
Subject: Get UVW-clusters the same size
Posted by [Slave](#) on Mon, 23 Jun 2008 01:08:18 GMT
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Alright,

So I've continued a bit of work on a tank model from Supreme Commander, to add some detail to it. This involved my first attempt at making an UVW map.

I'm pretty much done welding parts of the map together, but while doing so, some parts rescaled. Some parts take up significantly more texture space than other parts. This would look silly on the model, because texture quality would be unevenly distributed over the model.

The question:

How do I normalize my parts? If one three-meter section of the model uses 10% of the texture, EVERY three-meter section should use about 10% of the texture.

The "Pack UVs" option with "normalize" enabled didn't do the trick.

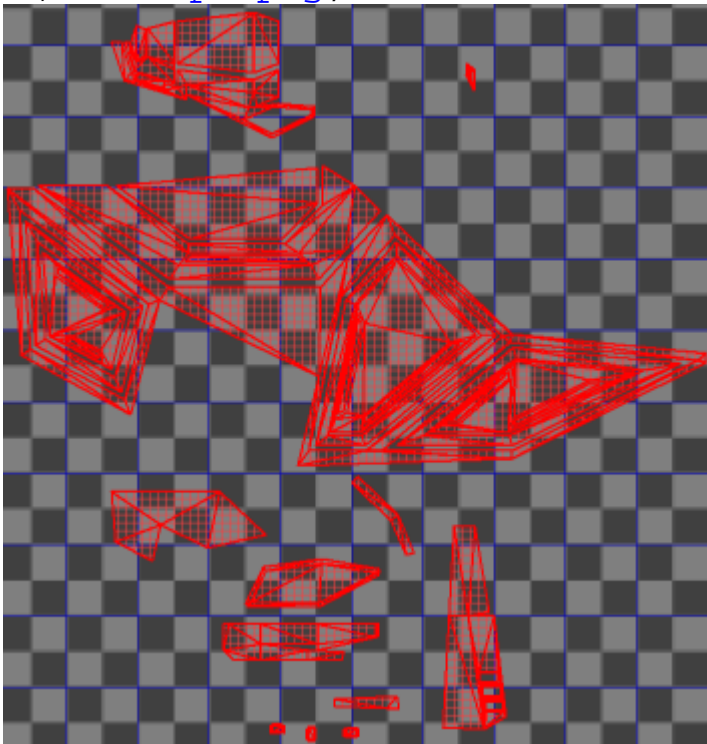
Attached is an image with part of the map. Visible are the top, side, and bottom of the chassis, and a bit of the turret. All scaled differently...

Thanks.

using 3ds max 8

File Attachments

1) [uvwmapx.png](#), downloaded 496 times



Subject: Re: Get UVW-clusters the same size
Posted by [PaRaDoX](#) on Tue, 24 Jun 2008 06:33:48 GMT
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the trick is you have to manually place, move, then scale them

Subject: Re: Get UVW-clusters the same size
Posted by [Slave](#) on Wed, 25 Jun 2008 14:24:35 GMT
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I was afraid so. So be it. Thanks.
