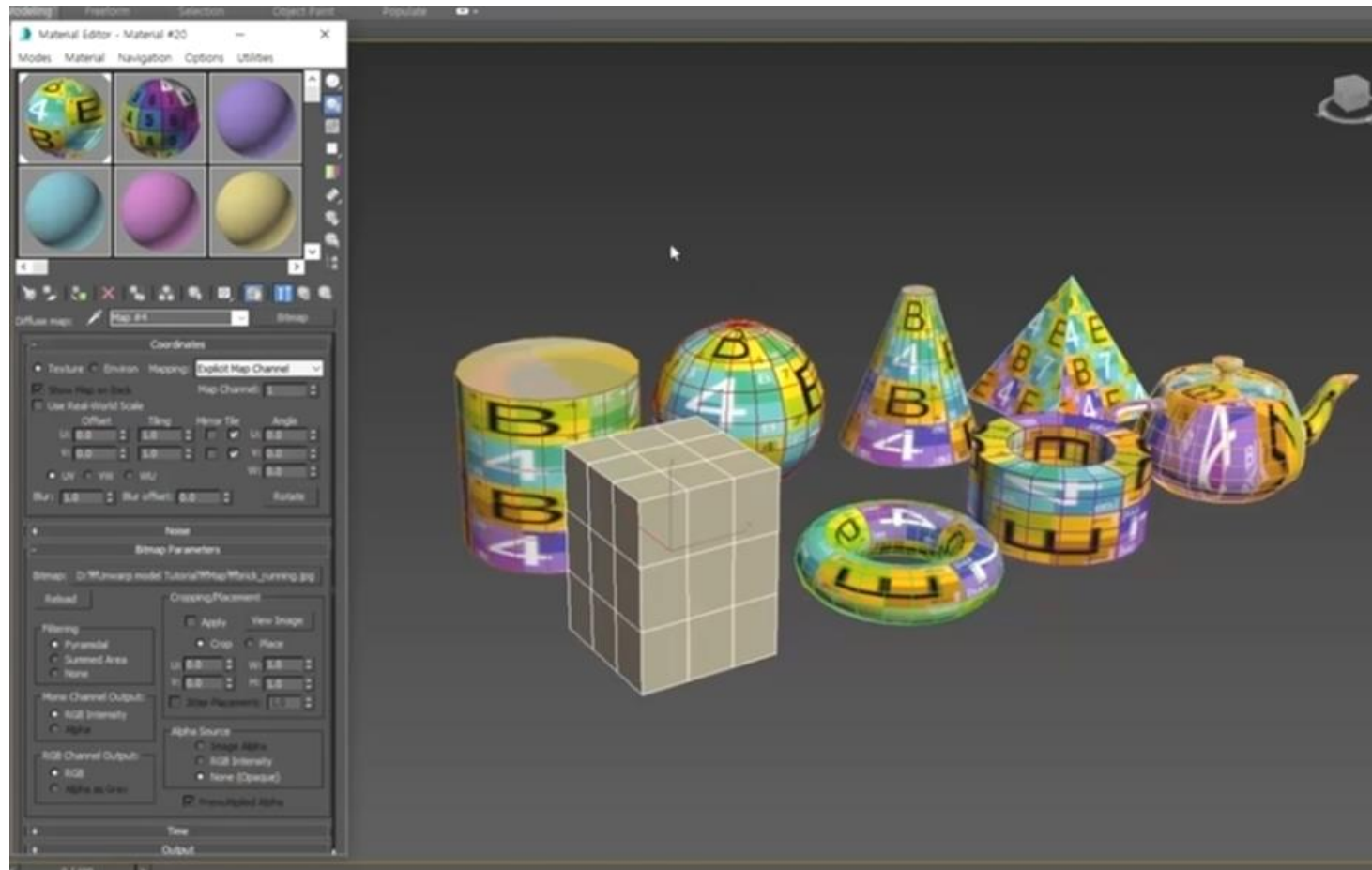
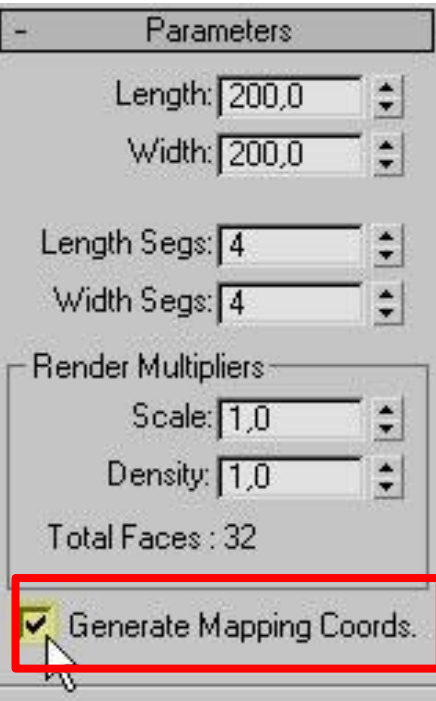


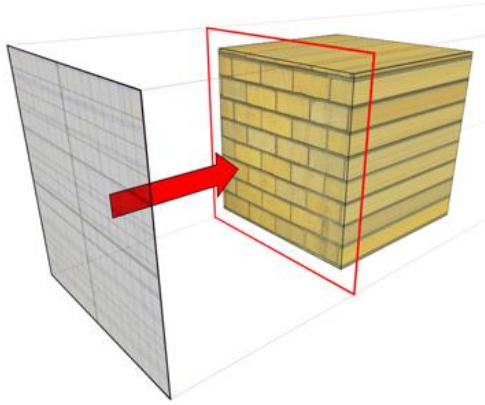
# Generate mapping coords

(기본적으로 오브젝트에 맵좌표가 보이게 하라)

