

# Export UV Layout

## Access:

Keyboard shortcut: None

Mode: UV/Image Editor

Panel: None

Menu: **UV Menu > Export UV layout**

## Description:

Applying texture to your model usually requires that you export the UV image (map) after unwrapping your model. The image can then be textured in an external application then reimported back into Blender for application to the model.

The UV map is saved as an outline preferably as a .png file. Activating the Export UV layer Tool brings up the File Browser Editor. Options for exporting are found in the Export UV Layout Pane at the bottom of the Tool Shelf. In particular, you can chose the file Format and size (.png and 1024 X 1024 pixels). Note: keep the size to a power of 2, e.g., 1024 X 1024 or 2048 X 2048.

## To Use the Tool:

- In the UV/Image Editor with the model unwrapped, select **UV Menu > Export UV Layout**.
- In the Export UV Layout Pane at the bottom of the Tool Shelf **check the All UVs box**. If not checked only the UV faces selected will be exported.
- **Select the file Format**, e.g. **,PNG Image (.png)**.
- Select Size, e.g., 1024 X 1024 pixels. The file should be square and a power of 2.
- **Set the Fill Opacity to 0**, e.g., transparent. This will allow you to overlay the UV layout on a textured image in an external application.
- In the upper right-hand corner of the File Browser Editor **select Export UV layout**.

## Let's Try It:

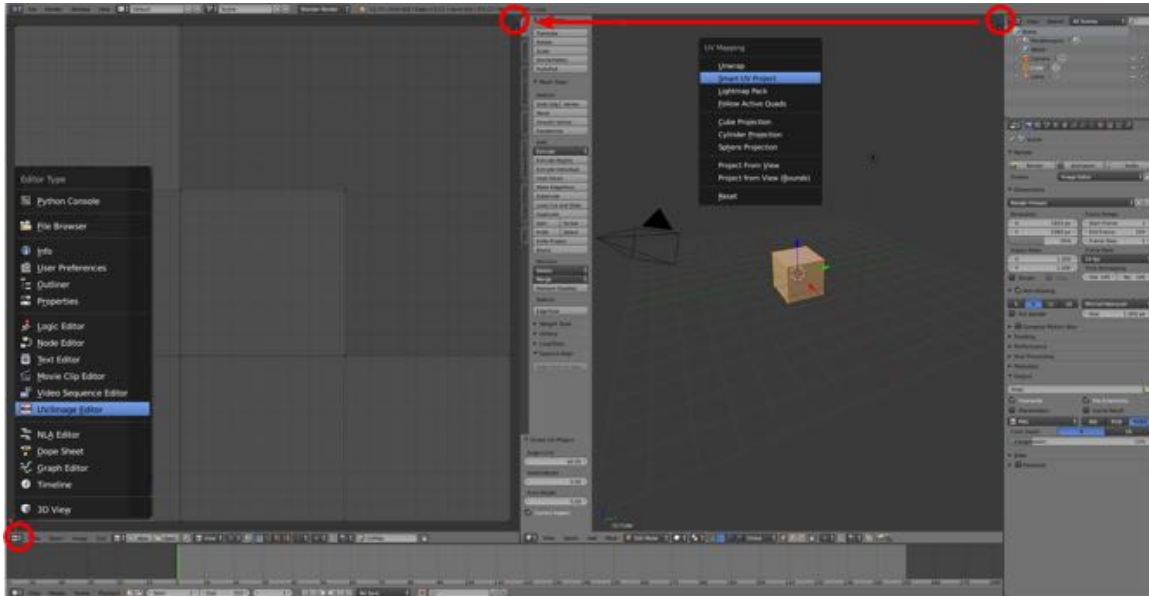
### Setup

- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor** Frame.
- In the left-hand corner of the **left-hand 3D Editor's header** **LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover** the mouse cursor over the **UV/Image Editor** and **press the F-KEY**

to expand the UV grid.

