Introduction to UV Texturing

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Introduction

- Texturing a simple object.
- Solutions to common problems.
- Pro’s and Con’s to UV texturing.
Texturing a simple object

- I started by making this simple box shape with a couple different sections to it.
- I also gave the main sections their surface names and some color just to keep things organized.
Texturing a simple object cont’d.

- To the right are the surface names I used: “mainsection” is burgundy, “necksection” is orange, and “tips” is the green.
- Now we need to separate the polygons from each other so the UV map isn’t one large piece. We can do this one of 2 ways. If you’re the ‘hands-on’ type you can cut and re-paste each polygon right back where it goes. Or you can simply use the ‘Unweld’ function, hotkey ctrl + u (this creates extra points so that no polygon shares points anymore, they each have their own)
Texturing a simple object cont’d.

- After you’ve unwelded the points, find the “New UV Map” button (under Maps tab >> Texture heading in Lightwave 8) this will bring up the window above. In this window set the map type to “Atlas”, and I had the gap size at 4% but anything between 1% and 30% would be fine. Give the texture a name relating to the object itself, and click OK. (I just named mine ‘Texture 1’)

- Don’t forget to change one of the viewports to UV texture view in the drop down menu in the upper-left of the viewport. (circled in green)
Texturing a simple object cont’d.

• If everything worked properly you should now have a big pile of polygons looking something like this. While working on it myself using the same object several times, the polygons were arranged differently almost every time. I have no idea why.

• This may look like a mess but you may sort them all out by selecting polygons on your object, thus highlighting the appropriate UV polys (moving around the UV polys will of course not change the object at all.)
Texturing a simple object cont’d.

- This is where the fun starts after laying out your shapes in a more organized way hit the PrintScrn key open a paint program (Microsoft Paint works) and paste it in. In my case I had to paste it in MS Paint and save it and load it in Aura.
- Then, you start drawing your texture, depending upon what the object is gonna be this can be the hardest part. But I just did a simple design for a health pack.
- When you’re done save the image and go back to Lightwave.
Texturing a simple object cont’d.

- Under the Surface editor, goto each one of your surfaces and click the “T” texture icon on the color channel.
- This brings up the texture editor where you will change the “Projection” field to UV.
Texturing a simple object cont’d.

• After you change the Projection type to UV a new option becomes available, “UV Map” for this field choose the map that you created earlier (mine was ‘Texture 1’)
• The next field is Image, for this one, obviously select that colored in template you just saved.
• Now make some renders and put them on the refrigerator to show off to company!
I decided to throw in a lens flare in the last shot, to really show off the health-pack’s glamorous side.

Blake has taught me well.
Solutions to common Problems

• **Problem**: “After I make the UV map and I try and move the pieces around it stretches the polygons / all the polygons don’t move / they all move as one piece. What’s wrong?”

  **Solution**: It looks like you forgot to Unweld the points (or Copy/Paste the polygons) in order to separate the pieces, hit undo until your UV map is gone and then hit Ctrl + ‘u’ to Unweld the points (don’t have anything selected to ensure they are all unwelded)

• **Problem**: “I went through all the steps correctly, but when I render the object some parts of the texture come out smeared/skewed/not at all.”

  **Solution**: This is a problem with the way the UV map was created, if you used “Atlas” projection and things didn’t come out right, you may want to try a different type, Planar, Cylindrical or Spherical. Be sure to project it along the correct axis when using these modes.

• **Problem**: “When I render the object, everything turns out fine but there’s a dim grey and black checkerboard over the picture. What gives?”

  **Solution**: That means you’re running Discovery Edition, money can solve that problem. If you’re short on cash, try pretending it isn’t there.
Pro’s and Con’s

• **Pro’s**
  - When done well UV texturing can look really good, it produces a nice, even, and detailed texture that isn’t tiled or repeated in any way.
  - Always quick to render.
  - Not too tricky once you get the hang of it.

• **Con’s**
  - You have to hand draw the texture.
  - Can be difficult to create a good texture, it takes getting used to.
  - Can be time consuming to make the texture itself.
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