

Gama Network Presents:

Gamasutra.com

UV Mapping Tips And Tricks

(UV)

By Renier Banninga

Gamasutra

March 25, 2004

URL: http://www.gamasutra.com/features/20040326/fdaglow_01.shtml

10

가

mapping) . 3D

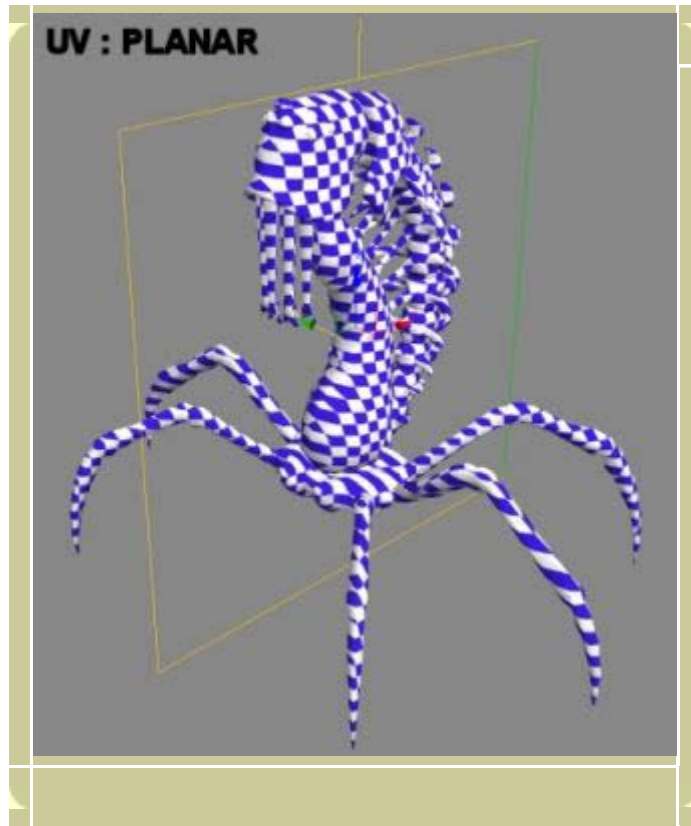
가 (texture
가 ,

, (creation)

가

UV

가
(custom,)
(stretching) (shearing)
가
(texture mapping)
!
, UV
(trick)
(tip)
(blend)
(Planar)
가 가
(polygon) 가
가 가



(Box)

6

.

,

.

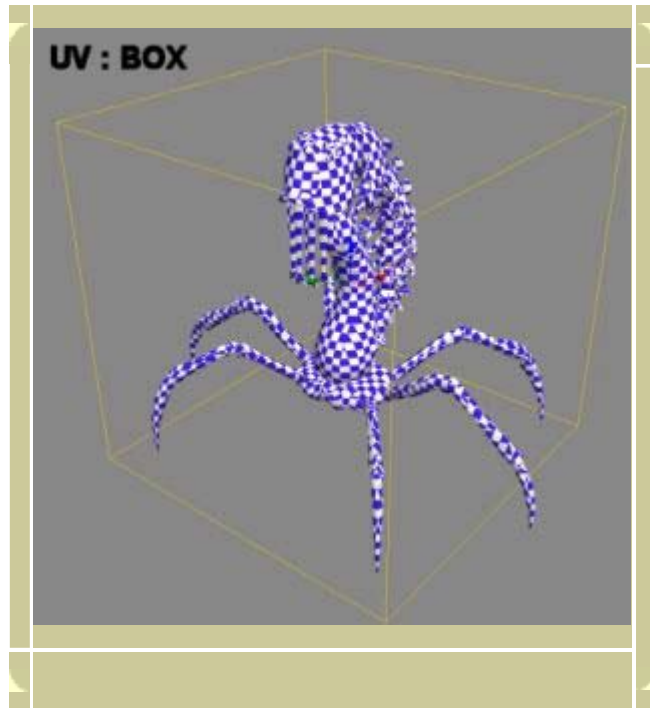
,

가

.

