

Chapter 5 SURFACING - Workspace 2

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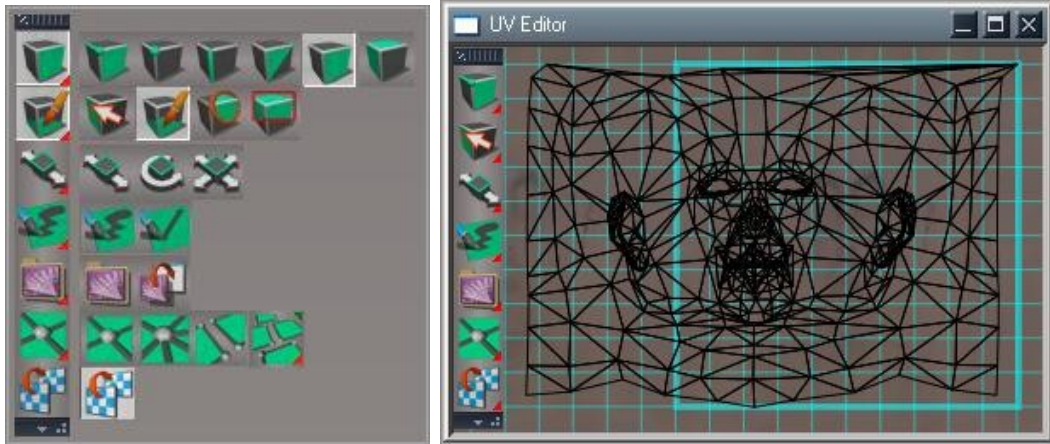
Chapter 5 SURFACING - Workspace

5.1 UV Projections

5.2 UV Editor



UV Mapping Editor



UV Mapping Editor



Unofficial Update UV Mapping Toolbar



Hide selected geometry.



Select by material

Hide unselected geometry.



Show all hidden geometry

Material editor



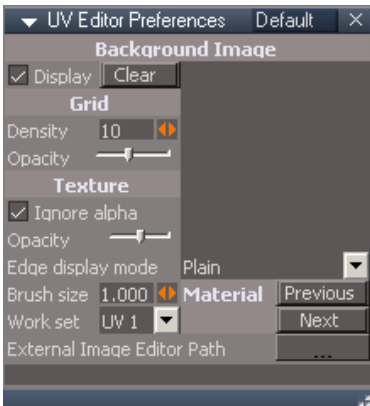
UV Editor preferences

LMB Next Material, RMB Previous Material

Undo

Redo

5.2.5 UV Mapping Editor Options



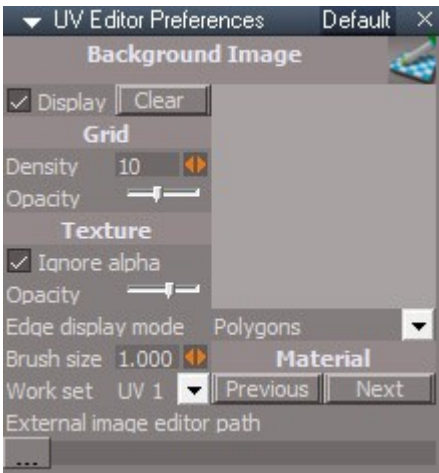
Default Aspect



Color Aspect



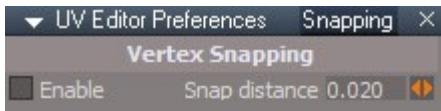
Export Aspect



Unofficial Update Default Aspect



Unofficial Update Color Aspect



Unofficial Update Snapping Aspect



LMB open uv editor, RMB open preferences in floating window

Vertex Snapping – **TODO write up.**

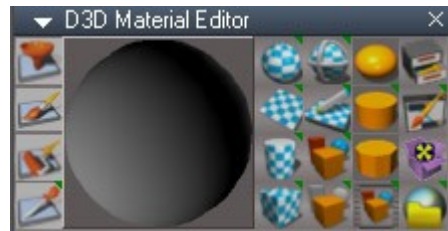
5.3 Workspace Material Editor

D3D Material Editor

Basic Painting Tools:



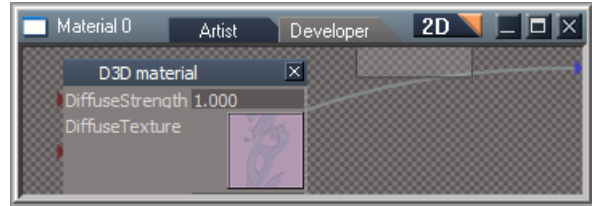
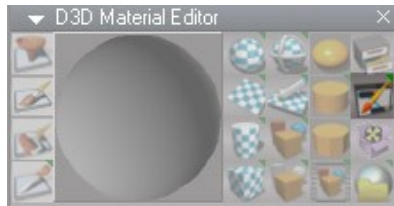
Material Editor



Spherical UV Projection	Render Scene
Planar UVProjection	Render Object
Cylindrical UV Projection	Smooth Normals
Cubic UV Projection	Autofacet Normals
Shrink Wrap UV Projection	Facet Normals
UV Editor	Render Animation
Update Library Places	TODO writeup
Edit DX Material in Link Editor (see next page)	
Convert Direct3D Materials	TODO writeup
Render to File	TODO writeup

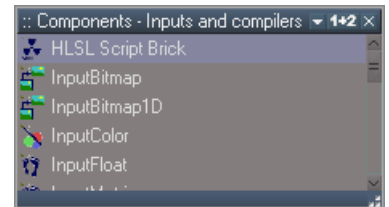
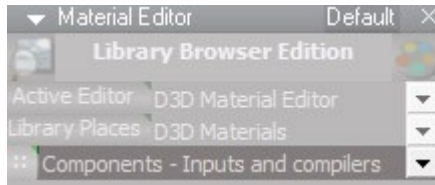
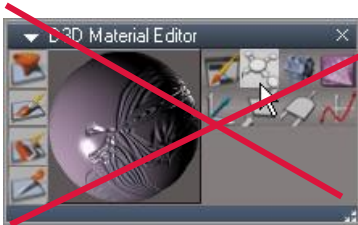
Advanced Editing Tools:

-  **Inspect:** Right-click Edit DX Material in the link editor.