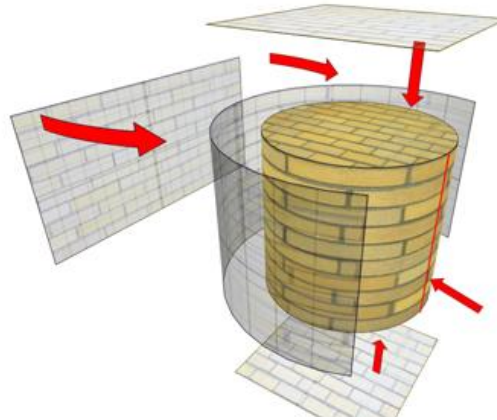


# UVW map modifier

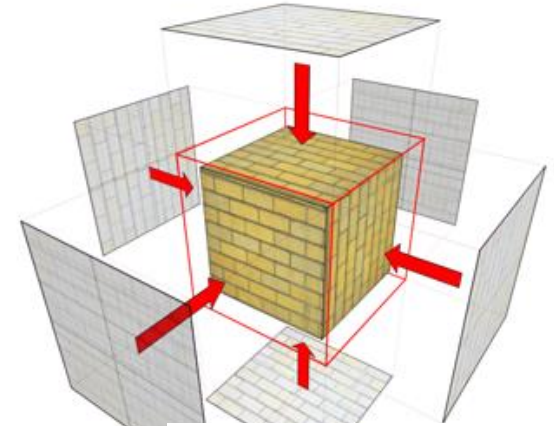
변형된 오브젝트에 맵좌표 입히기



평면형 (Planar)



원통형 (Cylindrical)



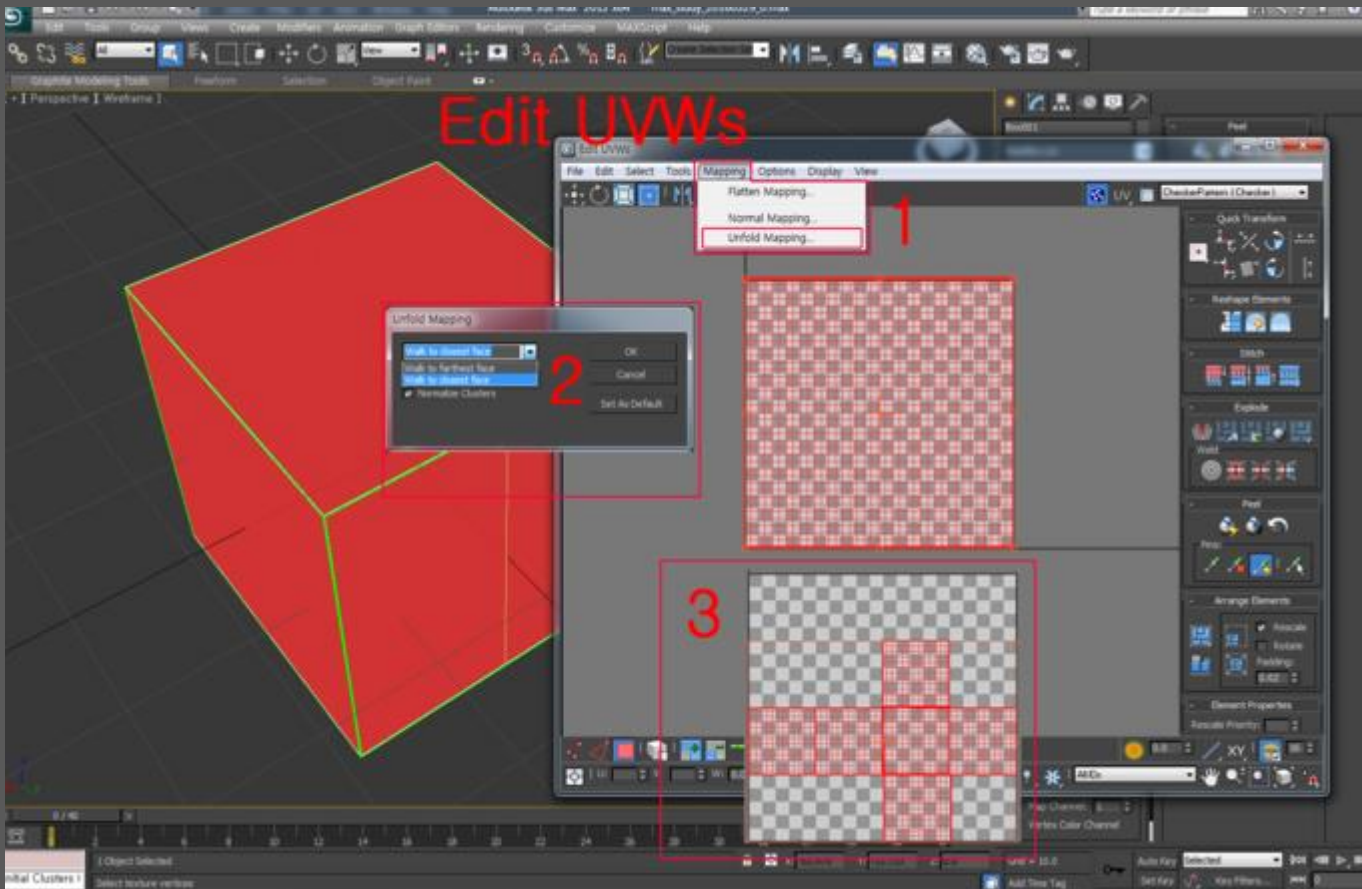
박스형 (Box)



