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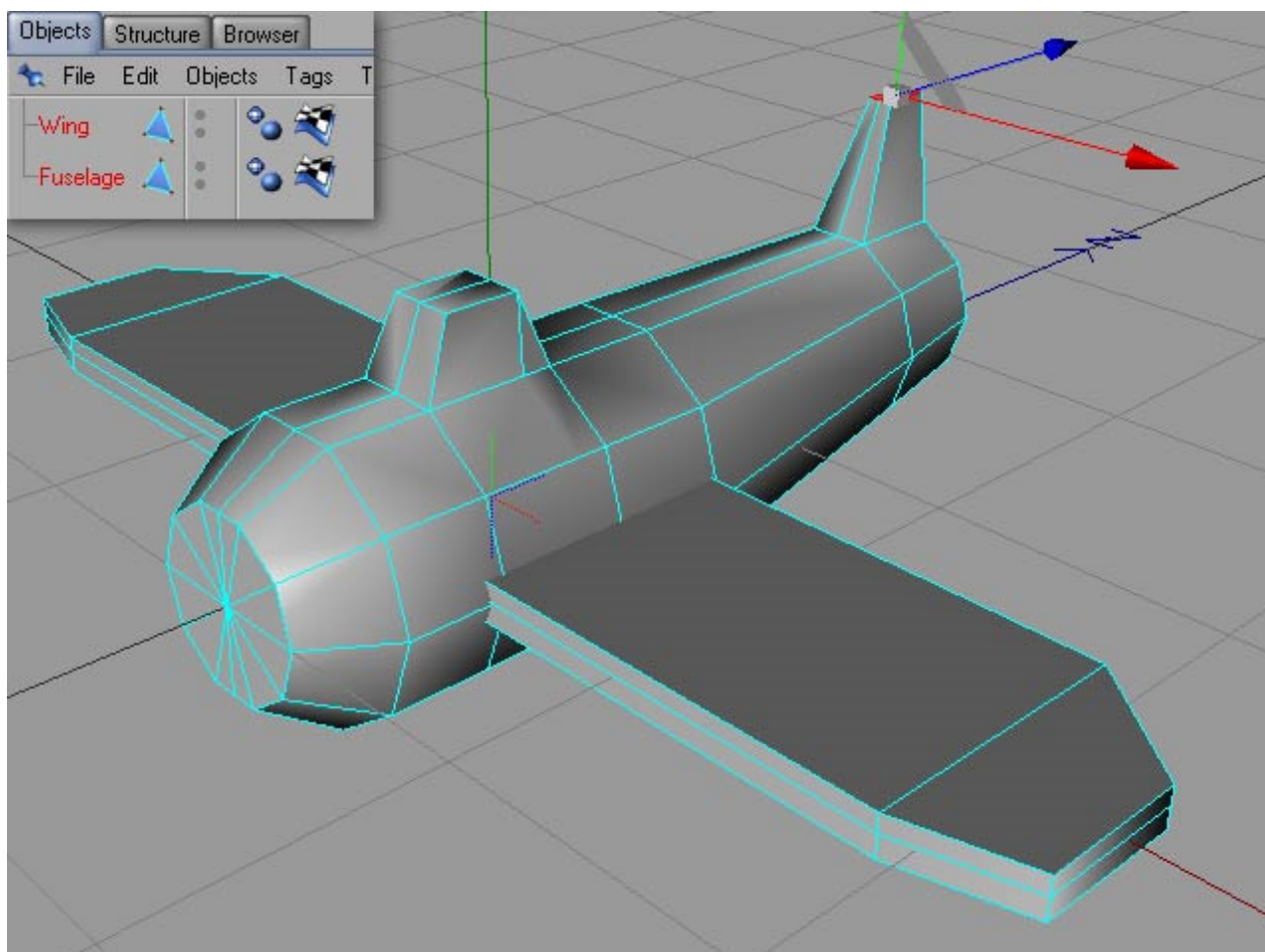


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### Mini tutorial - How to UV-map a 3D-object using BodyPaint