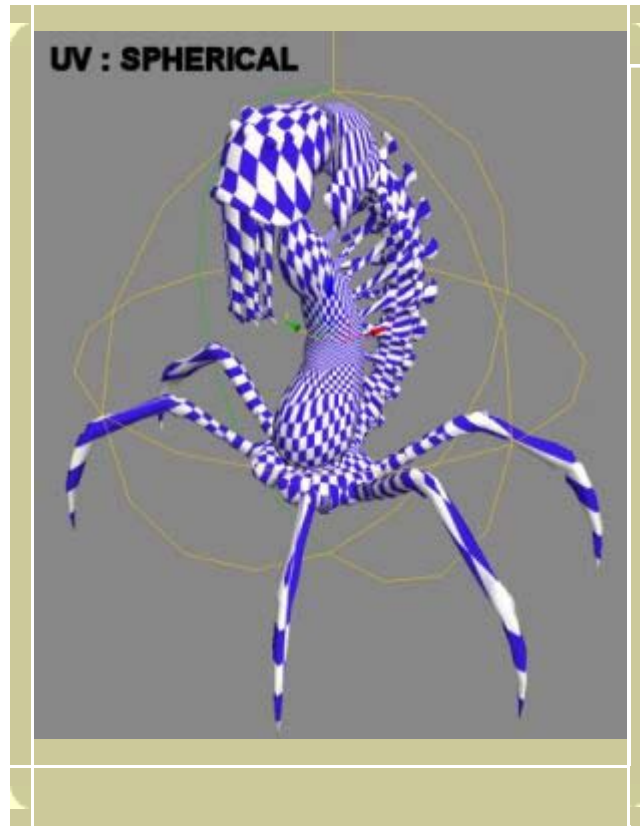
.

.



(Spherical)

(pinch effect)



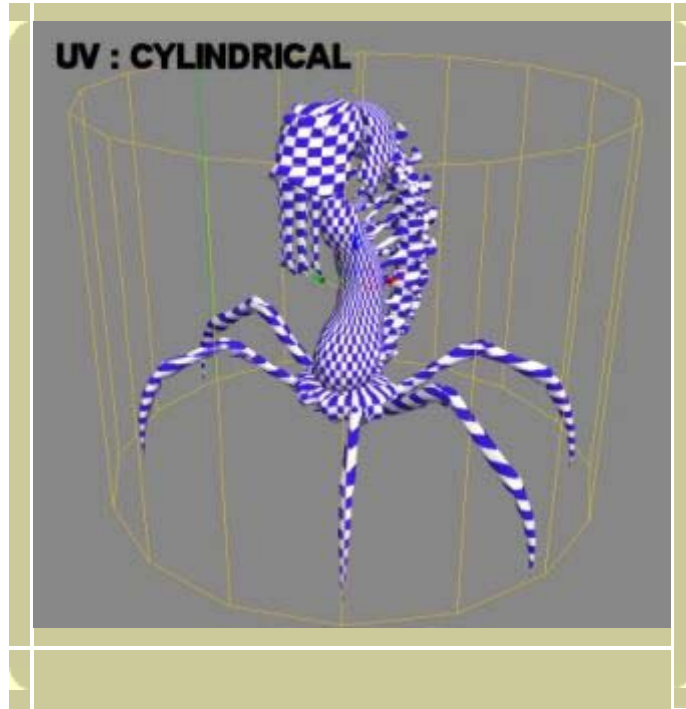
(Cylindrical)

가

· , ,
· , ,
· , ,

UV

가



(Shrink Wrap)

가

가



(Pixel Density)

(Stretching)

가
 .
 가 (Wrap)
 .
 가
 .
 (Wrap)

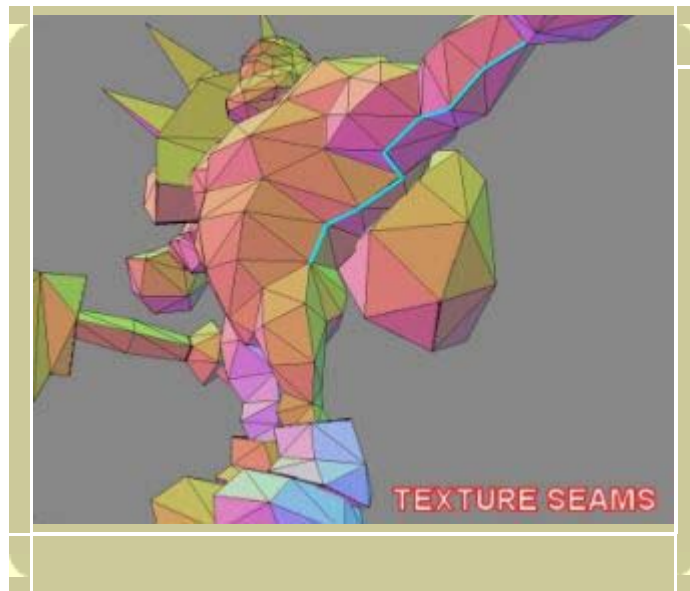
(Mapping Seams)

