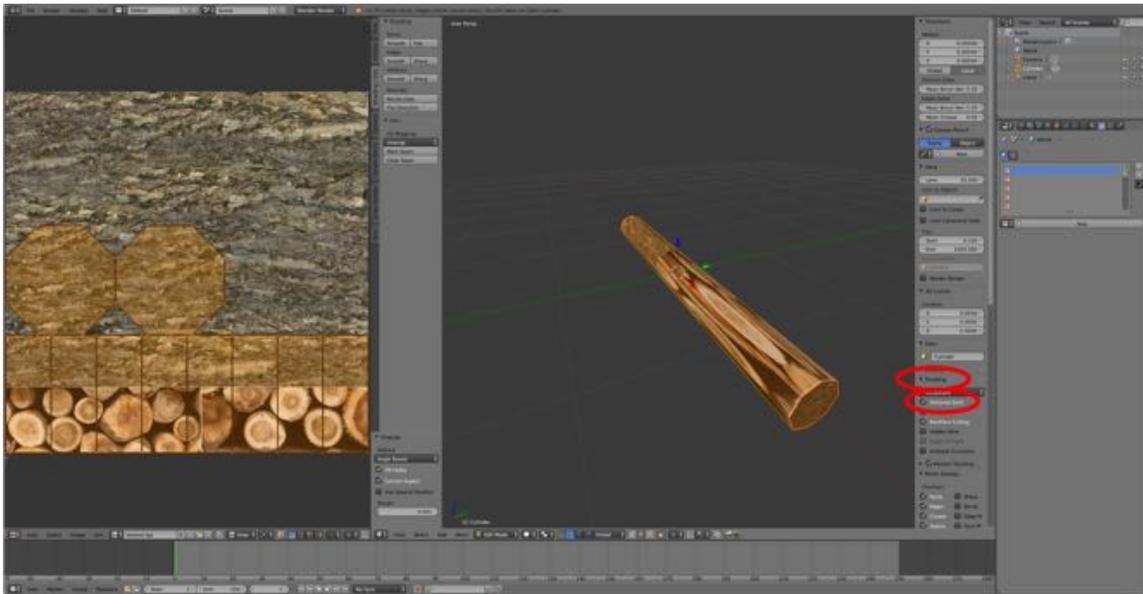


# UV/Image Editor Selection and Navigation

## Selection

When there is nothing selected in the 3D Editor there will be nothing selected in the UV/Image Editor. Only by switching to Edit Mode in the 3D Editor and selecting the model (**A-KEY**) is the UV map in the UV/Image Editor selected and visible. That is, by selecting the model in the 3D Editor the map in the UV/Image Editor will also be highlighted.



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Selecting only part of the model in the 3D Editor will select only the same part in the UV/Image Editor.

The **A-KEY** is used in the UV/Image Editor to select the whole UV map (similar to the 3D Editor where it selects the whole object).

Likewise, the following keyboard shortcuts are used to move, rotate and scale the UV map

