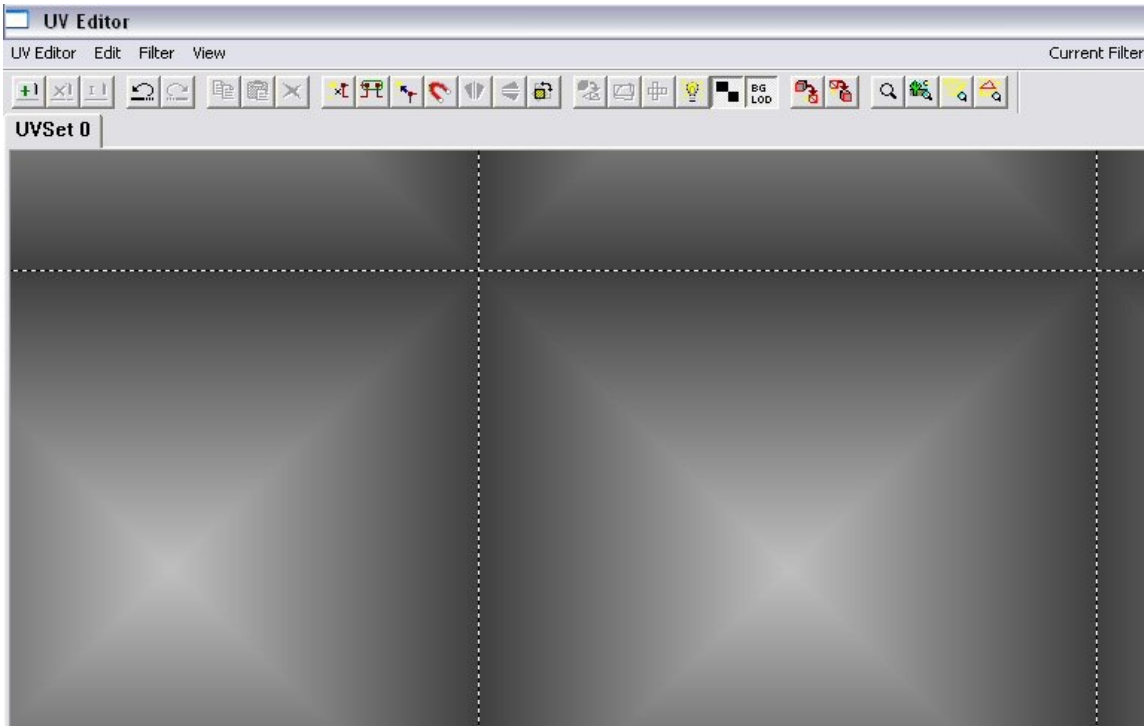
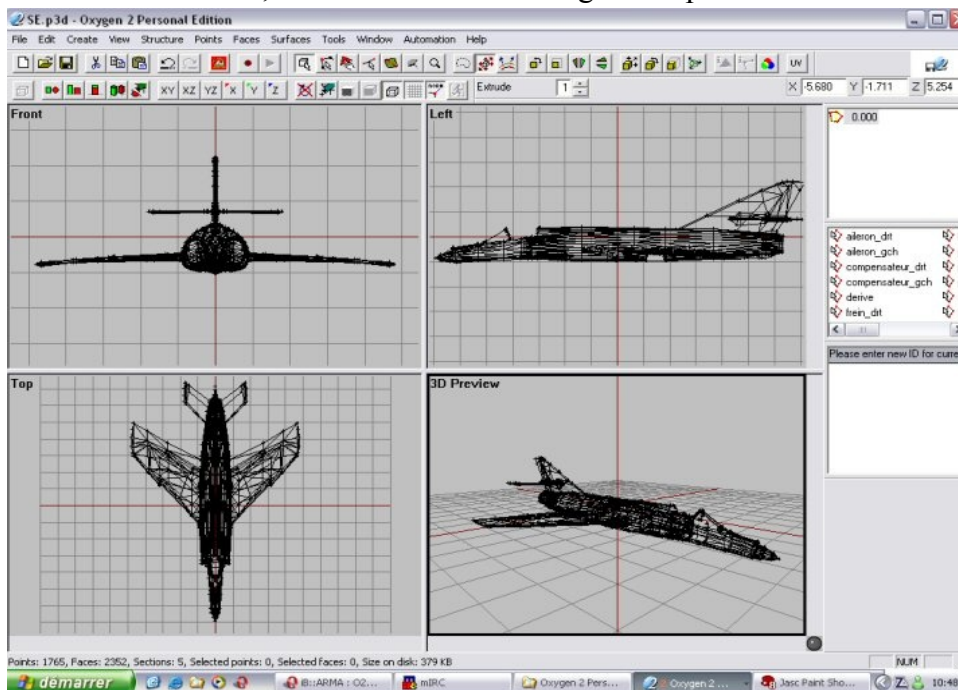


