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Subject: Re: Bending uvw maps?

Posted by [Aircraftkiller](#) on Mon, 12 Sep 2011 22:53:18 GMT

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The best and easiest way to do this is to select a "straight" section of polygons and apply a UV map to it. Apply a UVW Unwrap on top of it, move the section off the 0-1 grid. Repeat this until the entire object is UV mapped. Go to Display > Show Vertex Connections in the Unwrap edit window. Select individual vertices and match them to the correct matching point, weld them together, and repeat until the mesh has all of its UVs stitched together.

Once you've done this, grab all of the vertices that constitute one edge of the mesh in the Unwrap editor and use the U or V spinner at the bottom of the editor to flatten them on the same axis and move them away from the other side of vertices. Grab those vertices and do the same. If your map is vertical, grab all of the left vertices and type 0 in the U box. Do the same for the right, but type 1 instead. If it's horizontal, do the same thing but use V instead.

You will obviously get texture stretching, so you'll need to look at your mesh and get an idea of what the relative distance of the vertices is compared to what they are in the editor. Using that as a reference, scale the distance between the edges so that they match the general distance of each edge from one to another. This will keep the textures from stretching and will make it look much more convincing. You could use a checker map set on a large tiling pattern to illustrate any stretches that would make the squares stop being uniform.

This is assuming that you're using, at least, 3D Studio Max 8 or higher.

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