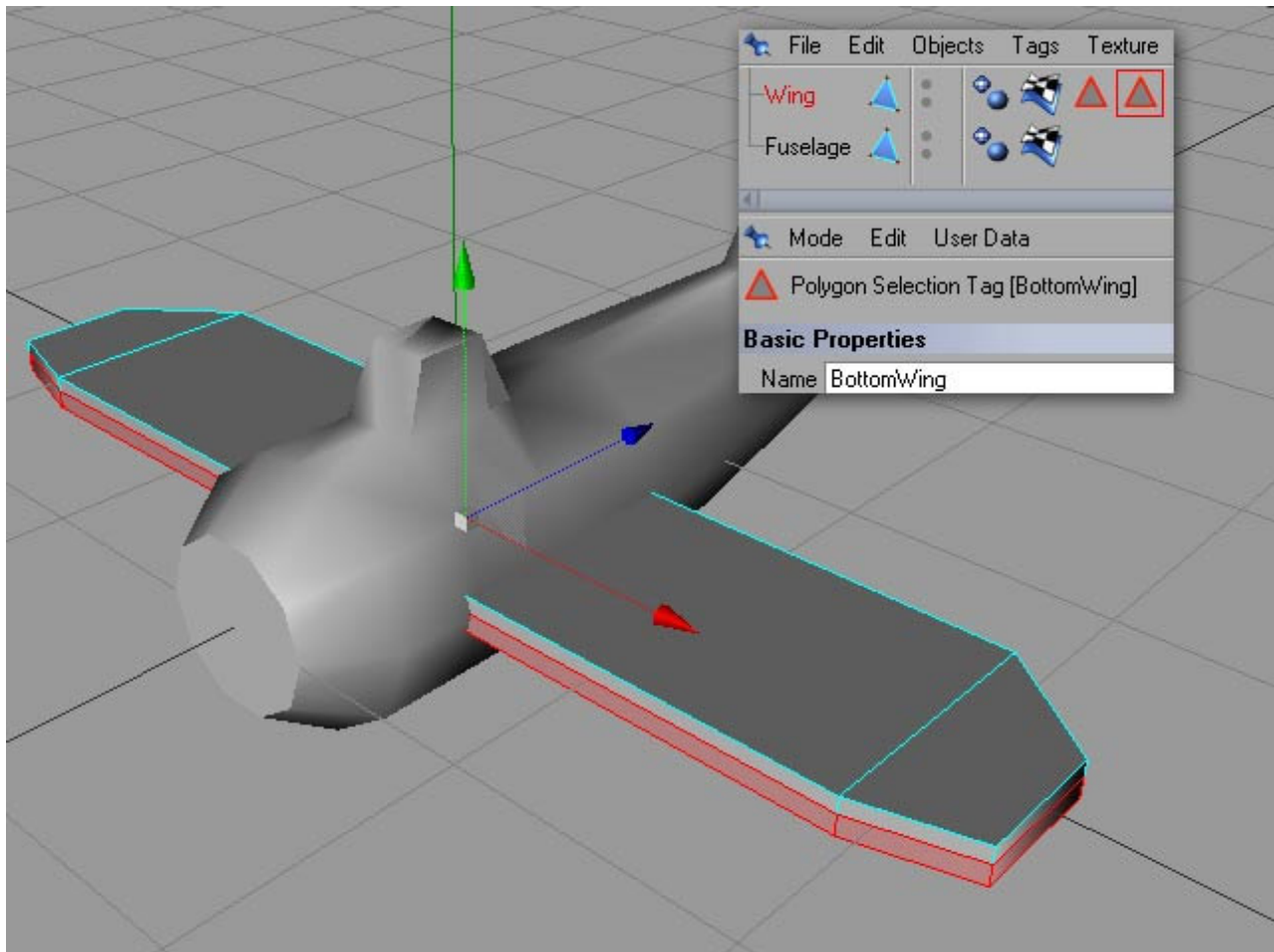
This is a small tutorial explaining how you could UV-map a 3D airplane object using BodyPaint. I'm trying to keep it as simple as possible because I missed a simple tutorial when I first was introduced to BodyPaint. Once you grasp the basic the rest will come to you automatically. Before we begin let me answer some questions that I get frequently:

- Q: How do you paint textures for your models?
- A: Take a look at this tutorial [[HERE](#)]
  
- Q: How to model an aircraft?
- A: I'm sorry but I can't give you a simple answer to this question. Please take a look at this page [[HERE](#)], I hope it explains the procedure. I have no plans for writing a detailed modeling tutorial right now but you are more than welcome to ask me more specific questions.



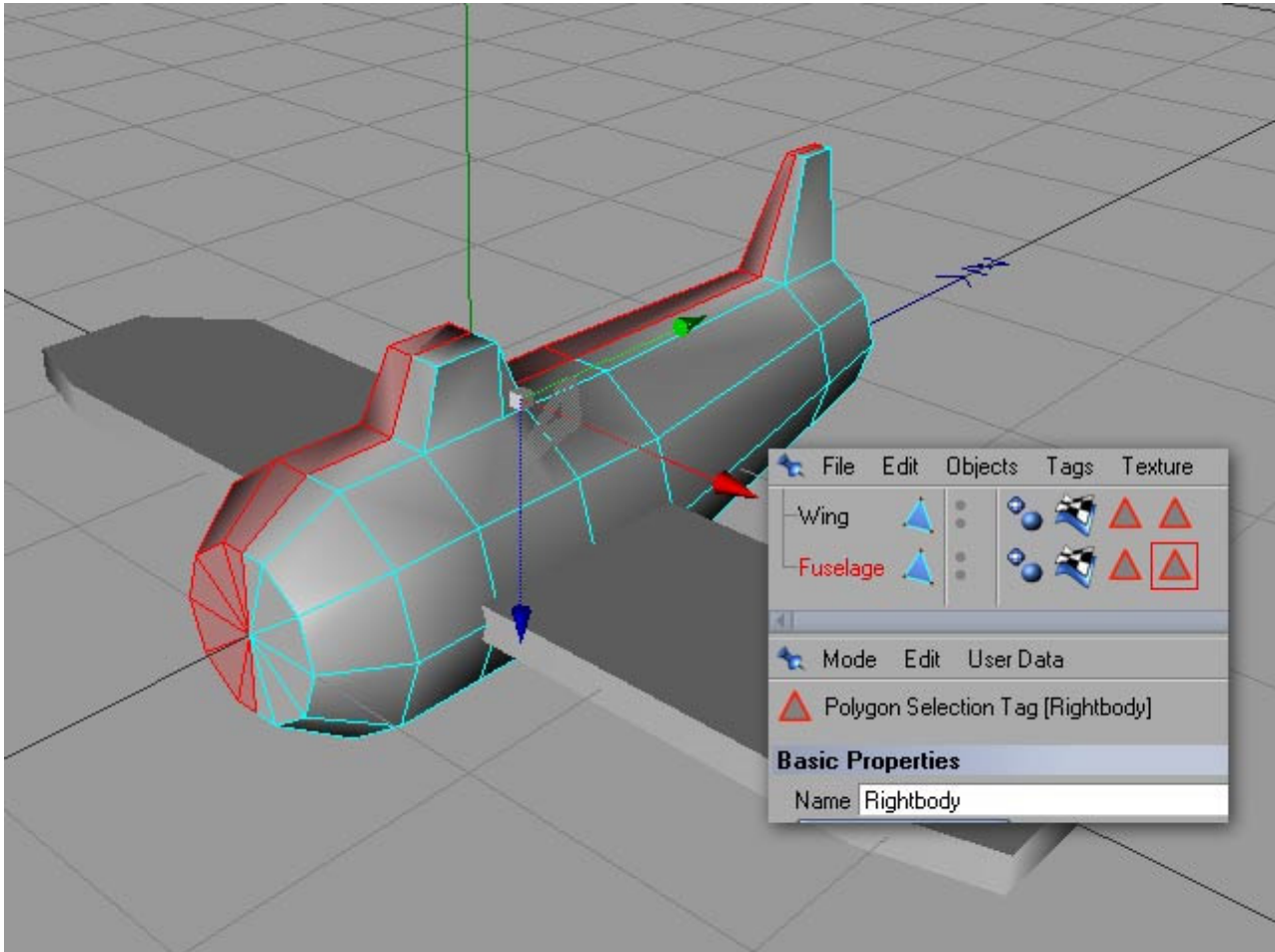
(1) Finished model - We have finished your awesome model and now we need to UV-map it in order to texture it properly. Our simple example consists of two parts; the fuselage and the wing.