# UV Editor in Oxygen 2

The UV Editor is a tool included in Oxygen 2 that lets you create a template for textures. Start it by clicking on the UV button in O<sup>2</sup>. This window opens :



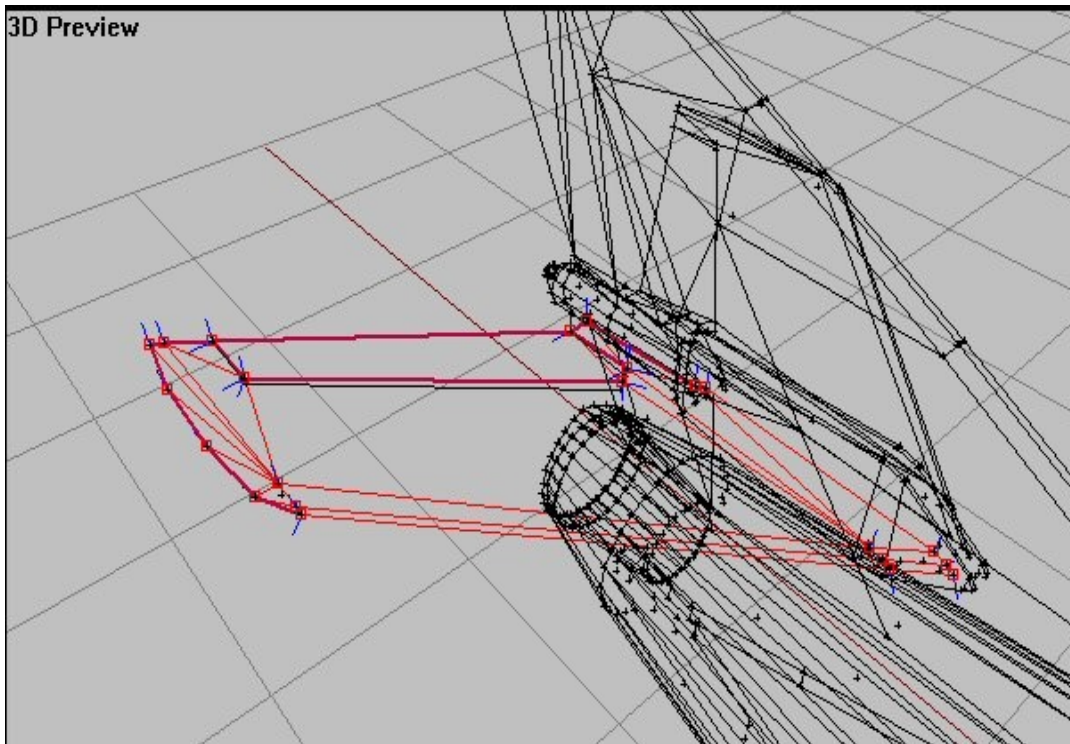
I will show step by step the basic handling of this tool in order that you are able to create your first mapping template. First we need a model to work with. I have chosen to use a model I am working on at the moment. So here it is, a French naval attack fighter Super Etendard :



