

Island Select

Access:

Keyboard shortcut:	L-KEY
Mode:	UV/Image Editor
Panel:	None
Menu:	None

Description:

The UV/Image Editor has a unique tool, the Select Island Tool. This selection method allows you to select contiguous groups of faces (Islands).

To Use the Tool:

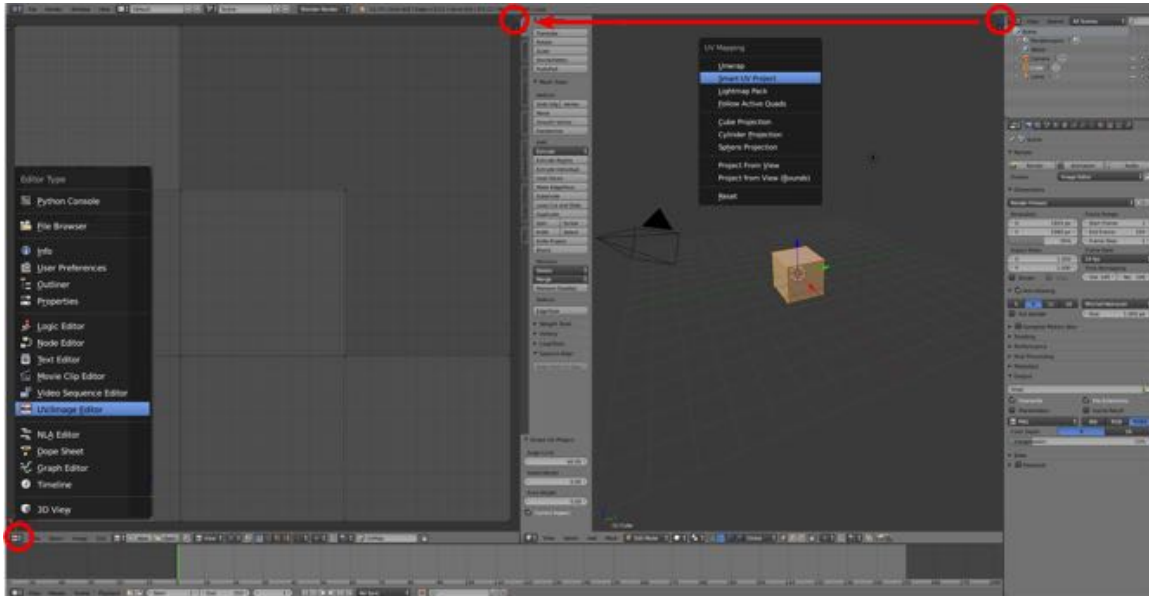
- **Hover** the mouse cursor **over the island** you wish to select.
- **Press** the **L-KEY**.
- To select additional islands, hover the mouse cursor over the island you wish to select press **SHIFT + L-KEY**.

Let's Try It:

Setup

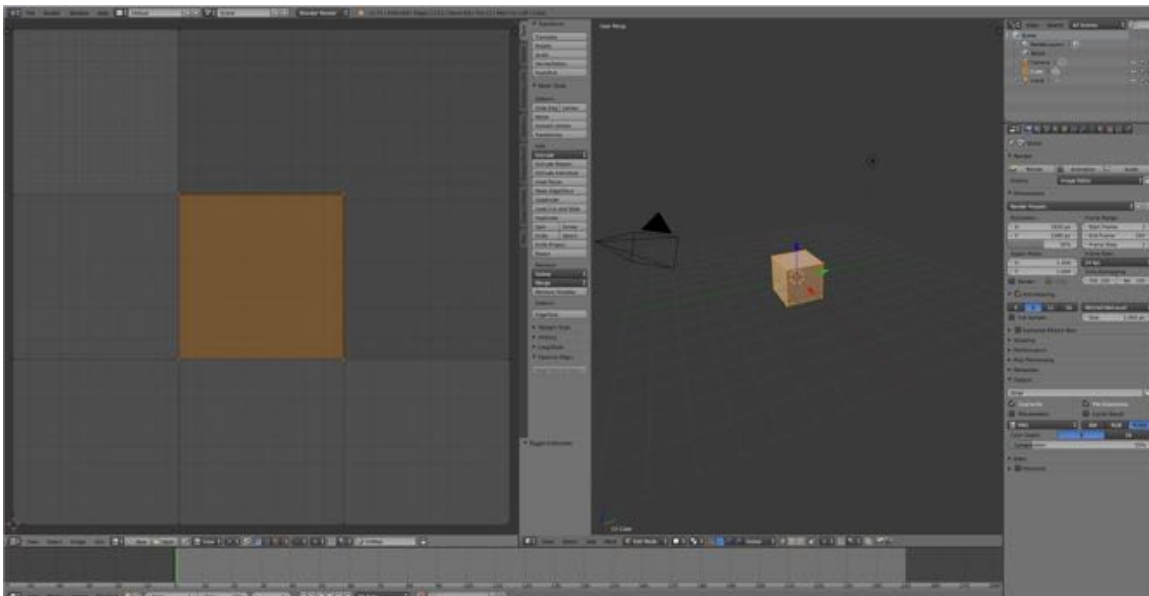
- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor Frame**.
- In the left-hand corner of the **left-hand 3D Editor's Header** **LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover**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

End of setup



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- **Hover** the mouse cursor **over center face** you wish to select.
- **Press the L-KEY.**



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Note: UV unwrapping using Smart UV Project separates each of the faces of the Default Cube, in essence creating islands of each.

Additional Comments:

This is a very useful selection method. When using Blender to make Trainz assets the UV map usually consists of a number of islands that you have arranged to maximize use of the UV map's space.

For More Information:

Blender Reference Manual, **Editing UVs**

https://www.blender.org/manual/editors/uv_image/layout_editing.html?highlight=packing