- Model a simple object similar to the one shown in the picture (or download this model, but already mapped. See link further down).
- Cut the fuselage in the middle - in this way you easily can individual select its right and left sides later on



(2) Create area selections on the wing

- Select \_all\_ polygons on the wings upper side
- Set a selection tag (click on "set selection" from the "select" menu). A red triangle (selection tag) appears next to your object. Name the selection tag "TopWing"
- Invert your selection (now all polygons on the bottom side should be selected)
- Click somewhere on the wing object (or somewhere else to deselect the "TopWing" selection tag - otherwise you will over write it in the next step).
- Set a 2nd selection tag on the wing object and name it "BottomWing"

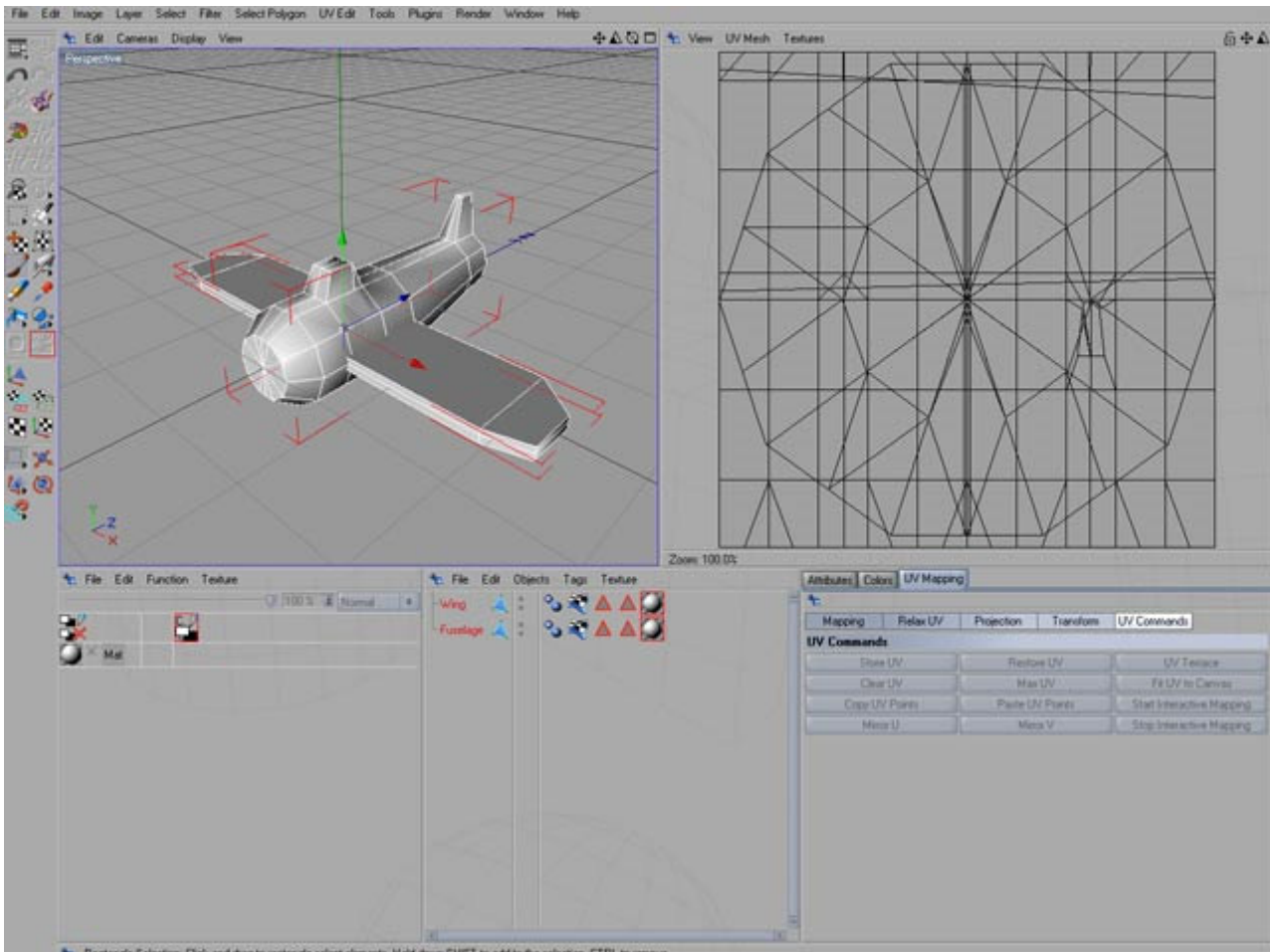


### (3) Create area selections on the fuselage

- Select all polygons on the fuselages left side
- Set a selection tag (click on "set selection" from the "select" menu). A red triangle (selection tag) appears next to your object. Name the selection tag "LeftBody."
- Invert your selection (now all polygons on the right side should be selected)
- Click somewhere on the fuselage object (or somewhere else to deselect the selection tag - otherwise you will over write it in the next step)
- Set a 2nd selection tag and name it "RightBody"