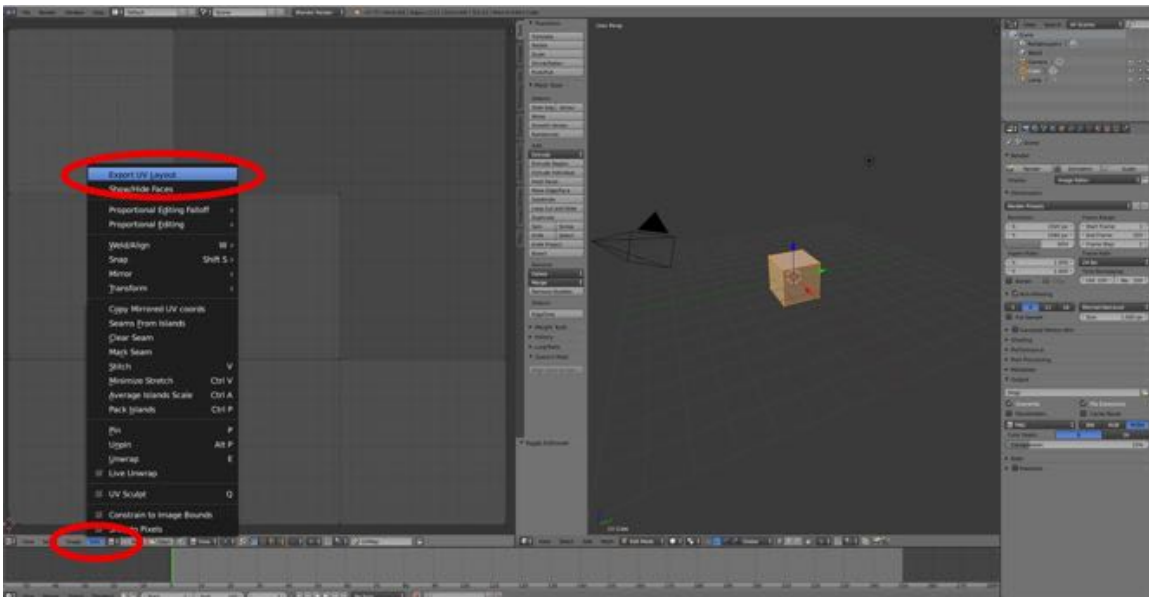
- In the **3D Editor Edit Mode** select (**A-KEY**) the **Default Cube**.
- Press the **U-KEY** then select from the Popup Menu **Smart UV Project** and **LMB** click **OK**.

**End of setup**



397

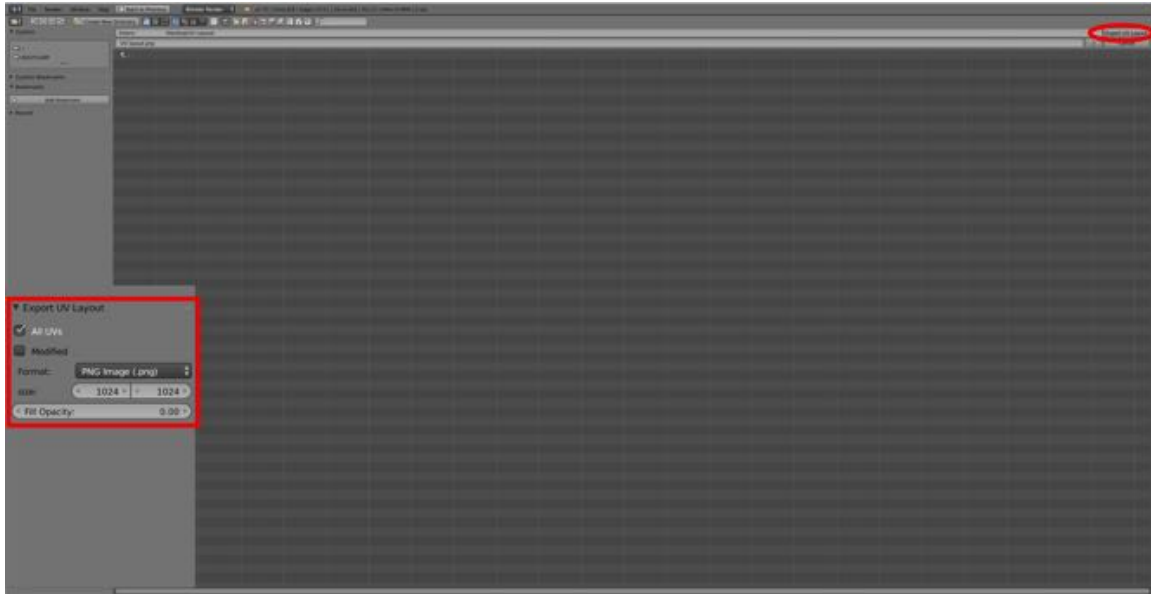
- In the UV/Image Editor with the model unwrapped, select from **UV Menu > Export UV Layout**.



