

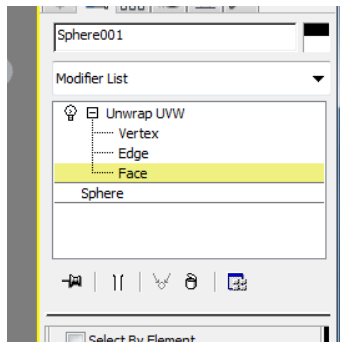
Unfold Geometry Using the Unwrap UVW

This white paper will discuss how to export a flattened object to a jpeg ready to import into photoshop for creating bespoke materials.

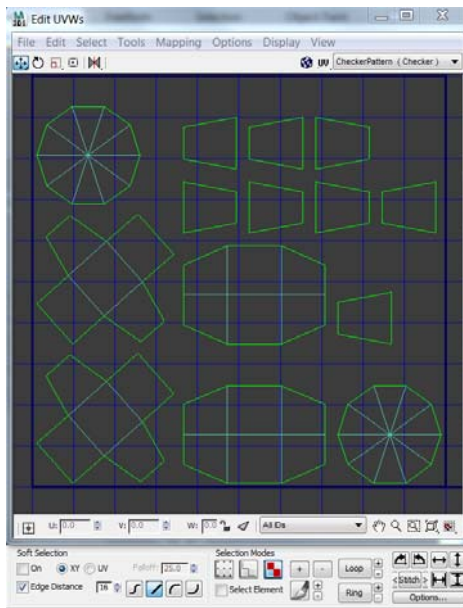
3DS MAX Users

When creating a complex object that is one piece of geometry it is increasingly difficult to add a material to it. An example would be an aeroplane, if this is create as a single object how do you add each part of the material to faces easily (i.e. windows, logos, flag on tail, name of plane, etc). An experienced modeller will export each face of the object to photoshop and paint the objects on, this is done using Unwrap UVW. This exercise will walk you through how to achieve this. For this example we will use a sphere.

1. Create a Sphere with a Radius of 50 and with 10 segments.
2. Apply an Unwrap UVW modifier from the modify stack
3. Expand Unwrap UVW in the modifier stack and select Face



4. Under Parameters press Edit
5. Under Mapping select 'Flatten Mapping' (see image below for result).



Once the image is flattened (as per the image above) then go to 'tools' and select 'Render UVW template' this will give you an image that can now be taken into an external product ready for applying materials.