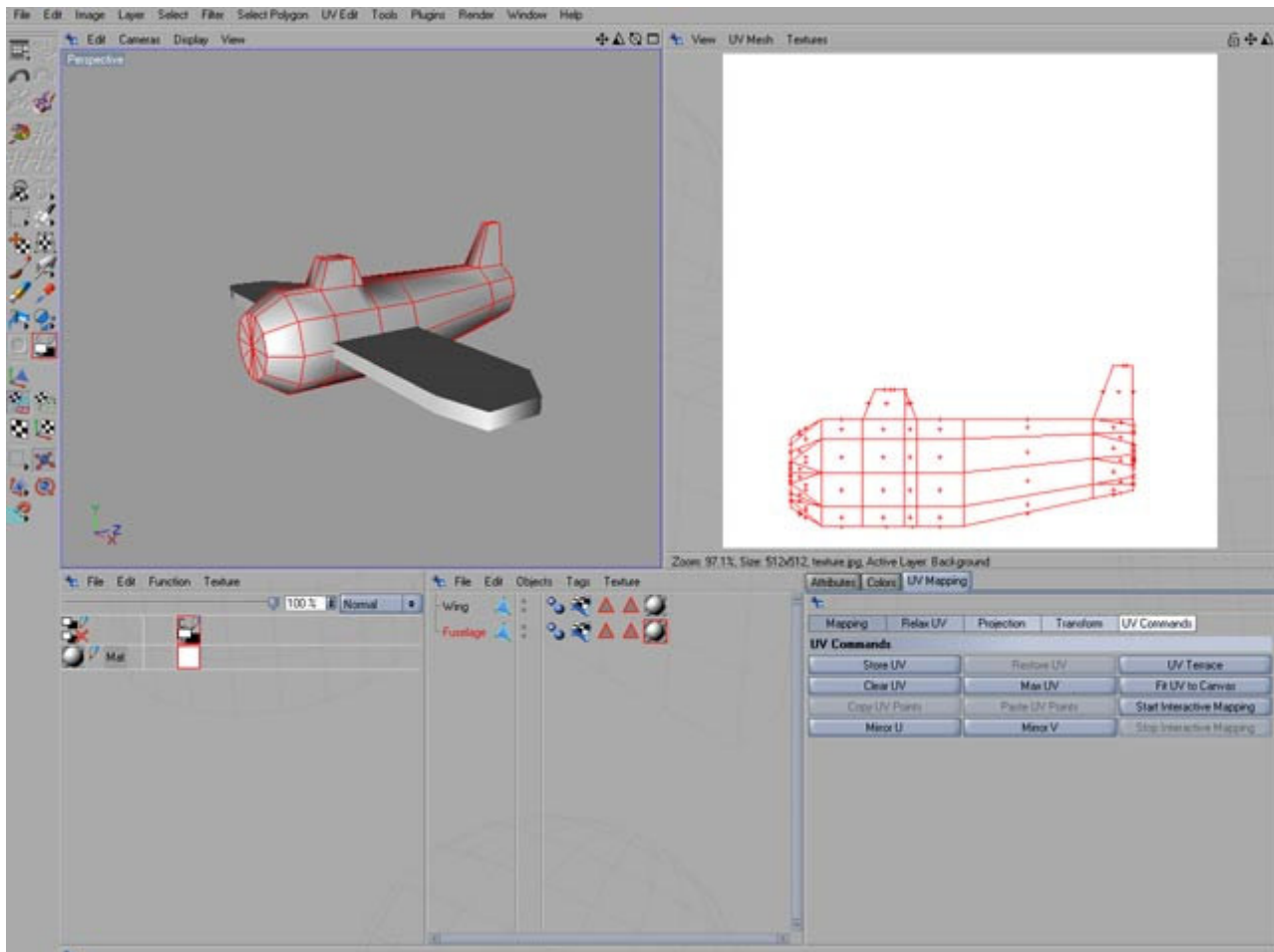
Now before we go to the next step and start with the actual mapping we need to have a blank texture to outline our UV-map on.

- User your 2D paint program (I recommend Photoshop or the GIMP [free!]) and create a blank white jpg and name it "texture.jpg".
- Create a new material in C4D using the blank image as color texture.
- Apply the material on all objects.