# Unwrap uvw map modifier

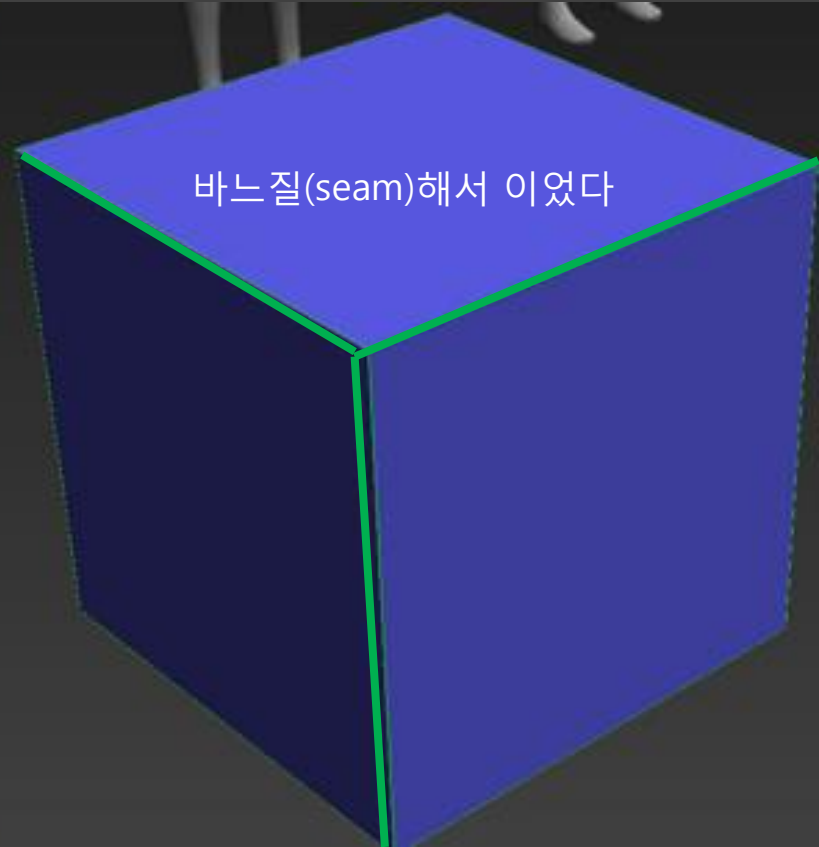
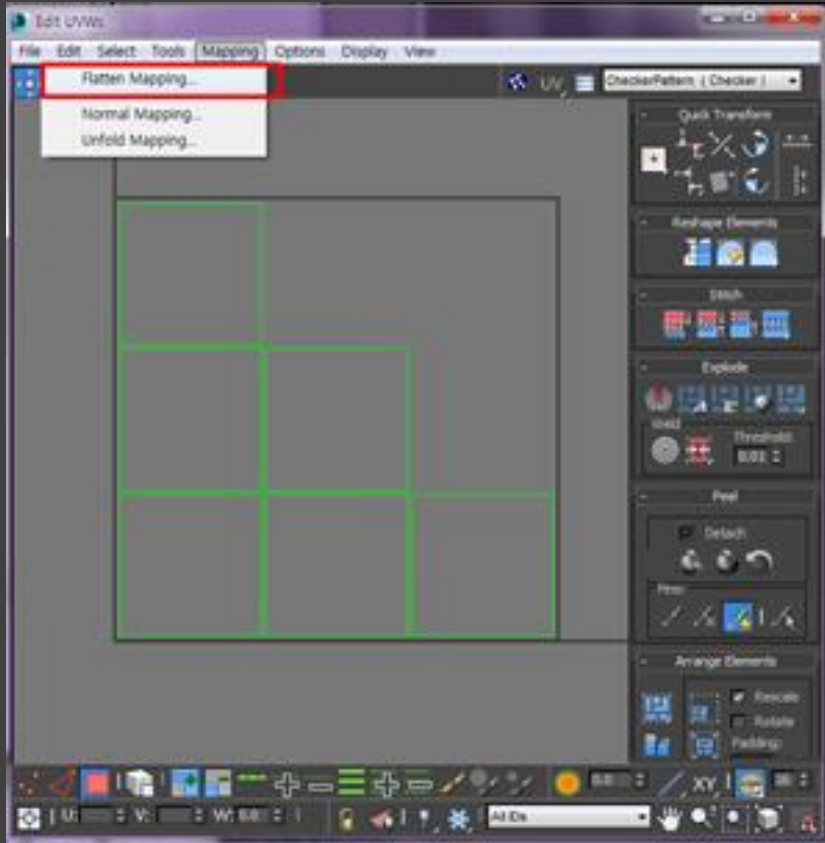
원하는 자리에 Map이 들어 갈수 있도록 Object의 map의 위치를 지정해서 Map을 펼치는 방법

Map seam 을 뜯어서 평면으로 펼쳐서 맵핑을 하는 방식.



