

# MakeHuman - Basic Steps

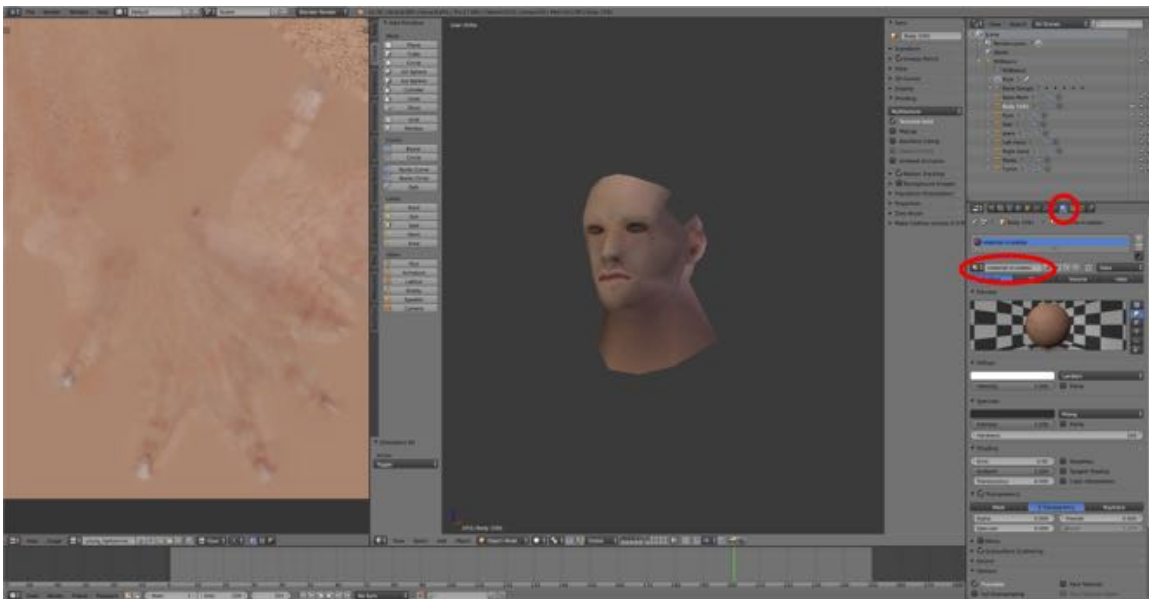
## Step 07:

### UV Re-Unwrap

Now that we have our texture image we can go back and apply it to our model, that is, re-map the model to the new texture file. Since textures are associated with materials and since Trainz requires a specific format for material file names, i.e., material.m.onetex for a material that will only have a diffuse map associated with it, we will need to create a new material and assign the new texture to it. We can then map the model to the new texture, one part at a time.