.
 가
 .
 가 ()

가

, DeepPaint 3D

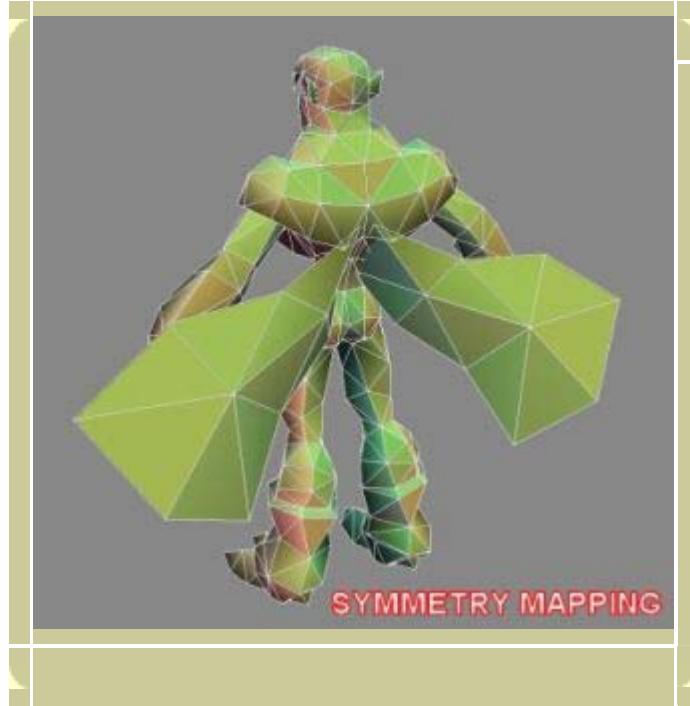
3D



(Symmetry Mapping and Overlaps)

((bilateral symmetry)) ()
가 . ,

, 가 가 .



(Tiling)

가 (Tiling,)
 ,
 ,
 ,
 (blend)

UV

UV

,
가

UV

UV

90%

, UV

50%



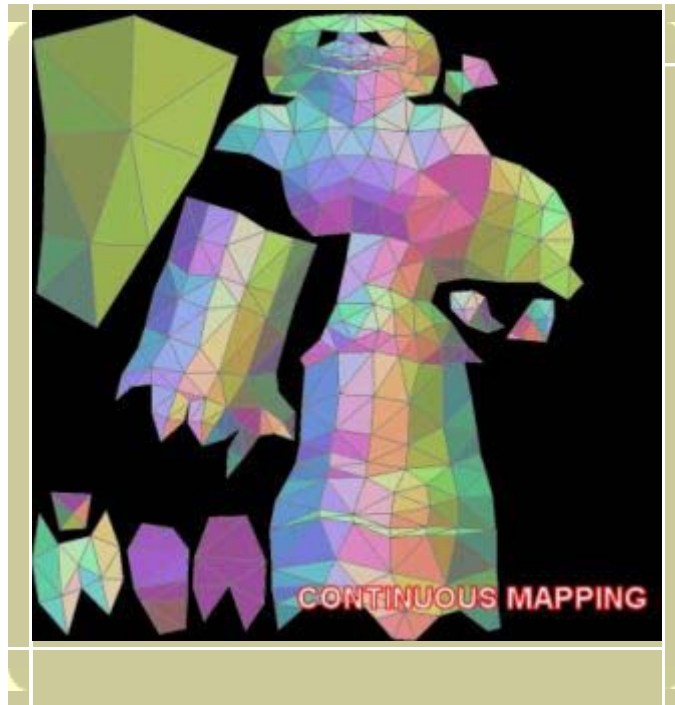
(Continuous)

UV

(warping)

가

가



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