# Map Seam(두 지층의 경계선, 꿰메다)

오브젝트에서 떨어져 있는 면(face)을 바느질(seam)해서 맵이 연결되어 있는 것처럼 보이게 하는선

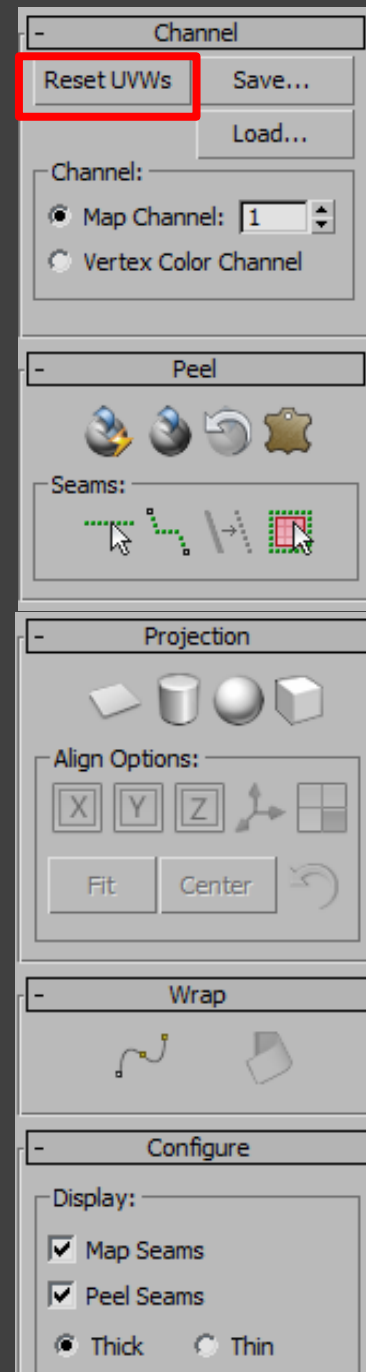
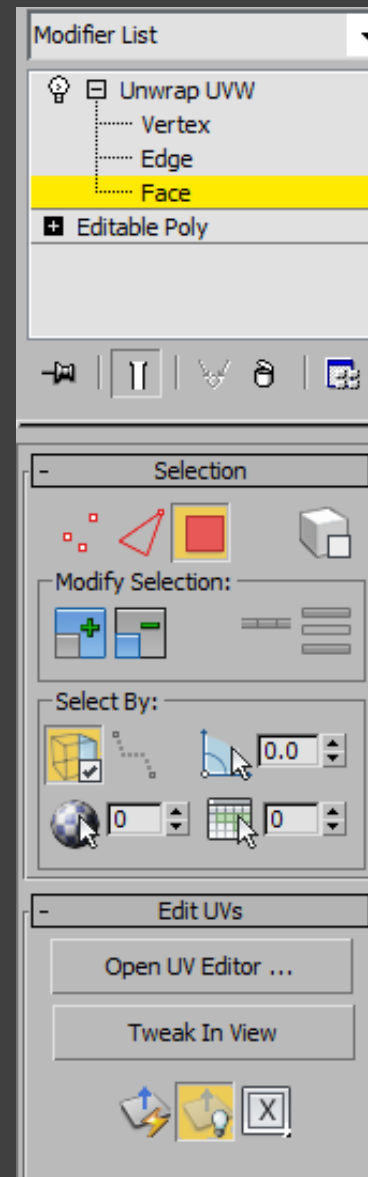
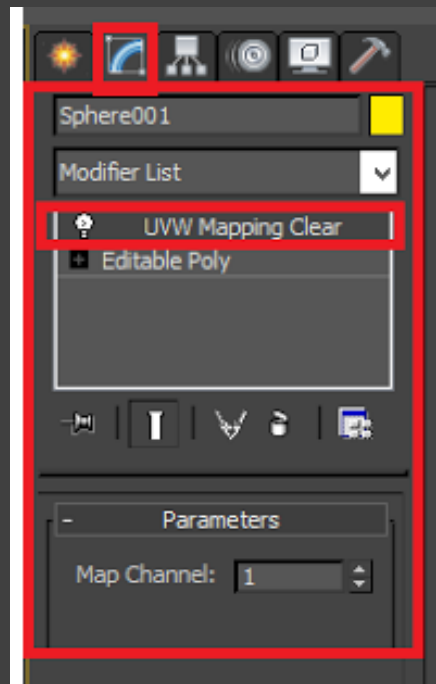