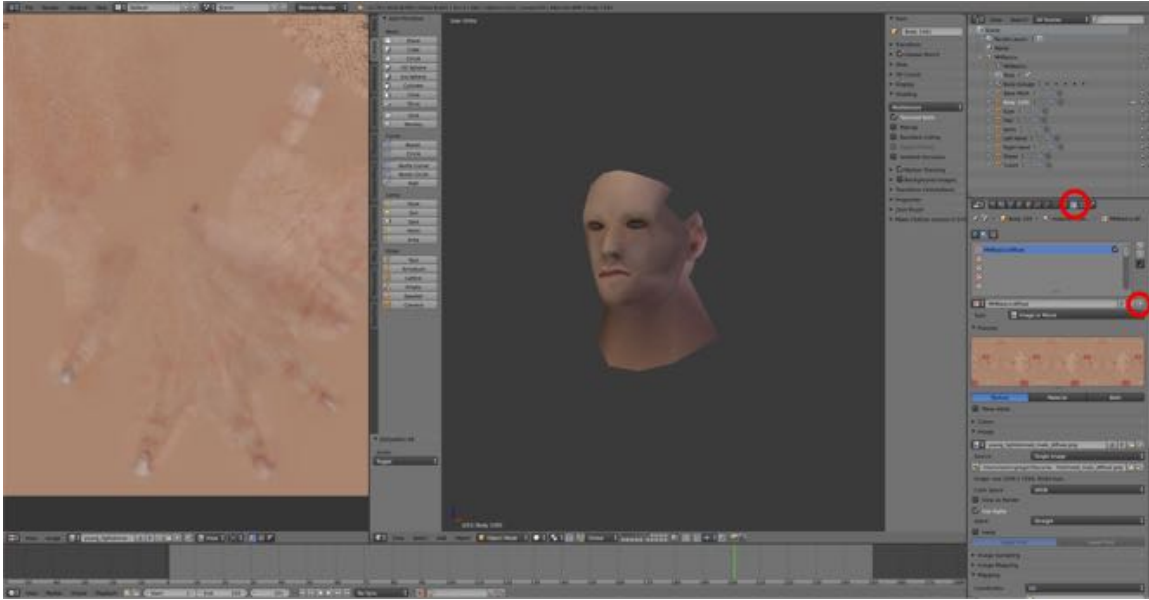
### Neck and Head

- In the Outline Editor, select the **Body 1591** object, i.e, the head and neck, and switch to Edit Mode.
- In the Properties Editor, select **Material** (the icon with the sphere). Notice that the material assigned to this part of the model is named “MHBasics:Skin”. In the naming box rename it “**material.m.onetex**”.



1031

- Select and **delete** the attached texture (**Basics:diffure**) by LMB clicking on the “X” to the right of the name..



1032

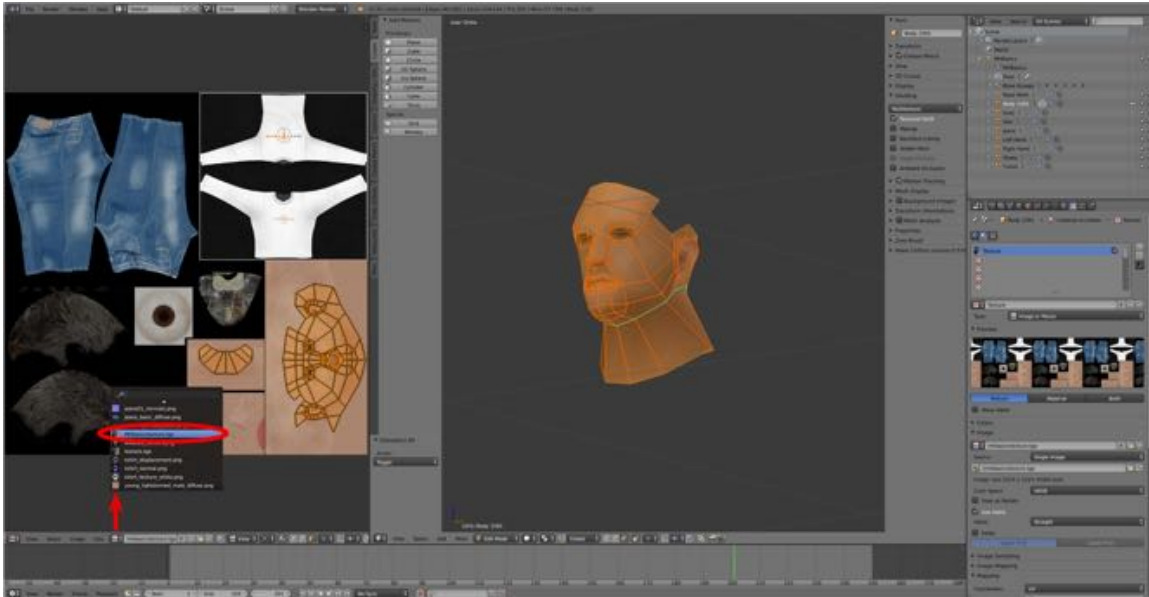
- **Import** the new **mhbasicstexture.tga** file by LMB clicking “New” and in the Image Pane “Open”.
- Locate and open the file.
- In the 3D Editor, switch to Edit Mode and select the mesh (A-KEY).
- In the UV/Image Editor, select the mhbasicstexture.tga file from the list of available texture files (i.e., linked images).
- Switch to Face Selection Mode. This allows you to select individual islands (L-KEY).
- Select and move (G-KEY) the UV map of the face into position on the image.
- Likewise, select and move the UV map of the neck into position on the image.