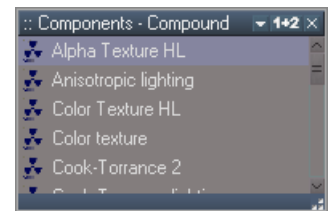
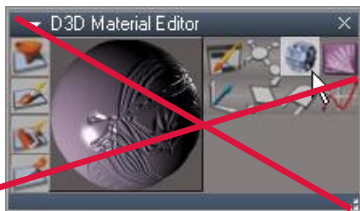
Edit DX Materials in the Link Editor

- DX Components Inputs and Compilers.



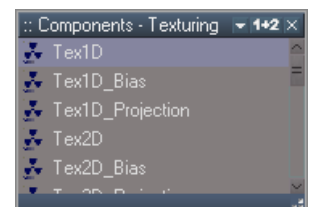
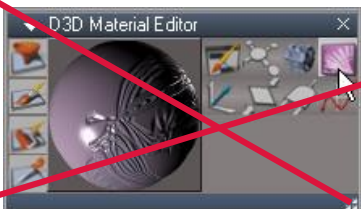
Opens DX Components Inputs and Compilers bricks library

- DX Components Compound.



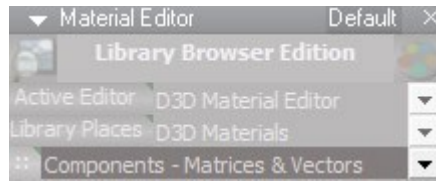
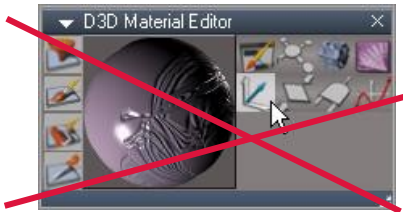
Opens DX Components Compound bricks library

- DX Components Texturing.

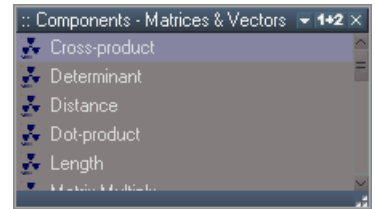


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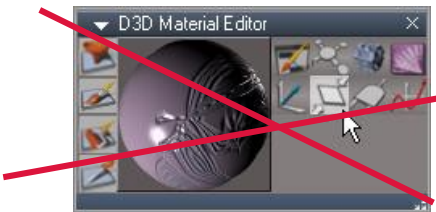
- DX Components Vectors.



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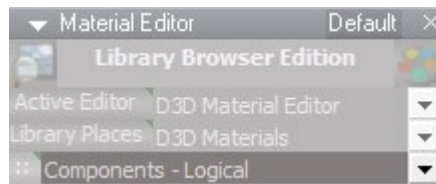
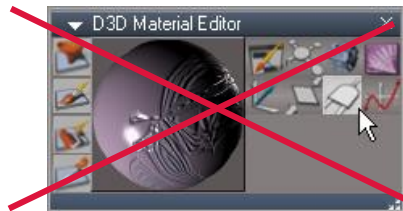
- DX Components Operators.



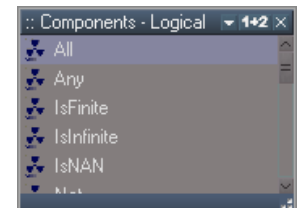
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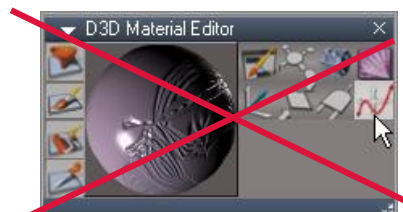
- DX Components Logic.



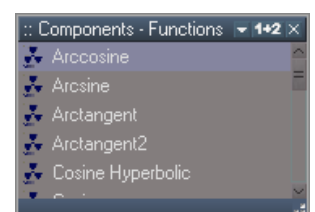
Opens DX Components Logic bricks library



- DX Components Functions.



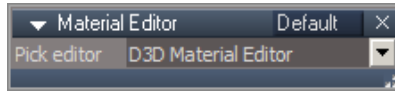
Opens DX Components Functions bricks library



Material Editor Settings:

- Default Aspect:

Shows available pick methods , the choices will depend on if there are other offline renderers installed , e.g. V-Ray



Default Aspect

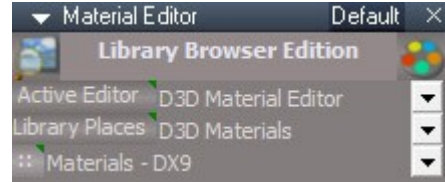


Image Browser – dimensions of the final texture.

Material Editor – dimensions of the final texture.

Active Editor Button – RMB reset.

Library Places Button – RMB update library places.

Library Places Selection – D3D Materials or MainLibrary Place.

Blank Button – LMB 2D, RMB 1D+2D.

Library Selection – .

TODO write up