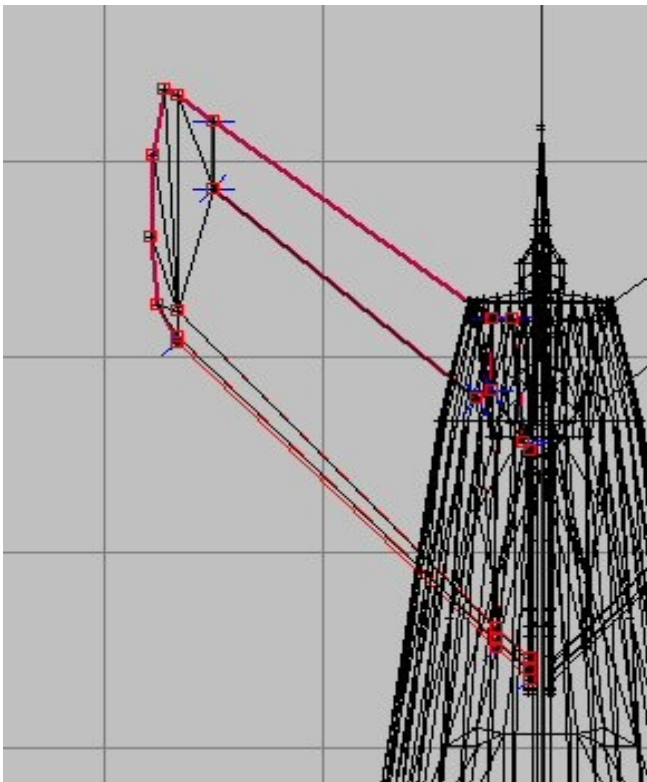
So were going to create a template for a part of this plane (not the whole plane, it takes much time and it's just for demonstration purpose). So I will show you how I make a template for the elevator (horizontal part of the tail).

As a starting point, let us select the first bunch of faces you are wanting to put into your template. Remember that this selection should be planar enough in order that the textures are not screwed up once

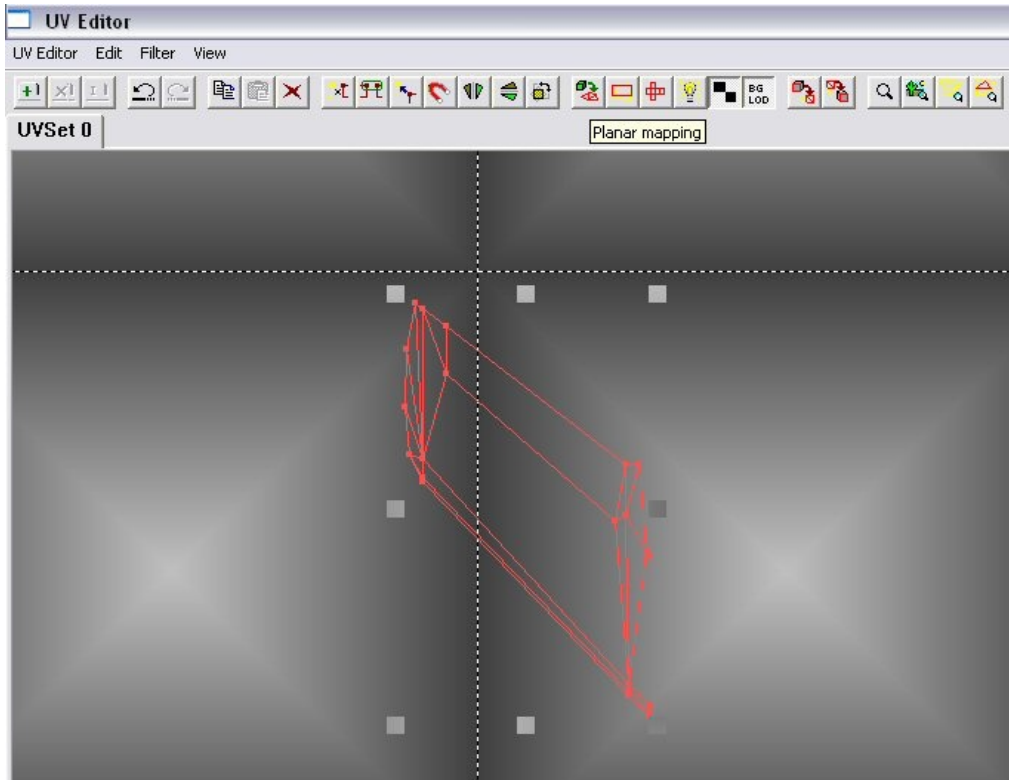
mapped on the model. I have selected the top faces of the right elevator in the 3D Preview frame :





