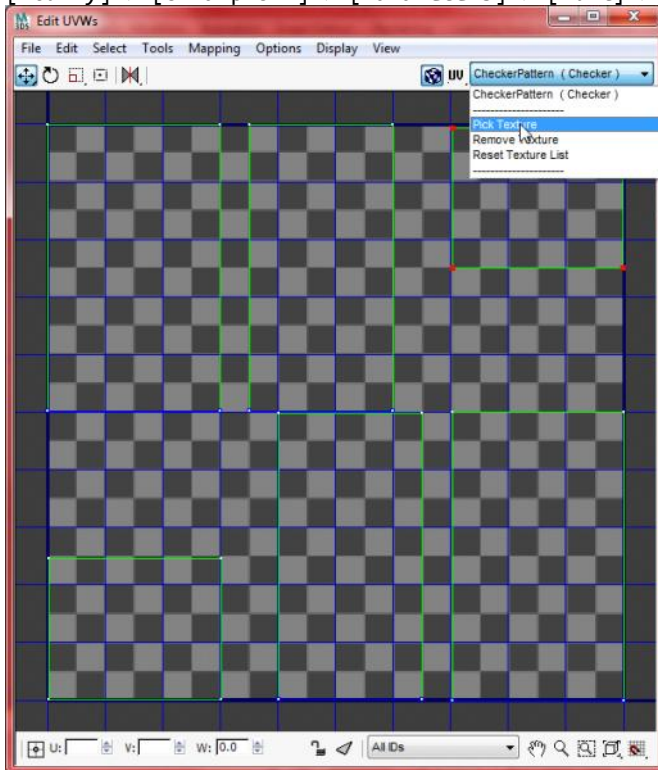


now the box is well textured

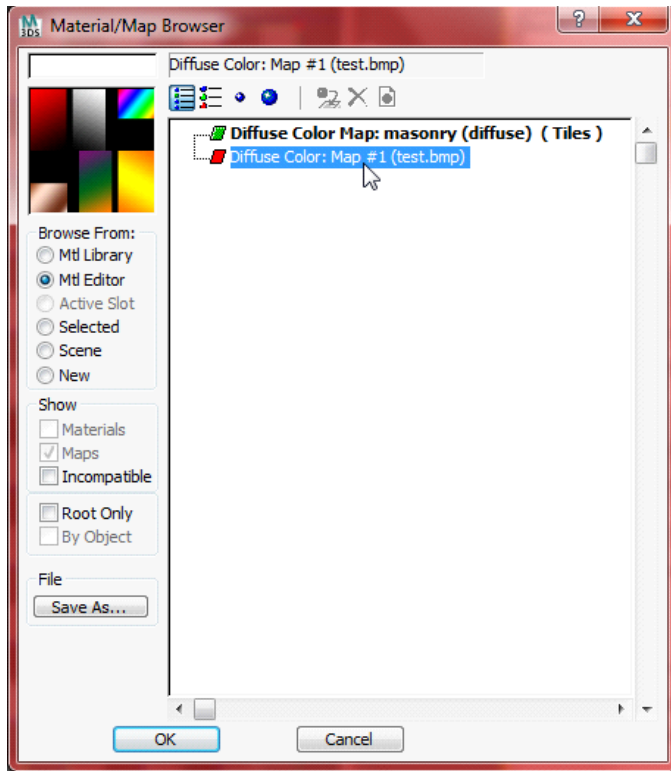




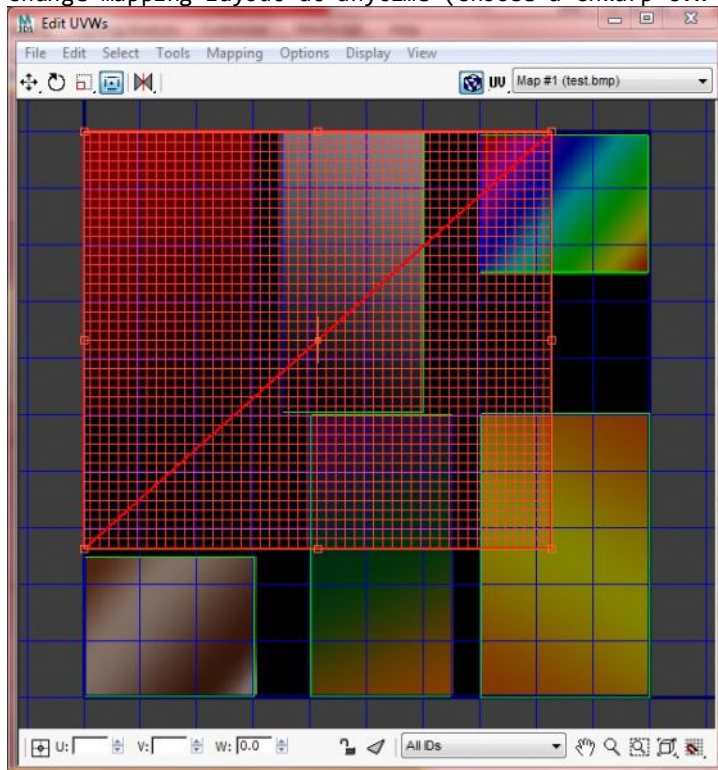
[Modify] > [Unwrap UVW] > [Parameters] > [Edit] > Pick Texture



[Browse From] > [Mtl Editor] > Diffuse Color: Map #1 (test.bmp)



change mapping layout at anytime (choose a Unwarp UVW face)



[+][Perspective][Smooth + Highlights]

