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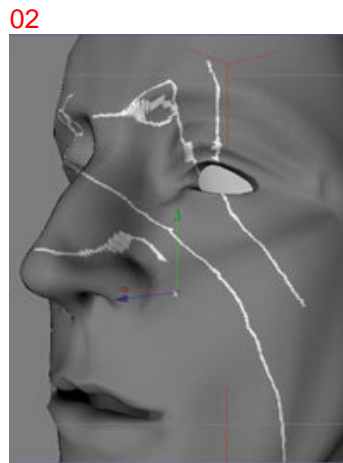
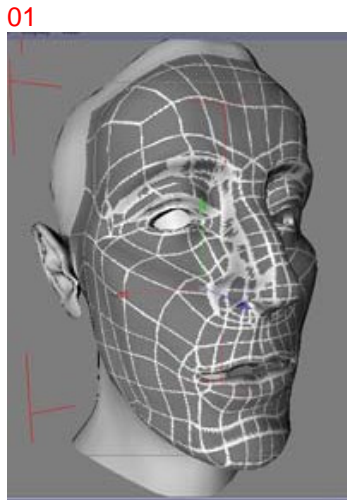


**Part Three: Adjusting the UV's**

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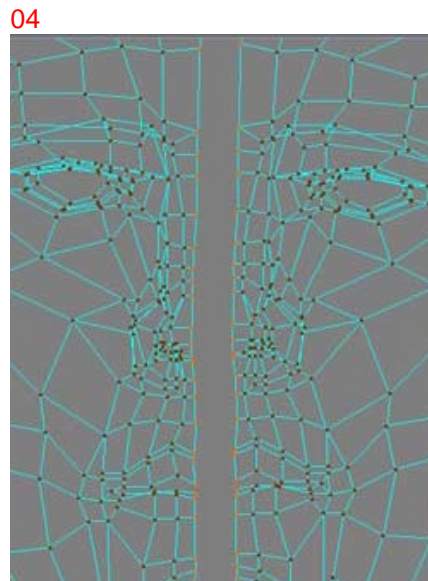
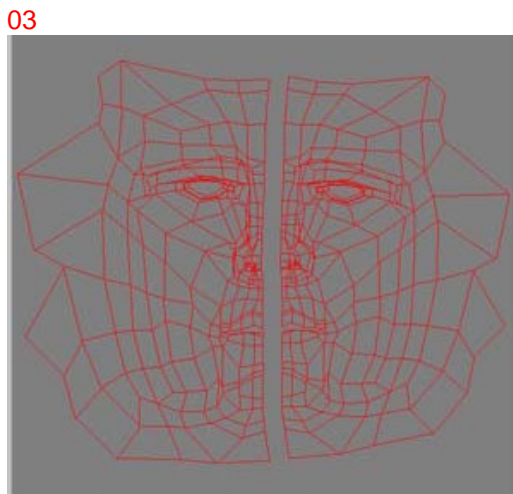
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From (01) you can see the streaking in our mesh and also in (02) while painting in the 3D View you can see that the lines become deformed in the same areas. So we have to do some fixing. Many people have their own ways of dealing with this problem, but here is a little technique I have developed to deal with it.



Because most of the problem is with the nose and its perpendicular aspect to the screen, we will need to create more space there.

With the **UV polygon** tool in **Texture View** select half of the mesh and move it a little so that you have more room (03). Make sure that you stay in the texture area. If you get out of it just scale the mesh down.



**Broadcast quality down conversion**

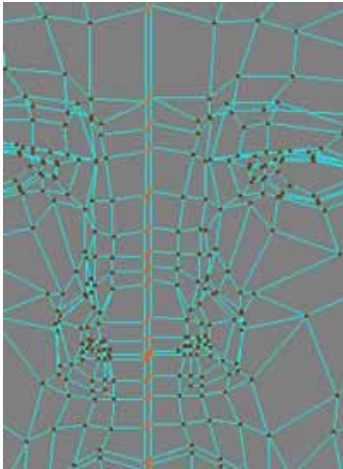
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**ParticleIllusion Fusion Volume 1**