Now it is necessary go to the top view (in my case), because one important thing to remember is that the faces will be shown in the UV Editor like it was in the last view used in Oxygen 2. It means that for horizontal faces you will need to go to the top/bottom view, and for vertical ones you will need to use the front or side view. But it also means that for more complex models it is possible to use the 3d view to get the point of view you want, which can reveal useful.



Now go to the UV Editor and press the **Planar mapping** button (this one : ) and the selection is brought into the UV Editor :

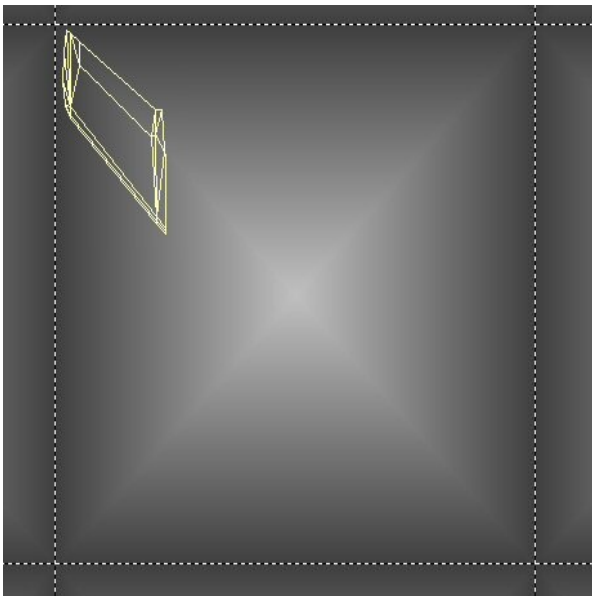


You can move it by dragging and dropping it where you want. To apply modifications to this selection there are three important buttons :

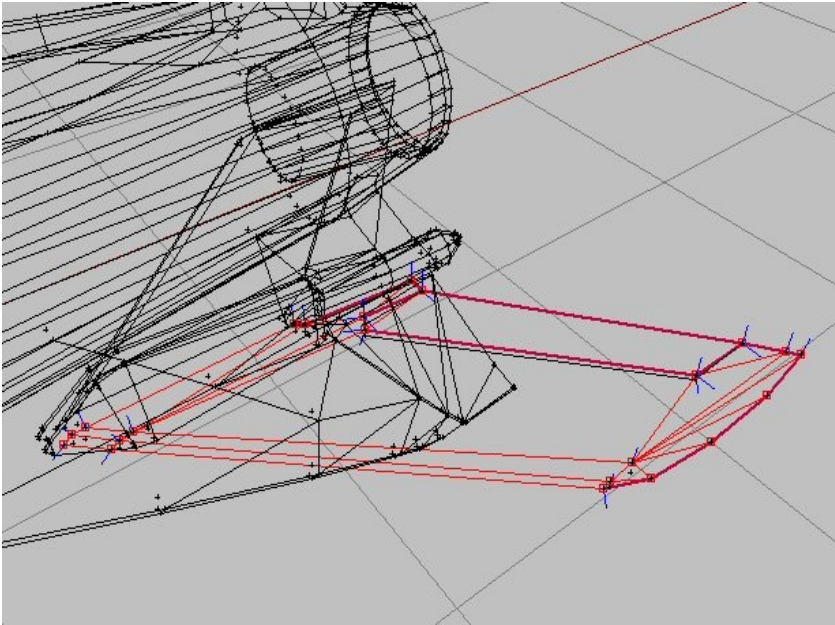
- **UV Manual Transform** () opens a window where you can choose between different modifications to apply to the UV.
- The **symetry** buttons (), as their name suggest, mirror the selection relatively to the axis you want.