Note: The neck UV map consist of two parts so Island Select will not work. Use Circle Select or Box Select. You will also have to scale down the neck to fit the UV map.

You may also want to refer back to your UV map screen shots to locate the positions for the hands.

- Note:
- Face Selection Mode allows you to select individual islands (L-KEY).
  - The F-Key sizes the UV map to fit the frame.
  - When scaling start with the mouse cursor away from the selection for finer control.
  - CTRL + Drag allows you to move the map around.
  - NUMPAD-PERIOD-KEY centers a selection.
  - Hover the mouse cursor over the UV/Image Editor frame and press SHIFT + SPACBAR to toggle into full screen mode.

- Zoom in using the NUMPAD-PLUS-KEY (out using the NMPAD-MINUS-KEY).



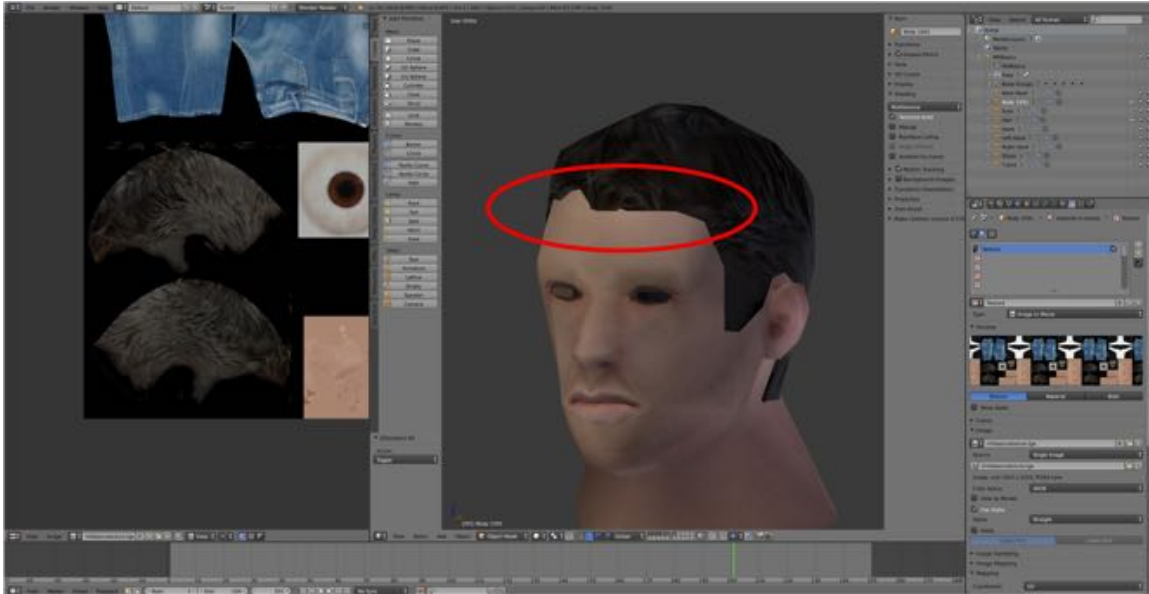
1033

## Hair

- In the Outline Editor, select the **Hair** object (leave the neck and head still visible).
- In the Properties Editor, select **Material**.
- LMB click on the on the Sphere Icon to the left of the name and in the list of materials select “**material.m.onetex**” (you may have to scroll down to find it).

Note: You do not have to add a texture as the mhbasicstexture.tga will be associate with the material by default.

- In the 3D Editor, switch to Edit Mode and select the mesh (A-KEY).
- In the UV/Image Editor, select the mhbasicstexture.tga file from the list of available.
- Select and move and scale the two UV islands into place.
- Pull vertices on either the hair or the head to adjust he hairline across the forehead. (I moved a couple of the head vertices back along the Y-axis.)



