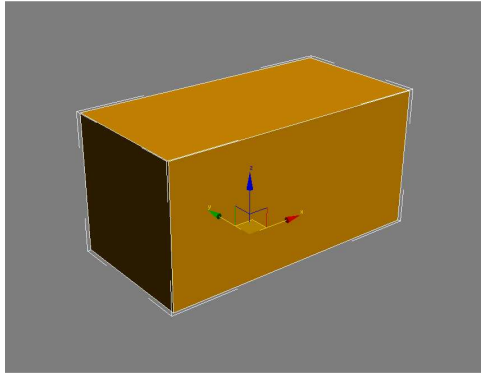


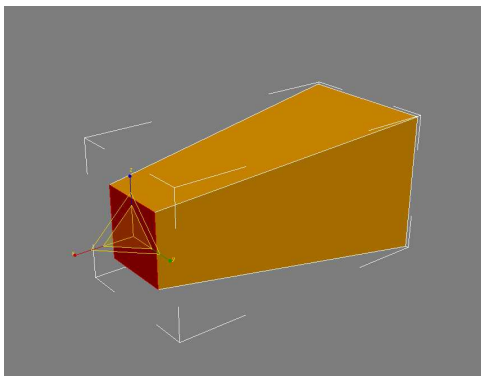
Tutorial: Unwrap UVW (Works best with 3D Studio Max 6+)

Building the Geometry:

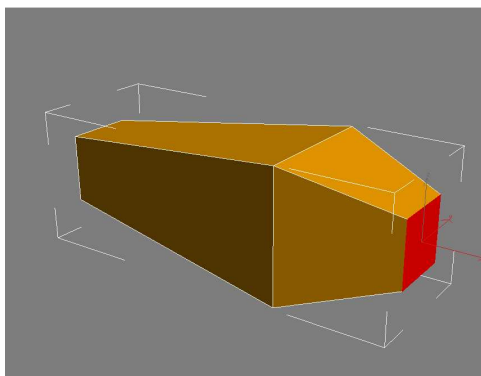
- Build a Box (L:50, W:100, H:50) and convert it into an Editable Mesh.



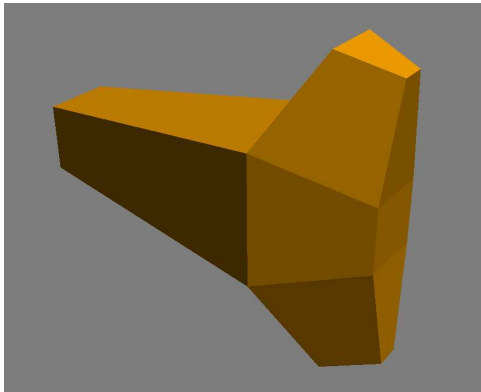
- In Polygon Sub-Level select one of the side Polygons and scale it to approximately half its size.



- Now select the Polygon on the other side and bevel it.



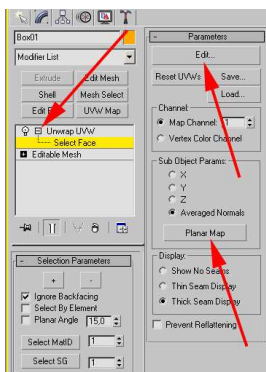
- Then select the Top and Bottom face of the part you just beveled and bevel both at the same time (make sure you change Bevel from GROUP to LOCAL)



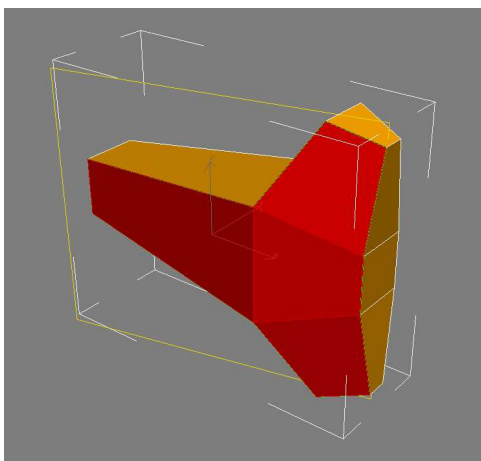
- This is the Geometry we are going to map using Unwrap UVW.

Applying the Unwrap UVW modifier and edit the planar Mappings

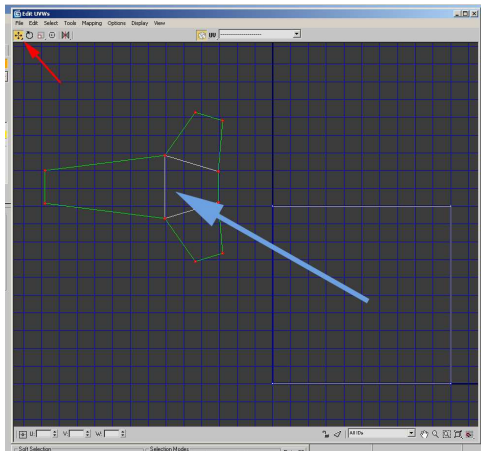
- Select the Object and add the Unwrap UVW modifier
- Click on the little + next to Unwrap UVW so can select Faces and open the UVW Edit Window by clicking on EDIT