You can also resize by clicking one corner of the current selection, but it is obviously less precise, and I have not found yet how to make a uniform scale.

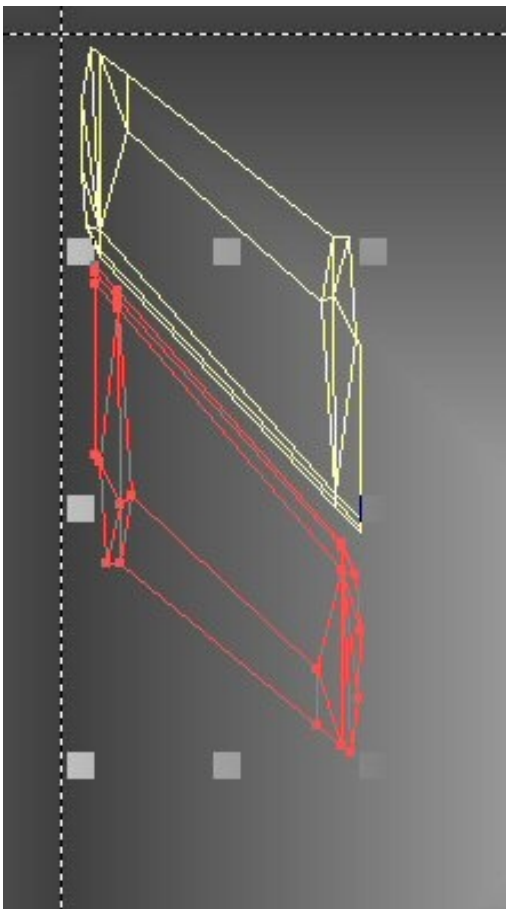
Once you have finished playing with this first selection, left click somewhere on a blank area of the UV Set to deselect it.



Now we are going to put the bottom side of this elevator with the first one. So let us go back in Oxygen 2, and select the bottom faces :