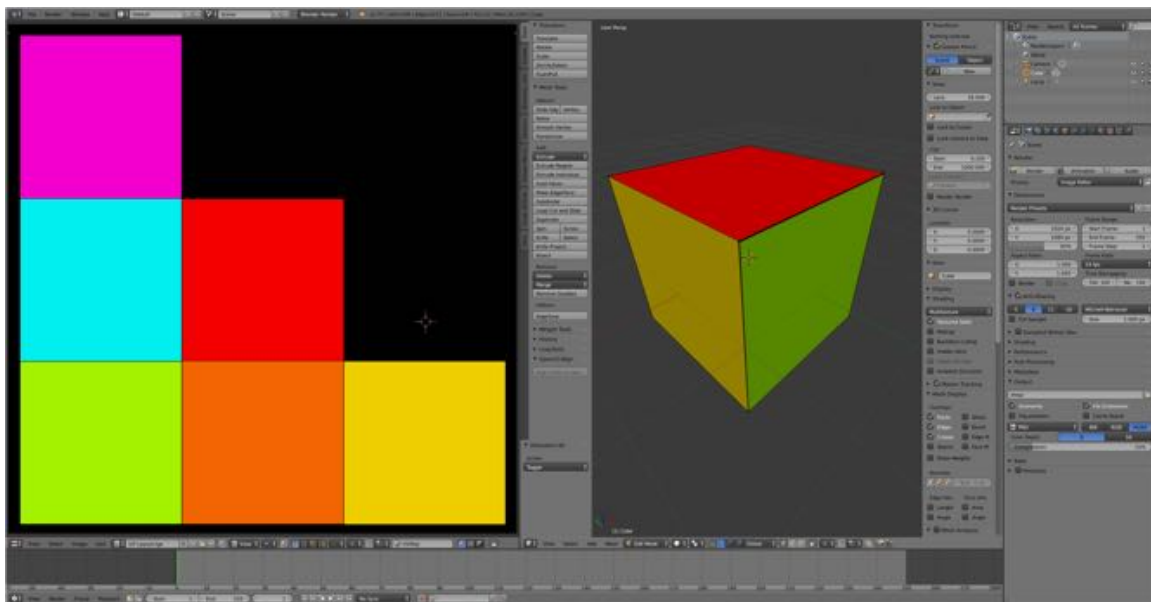
412

- In the **Export UV Layout Pane** at the bottom of the Tool Shelf check the **All UVs** box.

- **Select Format, PNG Image (.png).**
- **Select Size 1024 X 1024.**
- **Set Fill Opacity to 0.**
- **In the upper right-hand corner of the File Browser Editor select Export UV Layout.**



413



UV layout textures with different color in external application then reimported and applied to the model.

414

## **Additional Comments:**

There are many ways you can manipulate your UV layout. You may elect to export only parts of your model at one time and assemble the final UV layout in an external program. Then import the final UV layout back into Blender and fit the parts of the model to it. But keep in mind that in the end you can only have one UV layout for export from Blender and import into Trainz.

## **For More Information:**

Blender Reference Manual, **Applying Textures**

[https://www.blender.org/manual/editors/uv\\_image/applying\\_image.html?highlight=export](https://www.blender.org/manual/editors/uv_image/applying_image.html?highlight=export)