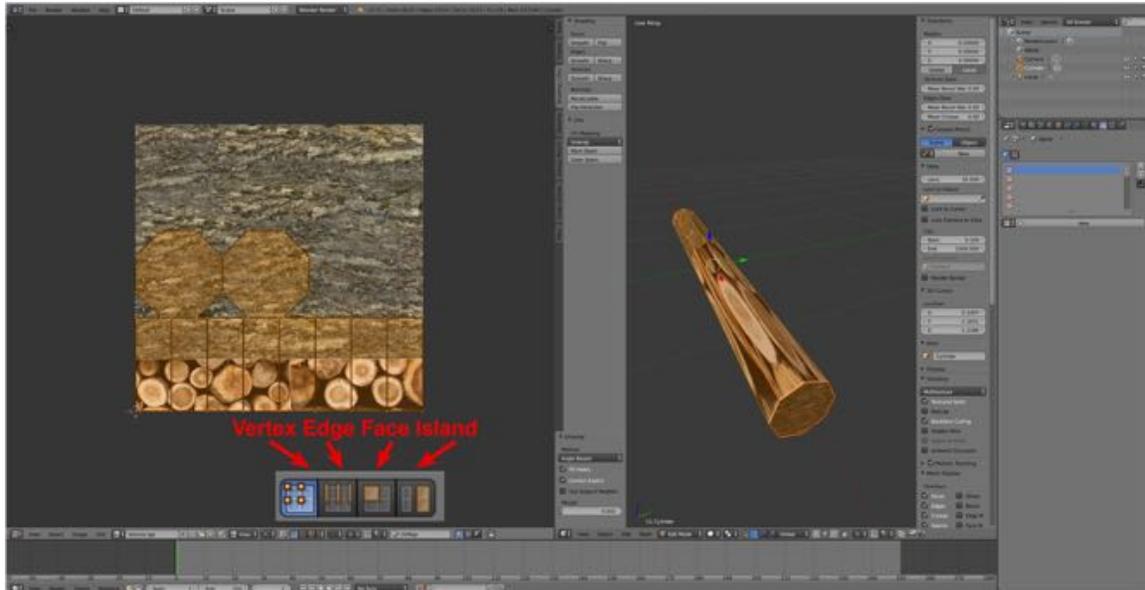
**G-KEY + DRAG** = Move

**R-KEY + DRAG** = Rotate

**S-KEY + DRAG** = Scale

Note: The farther the mouse cursor is from the UV map the more precise the movement, rotation or scaling. Movement, rotation and scaling can also be designated by typing in the scale factor.

In the UV/Image Editor you can also select vertices, edges or face by selecting Vertex-, Edge- or Face Selection Mode in the UV/Image Editor's header.



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Note: As with the 3D Editor, the mouse does not need to be directly over a vertex or edge to select it. If two vertices or edges are close together, RMB clicking to either the right or left can usually make the desired selection without having to zoom in.

Let's try it.

- **Open** your **log02.blend** file in Blender or download it from [here](#).
- **Switch** to **Edit Mode** in the 3D Editor and select the model (**A-KEY**).
- In the UV/Image Editor deselect the UV map (**A-KEY**).
- In the UV/Image Editor's header **select** either **Vertex-**, **Edge-** or **Face Selection Mode**.
- **RMB >SHIFT + RMB** on the UV map to select vertices, edges or faces.

Although the whole model is still selected in the 3D Editor, only the selected vertices, edges or faces are selected in the UV/Image Editor.

A fourth selection mode, **Island Selection Mode**, allows us to select only a portion of the UV map. An island is a selection of interconnected faces. For example, we divided the log up into three parts for UV mapping (the two ends and the cylindrical center portion) by designating seams. By selecting Island Selection Mode from the UV/Image Editor's header we can a whole island, end, the other end or the cylindrical center portion. Alternatively, we can press the **L-KEY**, hover the mouse over an island and LMB to

select it. Of course, we can also add to our selection by hovering the mouse over another island and pressing **SHIFT + LMB**.

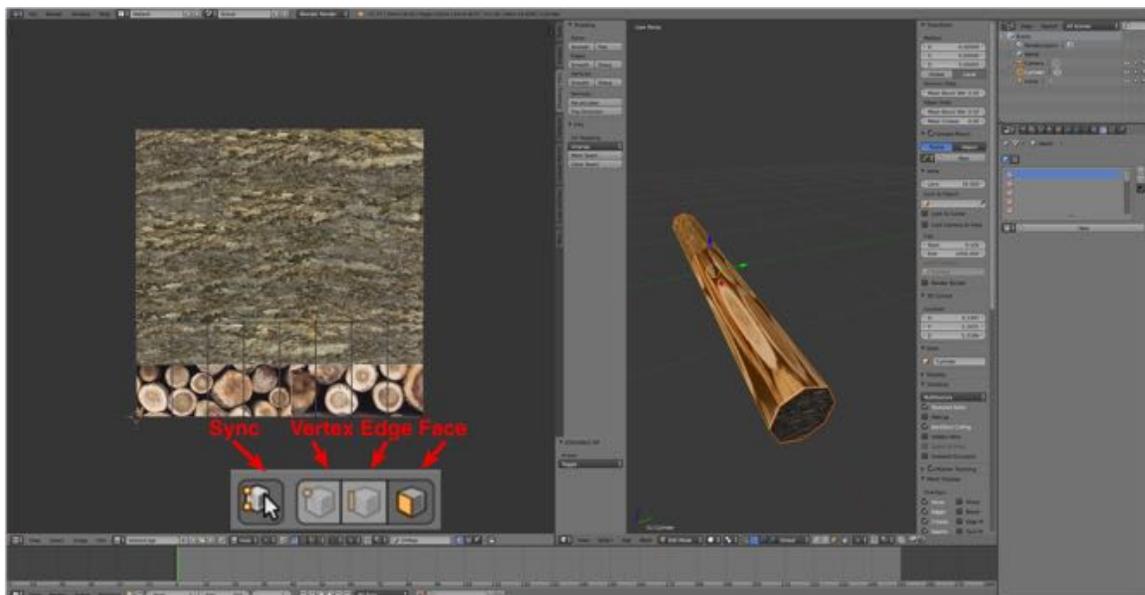
Let's try it.

