
Subject: UV Maps tips and tricks
Posted by [Ushanka](#) on Thu, 07 Jan 2010 21:36:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, that color sandstone material looks really promising. Of course, now I'm going to have to learn how to make UV maps...

Does anyone have any recommended tools/techniques/software for adding texture maps to my meshes? Right now I'm using Solid Edge, which I don't think has an easy texture-mapping tool.

Right now I'm just hoping to do some simple coloration, like coloring a complex mesh with a single color. I'd also like to print a colored, desktop-sized replica of Gerrit Rietveld's famous chair. I love that chair.

Subject: Re: UV Maps tips and tricks
Posted by [Dotsan](#) on Fri, 08 Jan 2010 10:50:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Ushanka, I've getting my head around Blender for UV unwrapping. I've found this to be the best because it is free and there are more than enough video tutorial to help you get going. I've been through the learning barrier, drop me a line with any questions.

Cheers

V

<http://www.dotsan.com>

Subject: Re: UV Maps tips and tricks
Posted by [aeron203](#) on Sat, 09 Jan 2010 12:16:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Blender is capable of more, but for very simple work, SketchUp can auto-generate UVs for your model. It's simple box-mapping and you don't have tools to change orientation, only size. If you have a tileable map and only one texture the results are not half bad, and more importantly it's quick and intuitive.

I made a tutorial on how to get started here:

<http://www.shapeways.com/forum/index.php?t=msg&th=1839&start=0&S=e47620164873de8b49e7af7d9ba093e1>

Once the mapping is applied, MeshLab does have tools for manually editing UVs for each poly if you want to try that.

The big step beyond these simple solutions is to apply a cylindrical or spherical projection to the whole object at once. This takes more advanced software like Blender. I'm checking out various free packages to see if any of them have strengths in this area. I will let everyone know what I find!