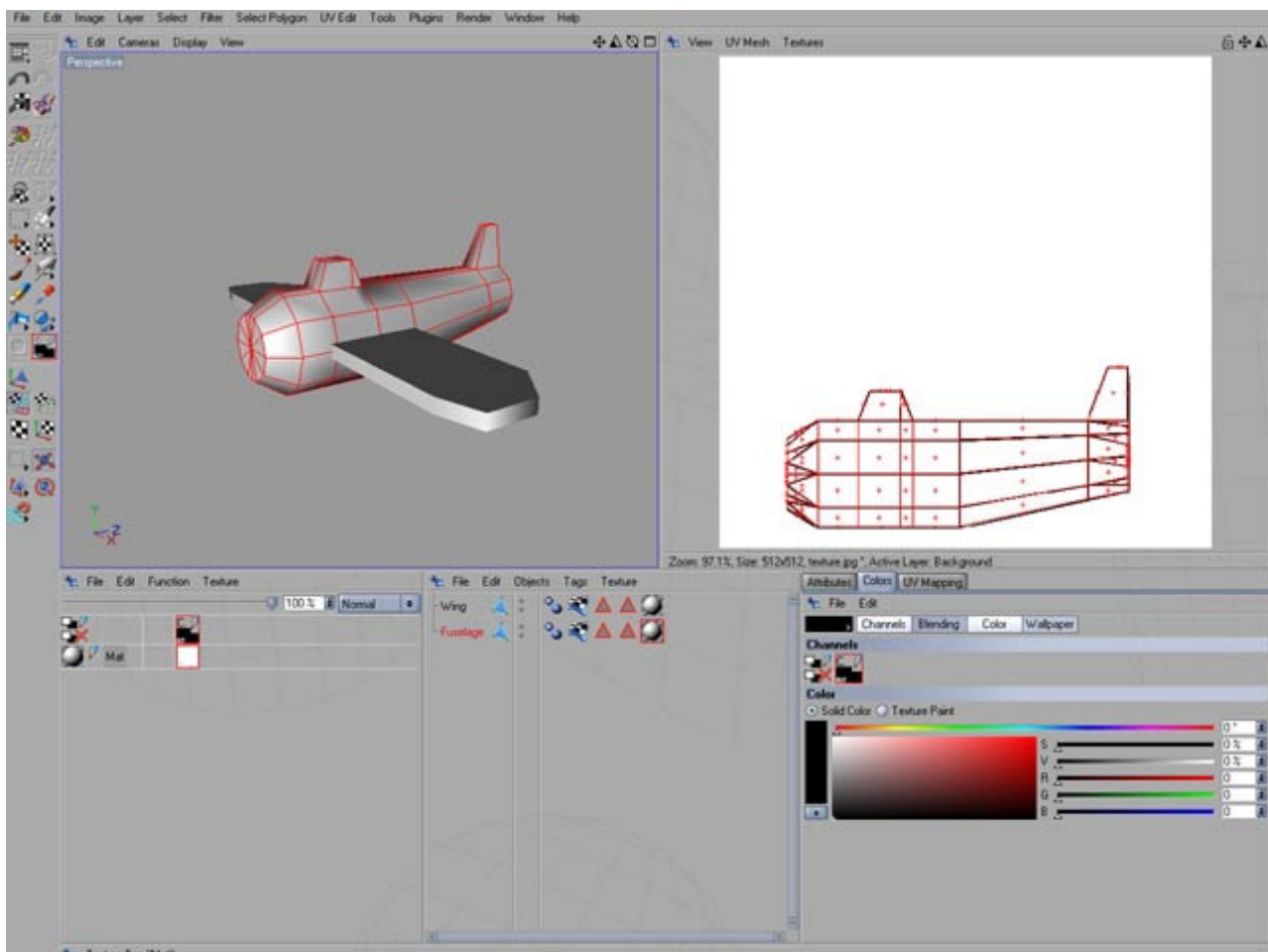
#### (4) Begin UV-mapping

- Switch to UV-Edit mode (by selecting this option from the layout menu. Top left icon in this image)
- Select the fuselage
- Select "Show UV-mesh" from the "UV-mesh" drop down. Things look like a mess and we now have to sort it out.



