

# Average Islands Scale

## Access:

Keyboard shortcut:	<b>CTRL + A-KEY</b>
Mode:	UV/Image Editor
Panel:	None
Menu:	UVs > Average Islands Scale

## Description:

The Average Islands Scale Tool scales each islands so that the islands have a size relative to the size of the faces in the 3D model. This is a good starting point for arranging islands in the UV map although you will likely want to follow up by shrinking those which do not need high resolution and expanding those for which higher resolution is desirable.

## To Use the Tool:

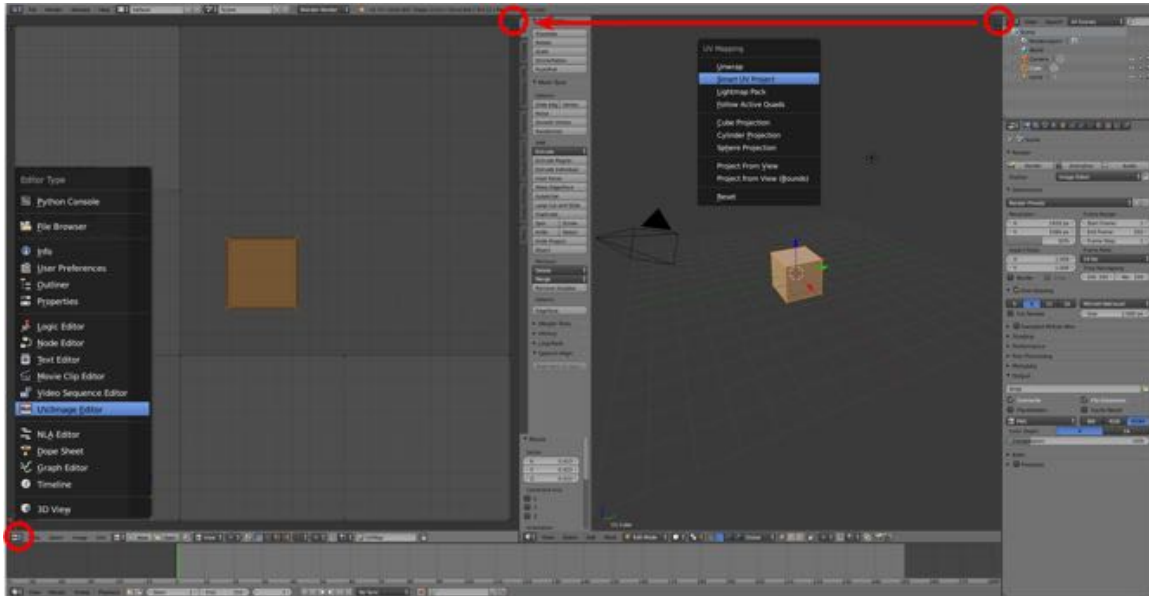
- In the UV/Image editor, **select (A-KEY)** the entire **UV map**.
- **Press CTRL + A-KEY**.

## Let's Try It:

### Setup

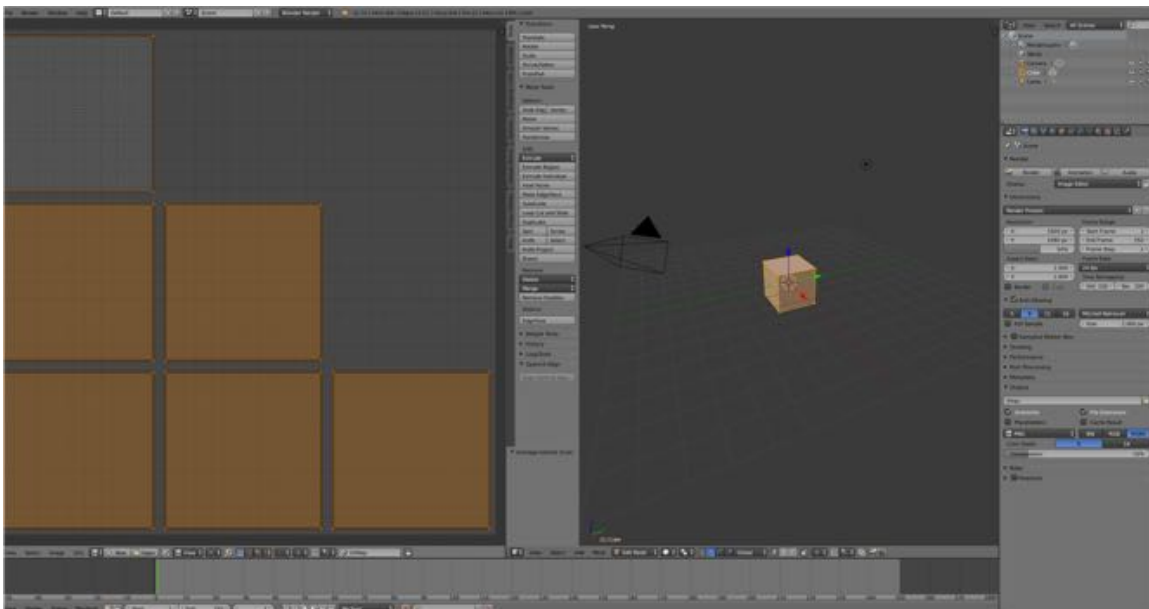
- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor Frame**.
- In the left-hand corner of the **left-hand 3D Editor's Header** **LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover** 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**.
- **Select (L-KEY)** **one island (face)** in the **UV map** and **scale down** (shrink) by **dragging** the mouse cursor **towards** the faces.
- **LMB** click to **confirm**.

### End of setup



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- In the **UV/Image Editor**, select (**A-KEY**) the entire **UV map**.
- Press **CTRL + A-KEY**.



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### **Additional Comments:**

The Average Island Tool is used in combination with the Pack Island Tool to achieve maximum use of the UV mapping space.

## **For More Information:**

Blender Reference Manual, Average Island Scale

[https://www.blender.org/manual/editors/uv\\_image/layout\\_editing.html?highlight=islands](https://www.blender.org/manual/editors/uv_image/layout_editing.html?highlight=islands)