- **Open** your **log02.blend** file in Blender or download it from here.
- **Switch** to **Edit Mode** in the 3D Editor and select the model (**A-KEY**).
- In the UV/Image Editor deselect the UV map (**A-KEY**).
- In the UV/Image Editor's header **select** the **Island Selection Mode**.
- Hover the mouse cursor over an island of the UV map and press the **L-KEY**.

Finally, you can also select vertex (vertices), edge(s) or face(s) in either the UV/Image Editor or the 3D Editor and have the selection synchronized in the other editor by toggling on the Sync Selection button. This is useful when you are trying to find out where a specific vertex, edge or face in the UV map is located in the 3D model and visa versa.

Note: The Sync Selection button turns gray when it is selected (as do other buttons). The menu in the UV/Image Editor also changes to allow you to choose Vertex-, Edge- or Face Mode.

Also, selecting islands only works in Face Selection Mode.



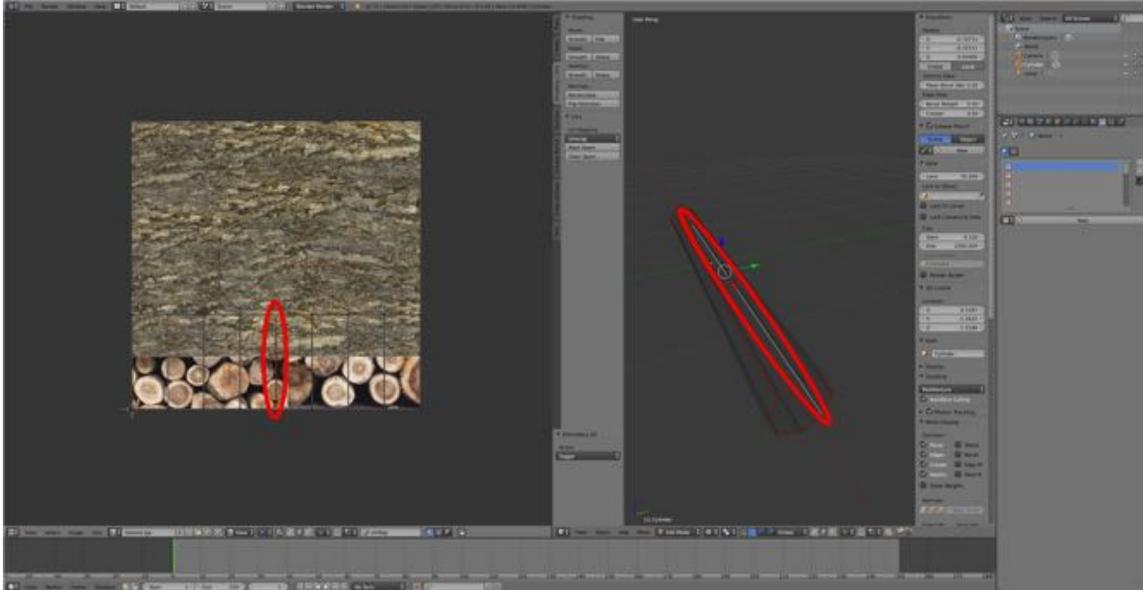
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Let's try it.