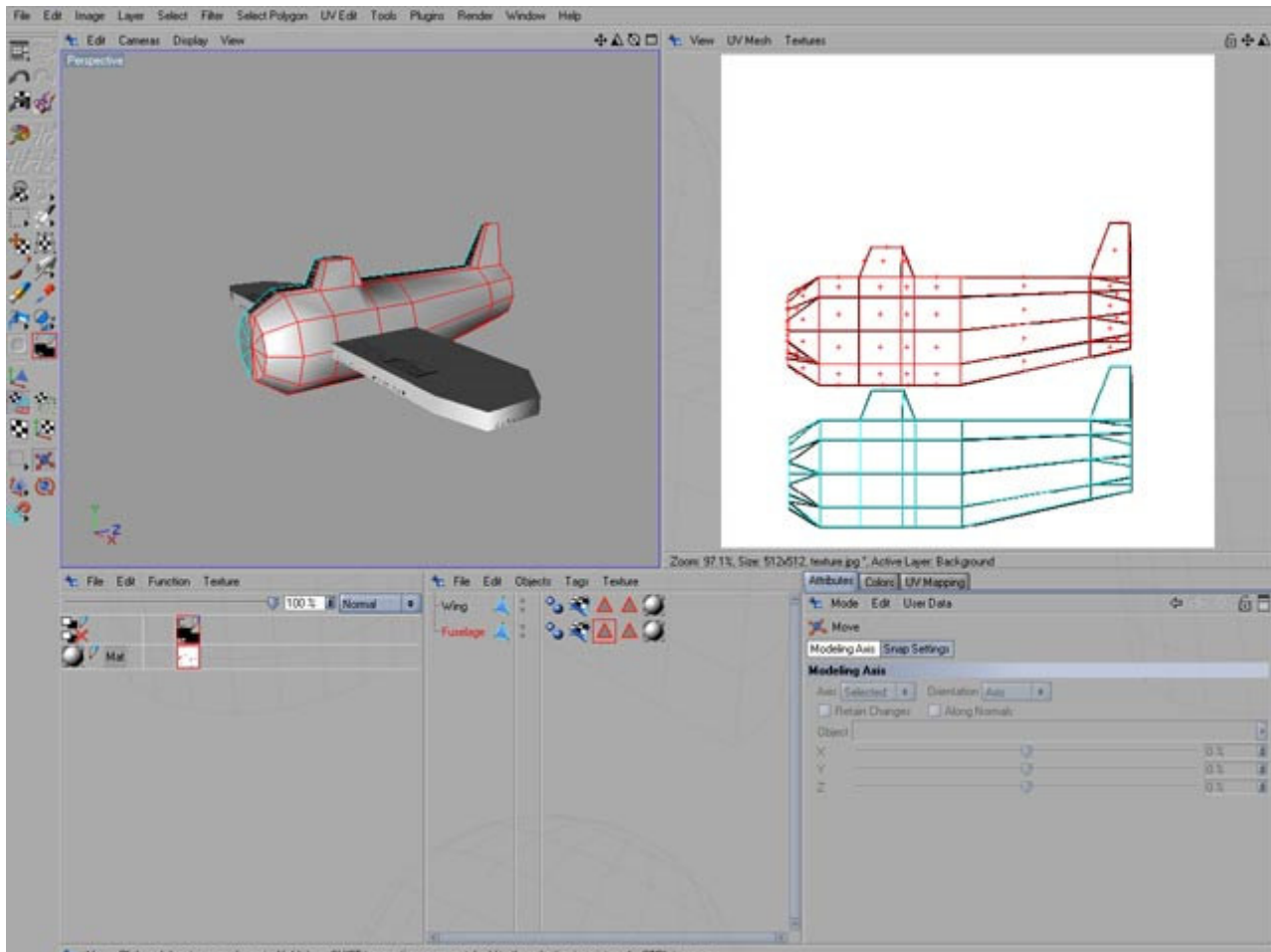
#### (5) Work with the fuselage

- Right click on the texture/material and select load texture (the texture now also appears in the top right 2D view)
- Click on "Use UV-polygon Edit Tool"
- Select all the polygons of the fuselage
- Click on the "UV Commands" flap
- Click on "Start Interactive Mapping"
- Rotate and scale the UV-map until you see it from the side like in the above image (use rotate and scale tools and work in the 3D-workspace to the left).
- Click on "Stop Interactive Mapping"
- Don't deselect!



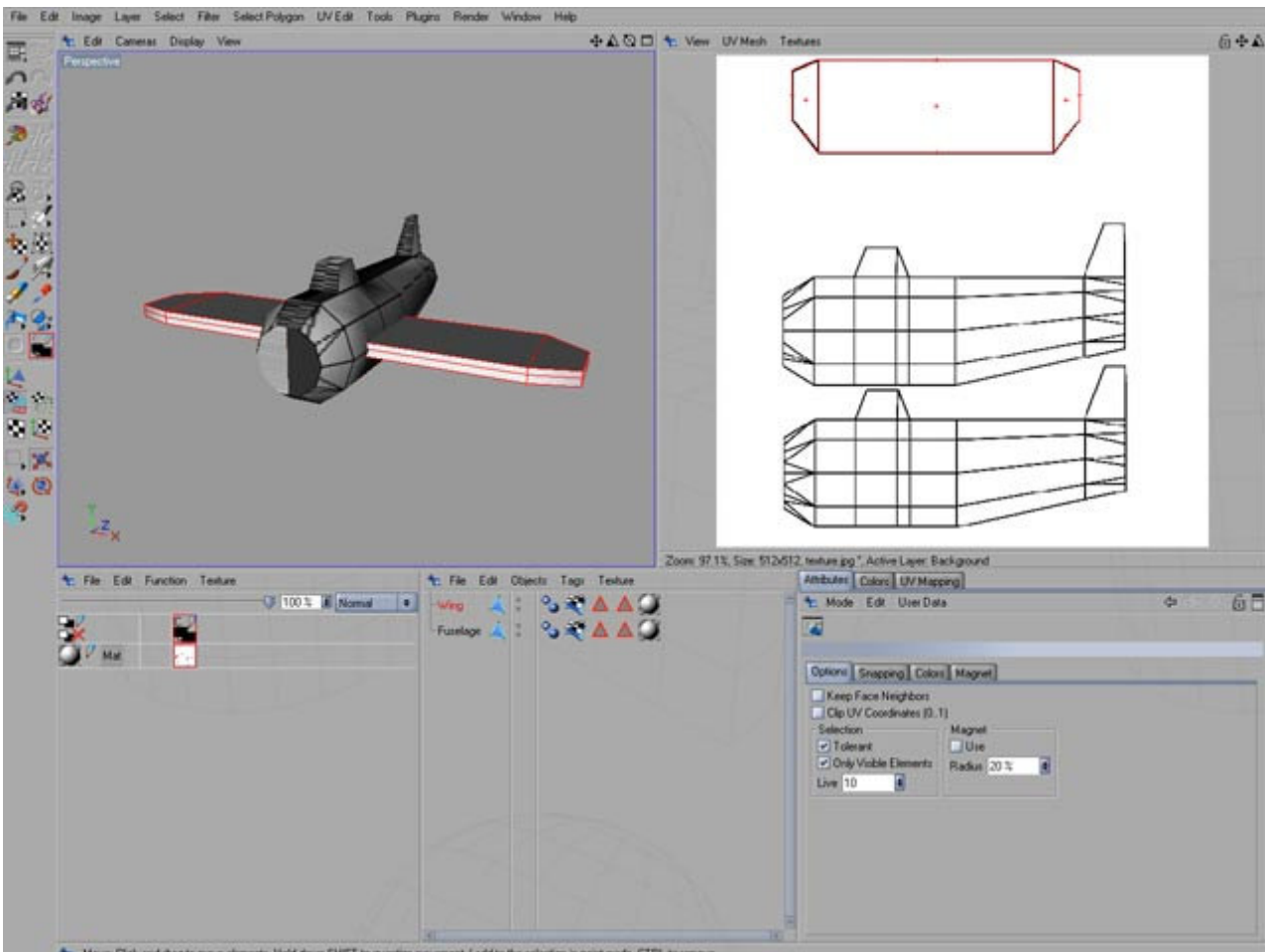
#### (6) Create outline

- Select the brush tool
- Set the brush size to 2
- Select a dark (black) color for the brush
- Click on "Use UV-polygon Edit Tool" again
- Select "Outline Polygons" from the "Layer" menu (this carbon copies the polygons onto your texture)