Max는 기본적으로 사물을 직각방향으로 seam을 만들어 준다

# Reset UVWs

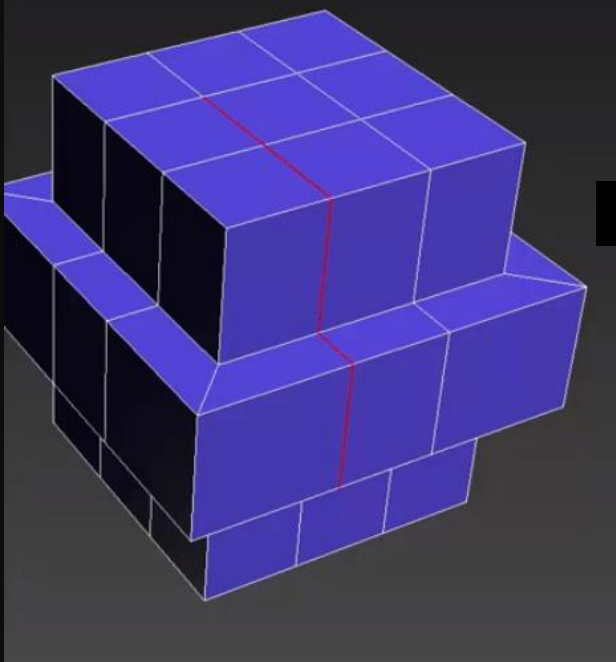
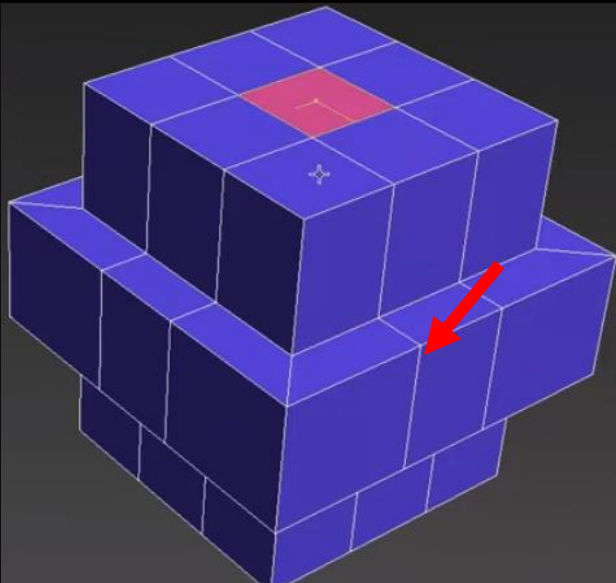
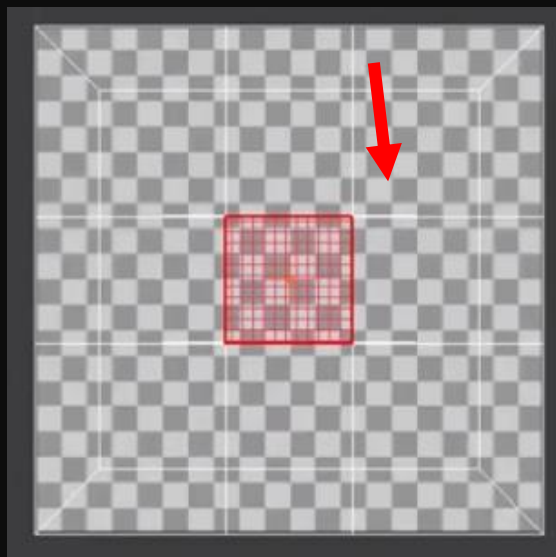
오브젝트에서 있는 seam을 초기화 하는 방법  
(map seam(녹색) / peel seam(파랑))

- UVW mapping clear 수정자 적용하기 (seam 삭제)
- Reset UVWs ( seam 초기화)