- **LMB** on the **Sync Selection Button** to activate Sync Selection (button turns gray).
- **Hover** the mouse cursor over the **3D Editor** and **press** the **Z-KEY** to switch to **Wireframe Mode** to make this easier to see.
- **Select Edge Selection Mode** and **RMB** on an **edge in the UV map**.

Notice that only the edge selected in the UV map is highlighted on the model in the 3D Editor.

- Try selecting vertices and faces.



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## Navigation

Navigating in the UV/Image Editor is similar but not the same as in the 3D Editor so we need to become familiar with it before we can start using Blender to make Trainz assets.

The following keyboard shortcuts can be used with UV/Image Editor:

<b>F-KEY</b>	= Expand to fit frame
<b>NUMPAD-PERIOD</b>	= Center
<b>HOME-KEY</b>	= View all
<b>SPACEBAR + DRAG</b>	= Move UV map
<b>CTRL + DRAG</b>	= Pan left, right, up, down (3-button mouse emulation activated)
<b>SCROLL</b>	= Zoom
<b>NUMPAD+PLUS</b>	= Zoom in
<b>NUMPAD+MINUS</b>	= Zoom out
<b>NUMPAD-8</b>	= 1:8
<b>NUMPAD-4</b>	= 1:4
<b>NUMPAD-2</b>	= 1:2
<b>NUMPAD-1</b>	= 1:1
<b>SHIFT (or CTRL) + NUMPAD-2</b>	= 2:1

**SHIFT (or CTRL) + NUMPAD-4 = 4:1**

**SHIFT (or CTRL) + NUMPAD-8 = 8:1**

**G-KEY + DRAG = Move**

(Note: The farther the mouse cursor is from the UV map the more precise the movement. Moving can also be constrained to an axis by designating the axis after pressing the G-KEY and the amount of movement designated by typing in the units.)

**R-KEY + DRAG = Rotate**

(Note: The farther the mouse cursor is from the UV map the more precise the rotation. Rotation can also be designated by typing in the number of degrees.)

**S-KEY + DRAG = Scale**

Note: The farther the mouse cursor is from the UV map the more precise the scaling. Scaling can also be designated by typing in the scale factor.

Try out some of these keyboard shortcuts. Remember that you can close Blender without saving your changes and not lose your original files contents.

Note: Remember that Keyboard shortcuts are context sensitive. With the mouse hovered over the UV/Image Editor you will get a different result than if the mouse is hovered over the 3D Editor.

- Open your log02.blend file you created in the previous section or download it from [here](#).
- With your mouse cursor hovered over the UV/Image Editor press **NUMPAD-8**, **NUMPAD-4**, **NUMPAD-2** and **NUMPAD-1** to change the size of the UV map.
- Press the **F-KEY** to fit the map to the frame.
- Select the map with the **A-KEY** and try moving it (**G-KEY + DRAG**), rotating it (**R-KEY + DRAG**) and scaling it (**S-KEY + DRAG**).  
(You can undo your changes by repeatedly pressing the **CMD + Z-KEY** and then redo your changes by repeatedly pressing the **SHIFT + CMD + Z-KEY**.)

Now that we know how to make selections and navigate in the UV/Image Editor, let's fix our UV map of the log.

- **Open** your **log02.blend** file in Blender, if it is not already open.
- **Switch** to **Edit Mode** in the 3D Editor and select the model (**A-KEY**).
- In the UV/Image Editor deselect the UV map (**A-KEY**)
- **Hover** the mouse cursor over the **island for one end of the log** and press the **L-KEY**.
- **Press** the **G-KEY** and drag the island off of the UV map.
- Do the same for the island of the other end.
- Now, **select** the **island for the center of the log** (**L-KEY**).
- Press the **R-KEY** followed by typing "90" and ENTER to rotate the island.

- Scale the island in the X (**S-KEY > X-KEY > Drag**) and Y (**S-KEY > Y-KEY > Drag**) direction and move (**G-KEY**) into place.
- **Select** the UV islands for the **ends of the log** and scale (**S-KEY**) and move (**G-KEY**) them into place.