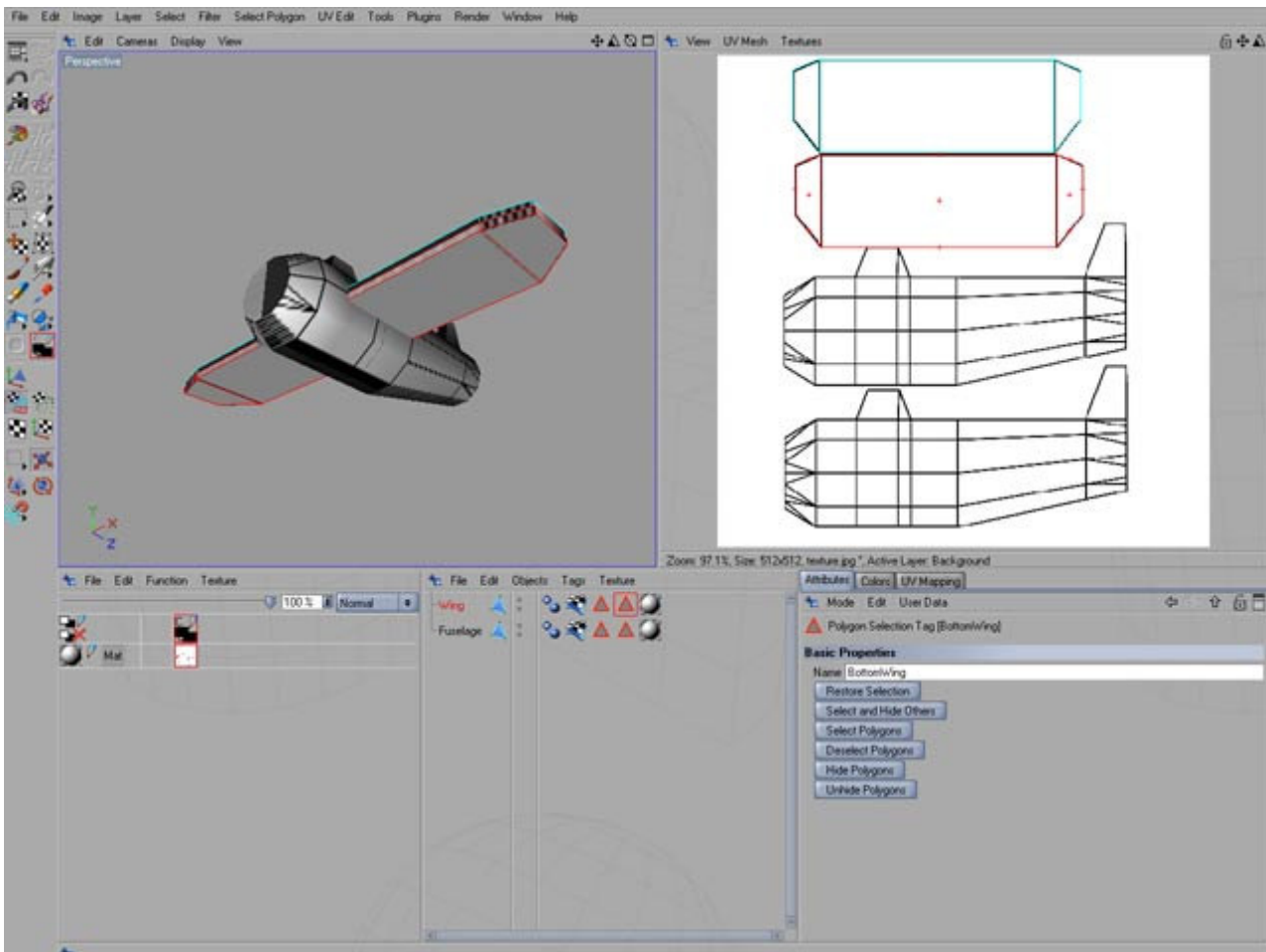
(7) Map the right side of the fuselage

- Double click on the selection tag you named "RightBody" (this selects the polygons on the right side of the fuselage)
- Click on "Use UV-polygon Edit Tool" again
- Click on the "Move tool" and move the selected polys up into position as shown in the image above (work in the 2D-workspace to the right).
- Select "Outline Polygons" from the "Layer" menu.