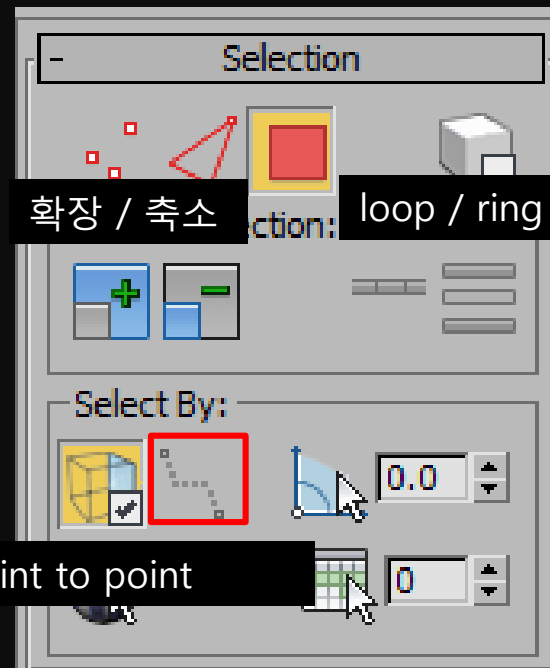




# Open UV editor 와 서로 연동되어 있음



선택만을 할수 있는 툴



확장 / 축소

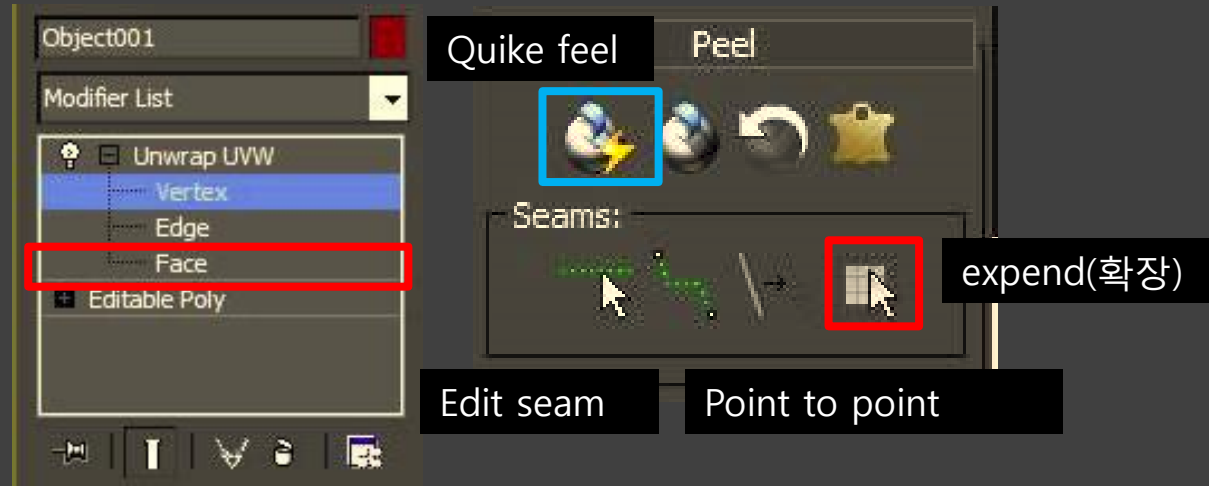
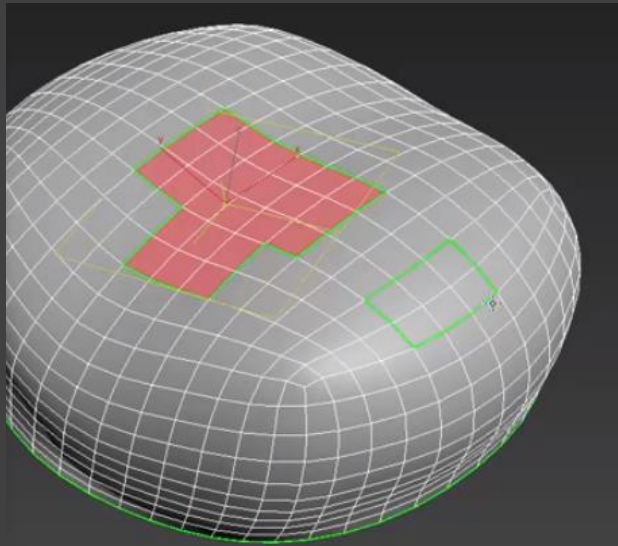
action:

loop / ring

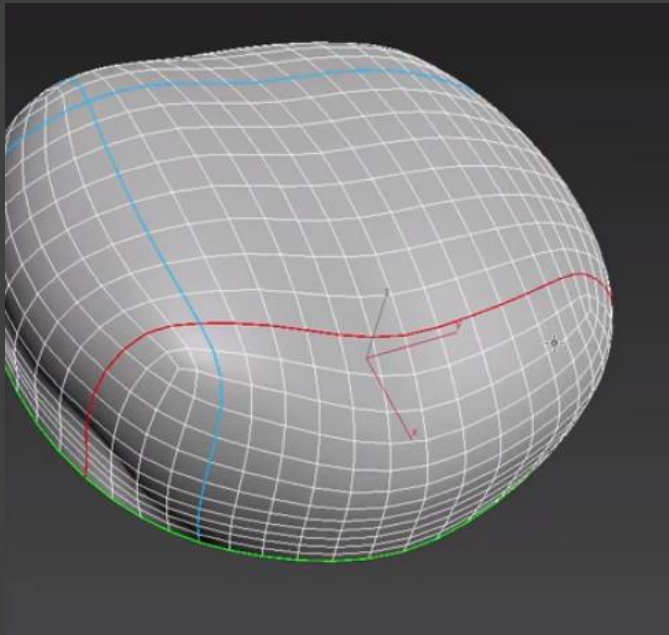
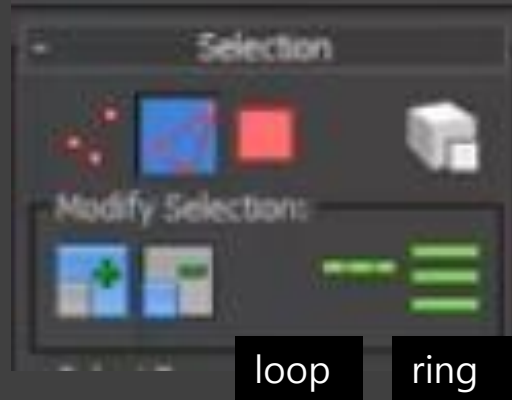
Point to point

# Peel seam

Map seam을 잡기전에 영역이나 경계선을 잡는 행위  
이용자가 직접 edge나 face를 선택해서 지정  
Peel 동물 등 유기체에 적합하다(pelt map)



face 선택상태에서 항상 peel seam으로 영역을 잡은  
이후 면을 선택해서 expend(확장)한 다음  
Quike feel 을 눌러 seam을 마무리 한다.



- Edge 선택상태에서 peel seam으로 영역을 잡은 이후 convert seam 으로 경계선을 설정
- face 선택상태에서 면을 선택하고 **expand(확장)**한 다음 **Quike peel** 을 눌러 seam을 마무리 한다.