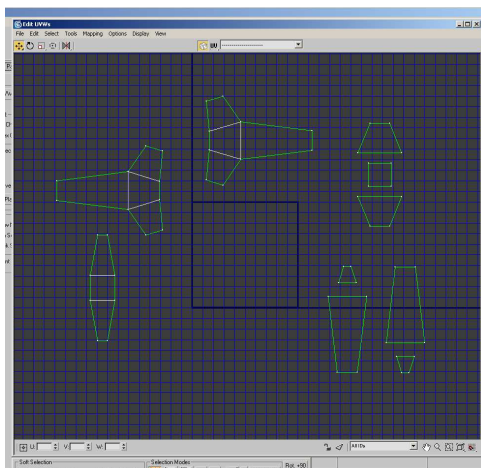
- Now select all the side Polygons of our Object that will be mapped at the same time, click on PLANAR MAP and you should see the 4 Polygons selected in the Edit UVWs Window.



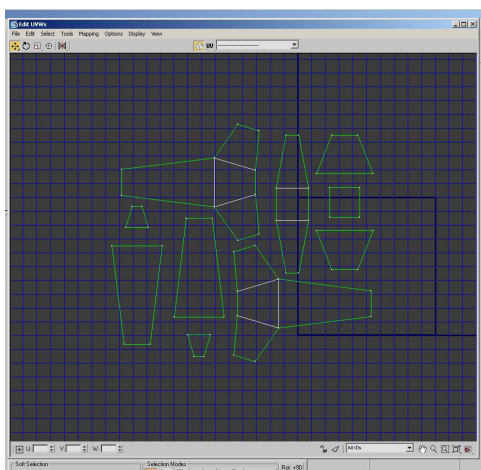
- Use the MOVE Tool in this window to move the selected Polygons outside the square Centre of the Window. (press mouse wheel for PAN and roll it for ZOOM)



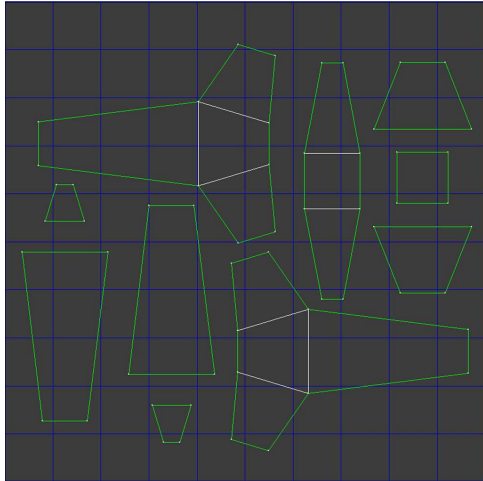
- Continue with all the Polygons (use only polygons that are parallel or almost parallel at the same time)
- Your Edit UVWs Window should look somehow like this.



- Now use the MOVE Tool to arrange the Polygons so that they use minimal space.

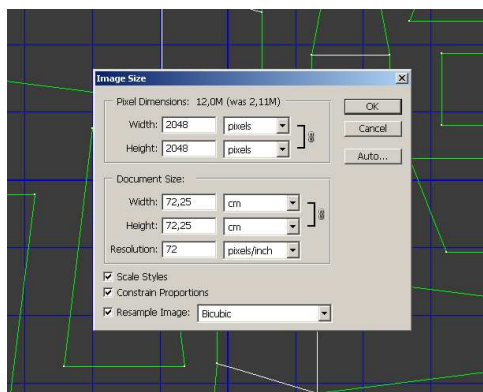


- Then use the SCALE Tool to make them Fit into the Square Centre Part of the editor.
- This is the Picture you are going to make a Screenshot of (Maximize it and press PRINT on your keyboard) to take it into Photoshop.

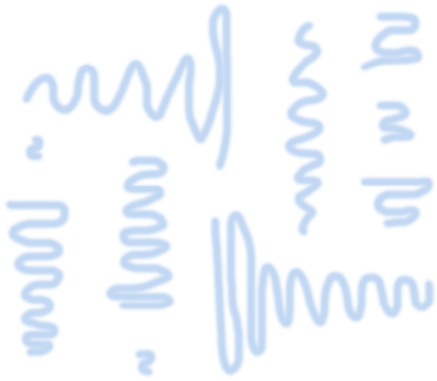


Painting the Mapping in Photoshop

- Start Photoshop and open a new file (FILE/NEW, or Ctrl+N)
- Paste your clipboard (the screenshot you just took) into the new Image (EDIT/PASTE or Ctrl+V)
- Zoom in to 200%, use the Rectangular Marquee Tool (M) to draw a selection where the thick Gridline is.
- Crop your Image (IMAGE/CROP)
- Change the Size of your Image to whatever size you need for your mapping. E.g. 1024 or 2048 (IMAGE/IMAGE SIZE)



- Now use whatever Tools you like to paint your Mapping. Don't forget to use Layers and to save your work as a PSD Image to keep all the layers and text.
- For the final Map turn off the Screenshot-Layer and save the image flat either as TIF or JPG (think about the possibility to also create Bump-Maps)



Apply the picture as Diffuse Color Map (Back to 3D Studio Max)

- Choose an empty Material Slot in the Material Editor, go down to the Maps section, apply a new Bitmap as a Diffuse Color Map and don't forget to Click on Show Map in Viewport.
- The Map should be applied as you painted it in Photoshop.
- Have Fun!