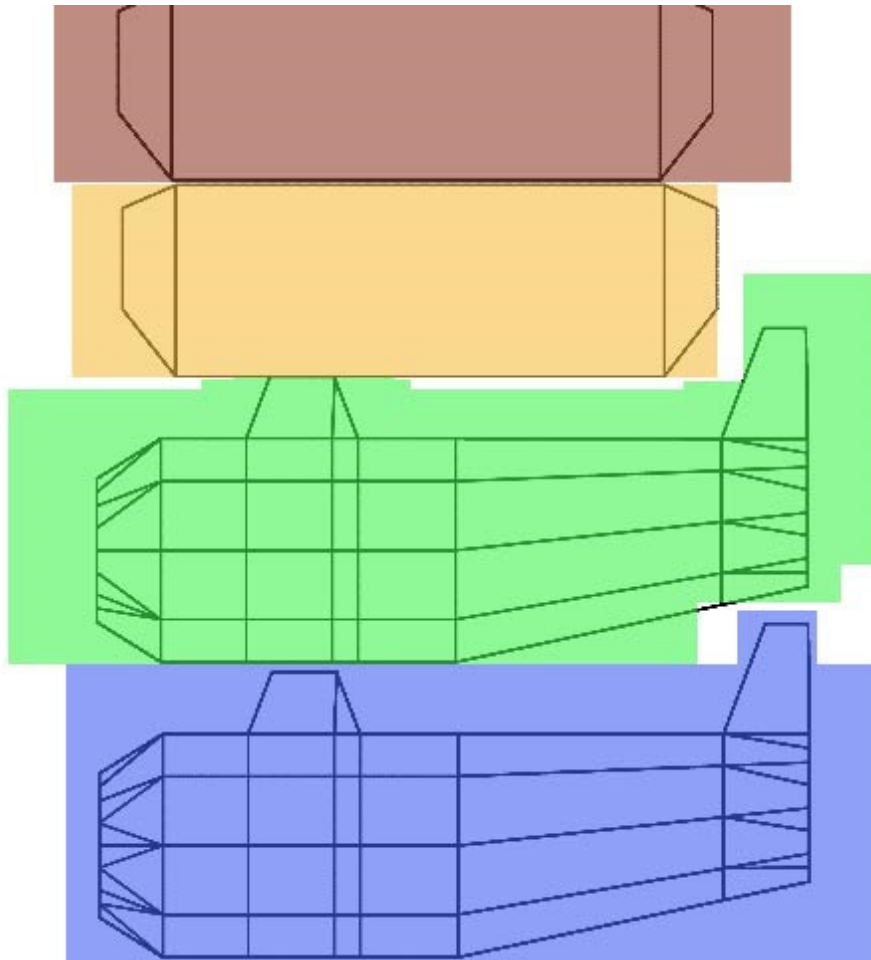
#### (8) UV-map the wing

- Select all the polygons of the wing
- Click on the "UV Commands" flap
- Click on "Start Interactive Mapping"
- Rotate and scale the wings UV-map until you see it flat from the top like in the above image.
- Click on "Stop Interactive Mapping"
- Don't deselect!
  
- Select the brush tool
- Click on the "Use UV-polygon Edit Tool" again
- Select "Outline Polygons" from the "Layer" menu



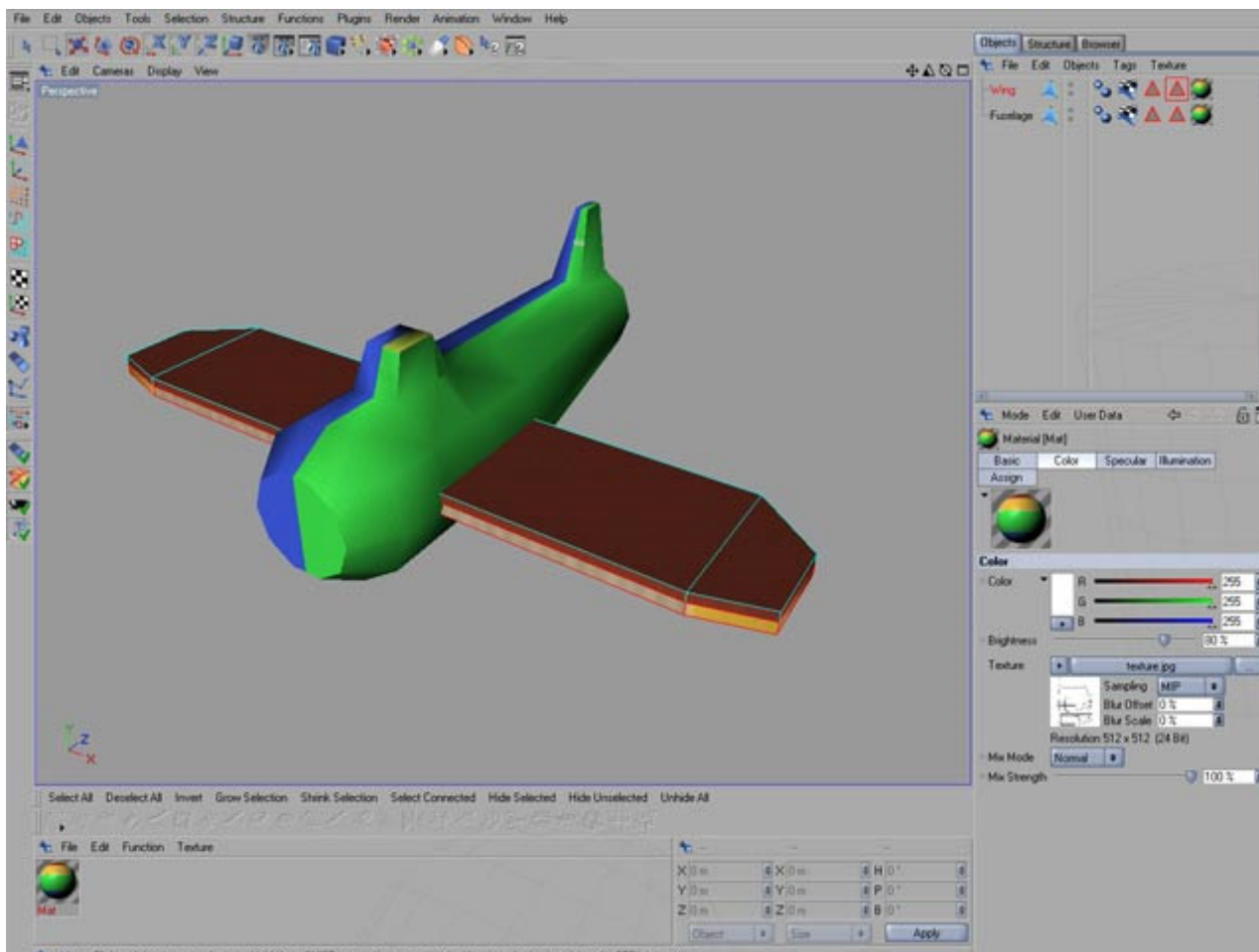
(9) Map the bottom side of the Wing

- Double click on the selection tag you named "BottomWing"
- Click on the "Move tool" and move the selected polys into position as shown in the image above (work in the 2D-workspace to the right)
- Don't deselect!
  
- Select the brush tool
- Click on the "Use UV-polygon Edit Tool" again
- Select "Outline Polygons" from the "Layer" menu



(10) Saving the UV-map

- Now we're done with the mapping!
- Save your project and "texture.jpg" will be updated with the outlined polygons
- Open texture.jpg in your 2D painting program and paint your texture so it fits your UV-map (I've painted it transparent just so you can see what I mean)
- Save the painted texture (I would recommend keeping a backup of the original)



### (1) Finished

- Reload the image you have used as texture.

>> Download the cd4 file used above (66kb)

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[Contact]