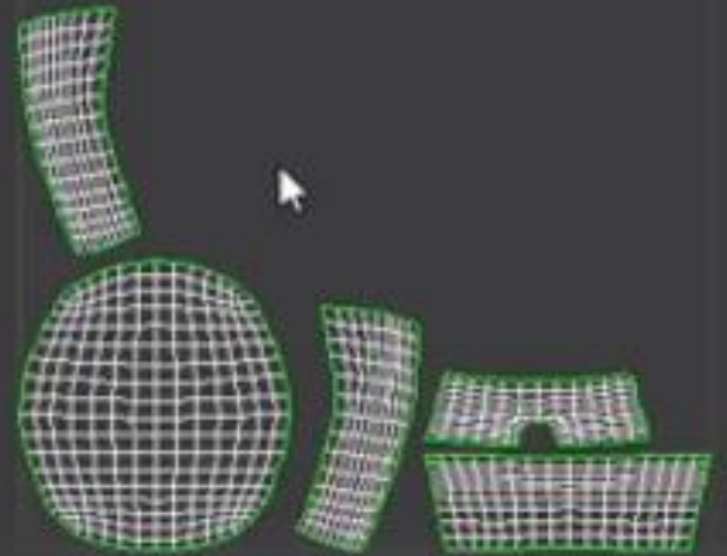
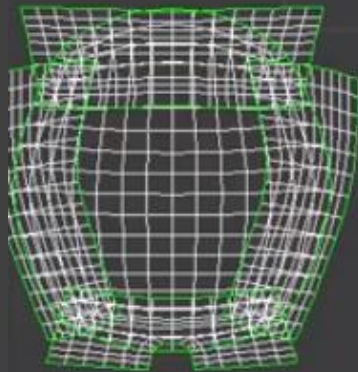
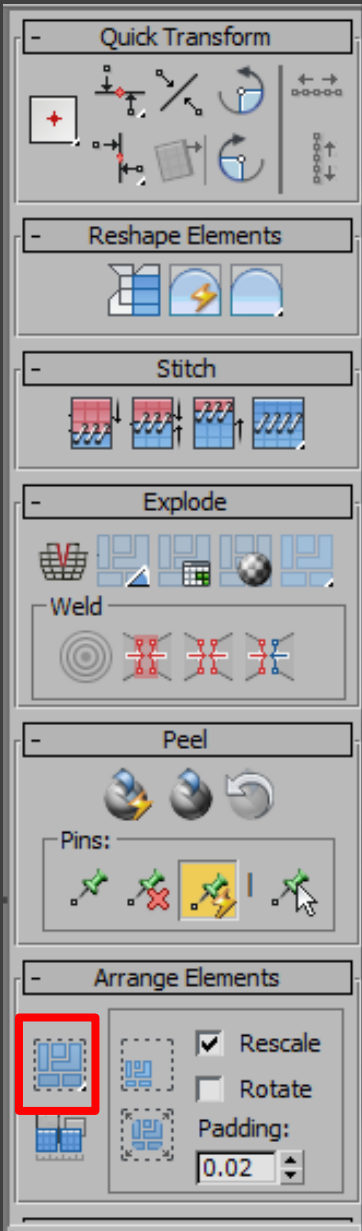
# Pack custom

서로 겹쳐져 있는 map seam을 영역안에 분리 정렬시켜 준다.

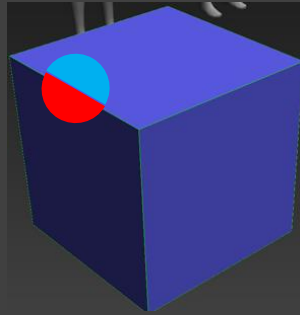
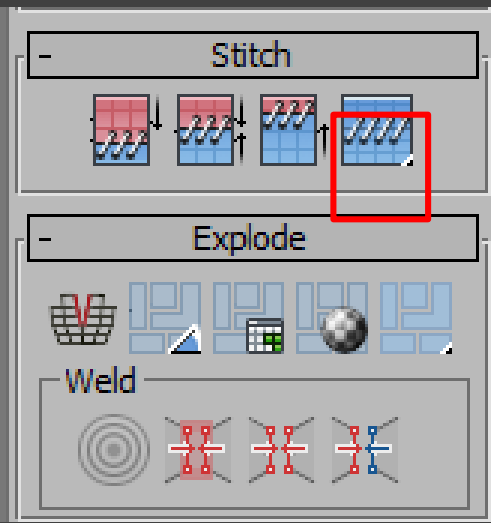
Pack custom