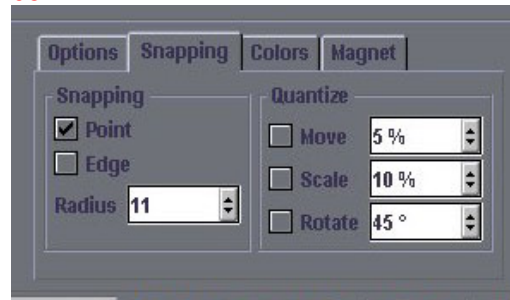
The Fusion of wondertouch™ particleIllusion™ and Adobe® After Effects®

In **Point** mode in the **Texture view** select both rows of points that run down the center line of the mesh (04)

05



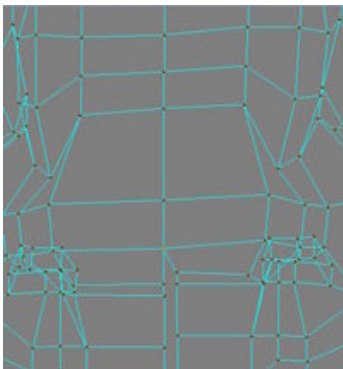
06



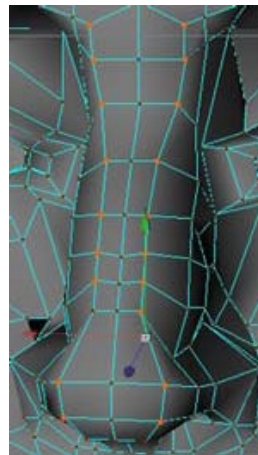
With the **Non Uniform Scale** tool scale the points until they are close together but not quite touching (05).

Choose the **Move UV's** tool in the **Texture View** and then go to the **Active Tool** panel (06) and in the **Snapping** activate **Point**. This should snap to the points and effectively weld the points back together.

07



08



Weld the points (07)

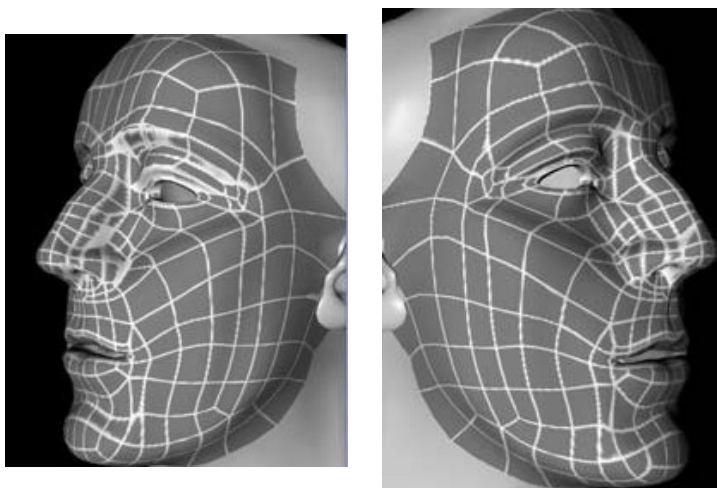
In the 3D View you can select points with the normal **select** tool and move them and manipulate them in the **Texture View**. The fact that you can select both polygons and points in 3D and work with them in 2D is one of the great advantages in working with Bodypaint.

Work like that until there are little or no overlapping of polygons in the Texture mesh.

From time to time do an **Outline Polygons** to see how much streaking there is in the texture. You don't have to be too perfectionist about it, a little bit will not matter.

09

10



As you can see I have taken two screen shots of the mesh. The left side, on which I did not work at all, shows streaking on the eyes and nose. The right side I worked with, looks pretty good.

Texturing can be a little scary because unlike modeling there is a lot of clicking involved and having to give the software the right commands. Unfortunately it is not a very intuitive process, but once you do it a few times you get grooved to it and you start spending more time creating and less time being frustrated. Also because working with CGI means working in sequential steps taking your time to make sure each step is, at least, correctly understood, will save you a lot of time.

I hope this helped you and you learned something. Even if you messed up don't worry, do it again and soon you will be thinking, *what was all this fuss about texturing anyway.*

I will follow this with a tutorial of ***painting the head***, so come back soon.

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*If you have questions, be sure and ask them in the [Cinema 4D forum at Creativecow.net](#)*

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