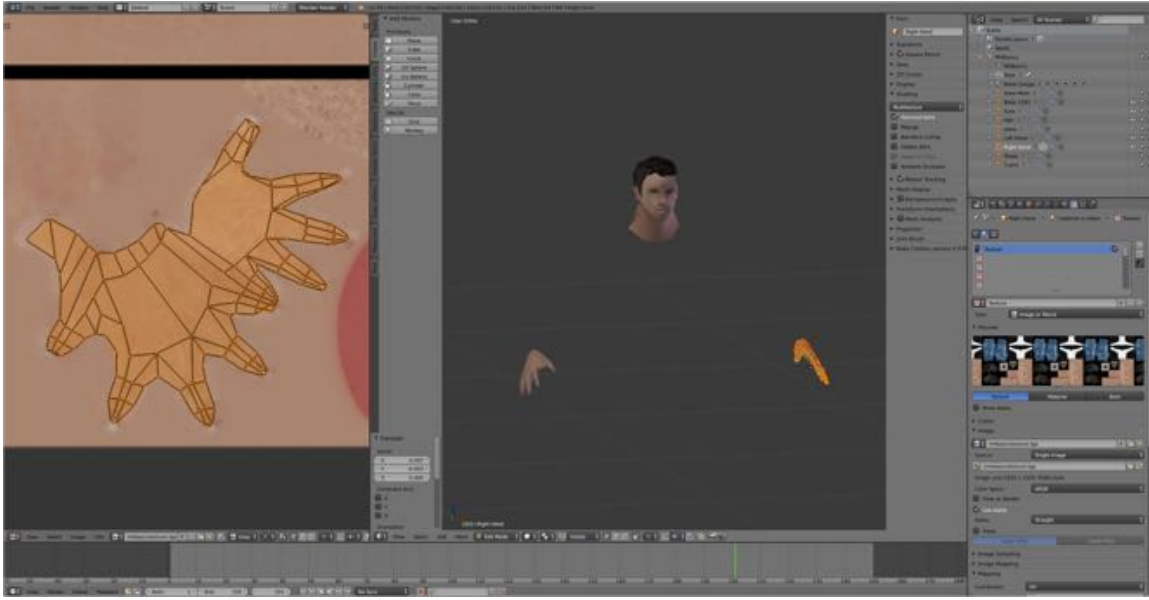
1034

## Eyes

- In the Outline Editor, select the **Eyes** object (leave the hair, neck and head still visible).
- In the Properties Editor, select “**material.m.onetex**” for the material.
- In the 3D Editor, switch to Edit Mode and Select the mesh (A-KEY).
- In the UV/Image Editor, select the mhbasicstexture.tga file.
- Move and scale the eyes.

## Hands

- In the Outline Editor, select the each **hand** in turn.
- In the Properties Editor, select “**material.m.onetex**” for the material.
- In the 3D Editor, switch to Edit Mode and Select the mesh (A-KEY).
- In the UV/Image Editor, select the mhbasicstexture.tga file.
- Move and scale the each hand.



1035

## T-Shirt

- In the Outline Editor, select the **t-shirt** object.
- In the Properties Editor, select “**material.m.onetex**” for the material.
- In the 3D Editor, switch to Edit Mode and Select the mesh (A-KEY).
- In the UV/Image Editor, select the mhbasicstexture.tga file.
- Move and scale the t-shirt.

## Jeans

- In the Outline Editor, select the **jeans** object.
- In the Properties Editor, select “**material.m.onetex**” for the material.
- In the 3D Editor, switch to Edit Mode and Select the mesh (A-KEY).
- In the UV/Image Editor, select the mhbasicstexture.tga file.
- Move and scale the jeans.
- In the 3D Editor, switch to Vertex Selection Mode and pull the vertices in or out, depending on whether you want his shirt tucked in or not.

## Shoes

- In the Outline Editor, select the each **shoe** in turn.
- In the Properties Editor, select “**material.m.onetex**” for the material.
- In the 3D Editor, switch to Edit Mode and Select the mesh (A-KEY).
- In the UV/Image Editor, select the mhbasicstexture.tga file.
- Move and scale the each shoe.

Note: You may wish to scale In just the X-axis direction (S-KEY > X-KEY > Drag) to narrow the UV map a bit.



1036

Save your work.

- Press **SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to incrementally increase your file name “**MHBasics18.blend**”.
- Save the file to a folder named “**MHBasics Blender Files**”.
- Right after you have saved your Blender file, under the **Information Editor’s Window Menu**, select **Save Screenshot**.

We now have our model fully mapped.