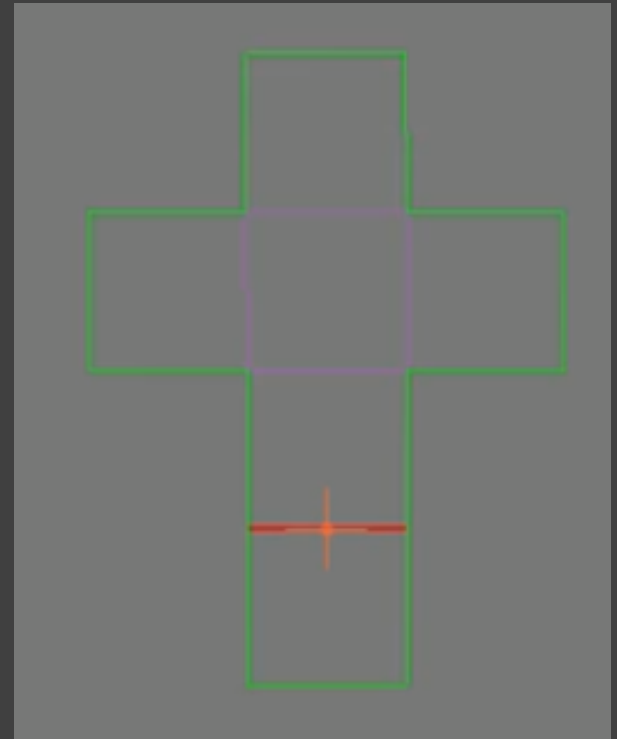
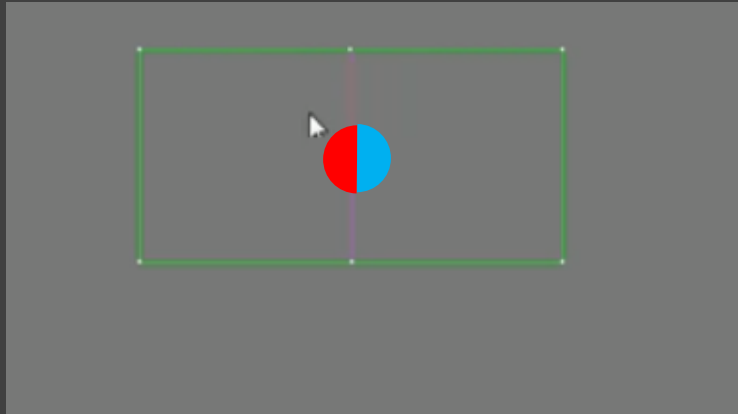
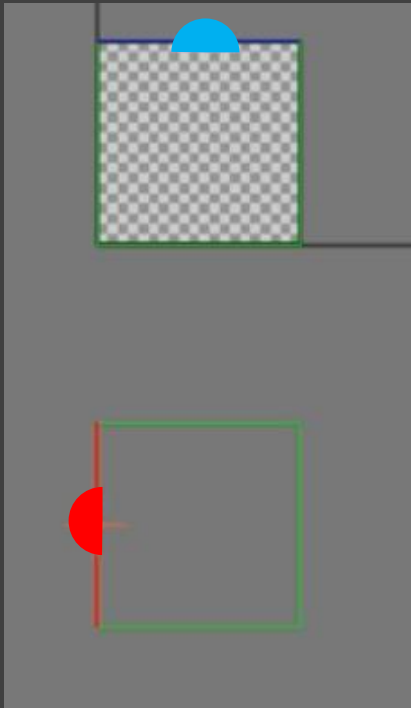
Rescale  
 Rotate  
Padding:  
0.02



# Stitch(한 바늘의 실)



Map seam을 중심으로 서로 인접한 선을 붙여주는 역할 (





**Quick Transform**

**Reshape Elements**

**Stitch**

**Explode**

**Weld**

**Peel**

**Arrange Elements**

Rescale  
 Rotate

Padding:  
0.02

**Modifier List**

- Unwrap UVW
  - Vertex
  - Edge
  - Face
- Editable Poly

**Selection**

Modify Selection:

Select By:

**Edit UVs**

Open UV Editor ...

Tweak In View

**Channel**

Reset UVWs Save... Load...

Channel:

Map Channel: 1  
 Vertex Color Channel

**Peel**

Seams:

**Projection**

Align Options:

**Wrap**

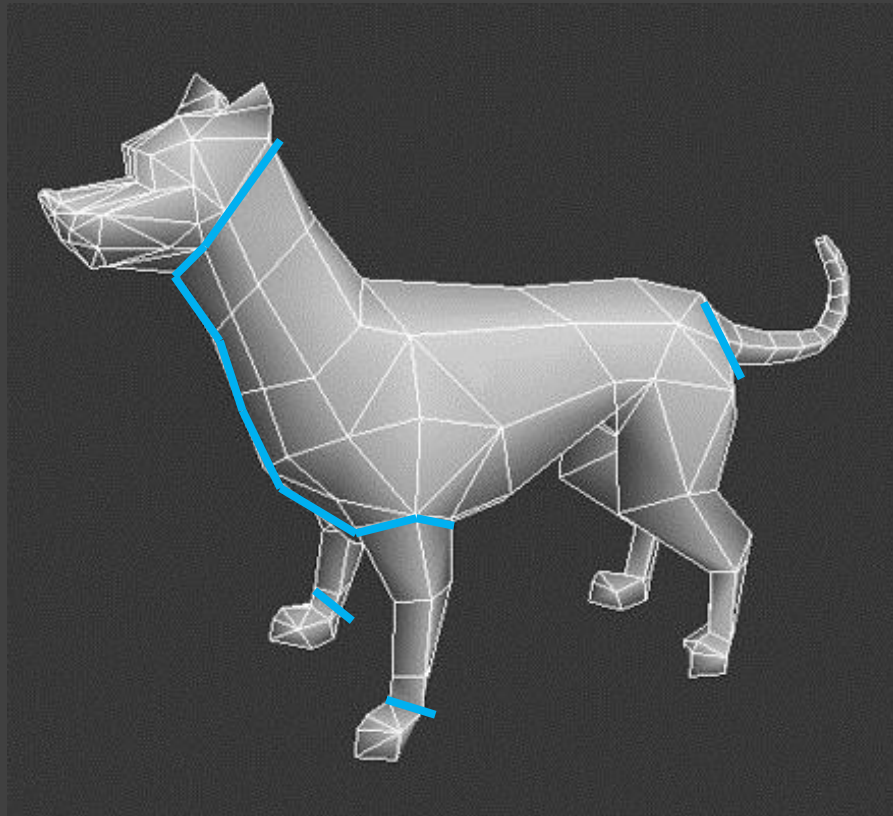
**Configure**

Display:

Map Seams  
 Peel Seams  
 Thick  Thin  
 Prevent Reflattening  
 Normalize Map

# 동물 Map seam

대개 캐릭터 몸통, 어깨 및 얼굴의 위쪽 절반입니다.



# # dog fur Texture