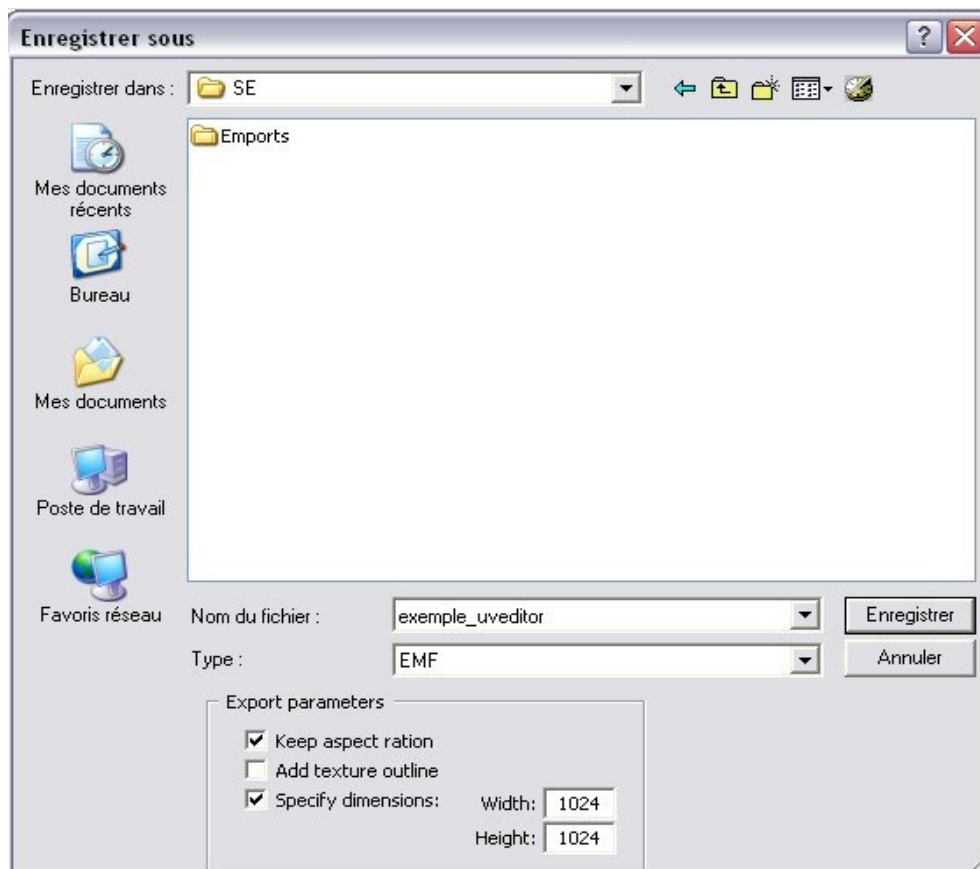
Do not forget to select the top/bottom view before going back to the UV Editor, and then open it again and press the Planar mapping button. Then you can scale it and mirror it in order to take as less place as possible in the UV set :



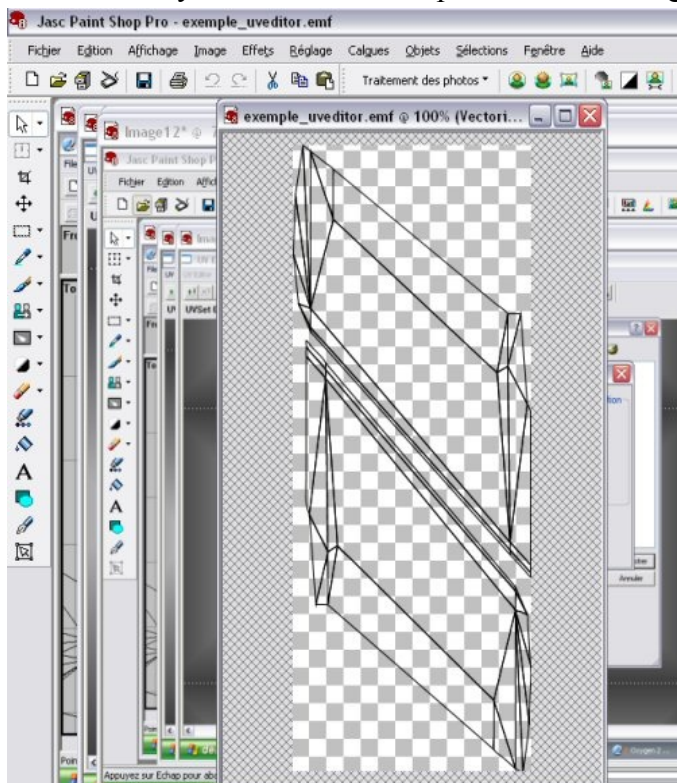
Now I think you have got the thing for placing parts of the model in the UV set, let us see what can be done afterwards.



You can export the UV set by clicking **UV Editor/Export ...** It opens a dialog for saving a .emf (Enhanced Meta File) :



Save it where you want and then open it with an image editor (I used Paint Shop Pro 8 for this tutorial)



It brings you a transparent file with the edges of the selected faces in black, so you can put it on a plain white square file in order to have a good base to create textures.

To be continued...