

# Unwrap

## Access:

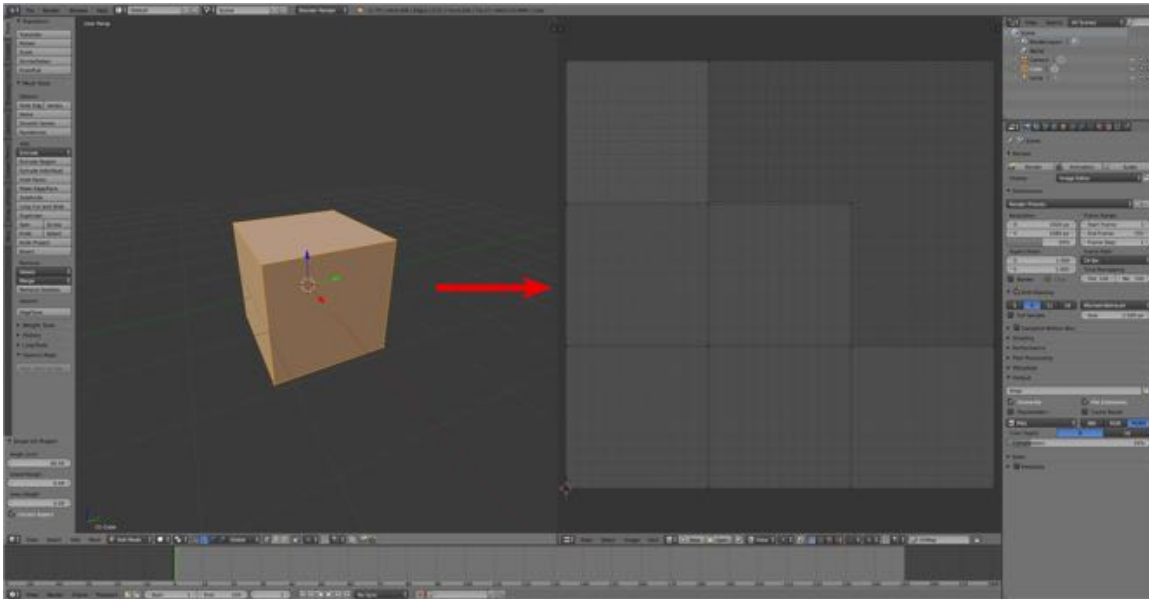
Keyboard shortcut: **U-KEY > UV Mapping Menu**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: Mesh > UV Unwrap > UV Mapping Menu

## Description:



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To apply texture to the surface of a mesh, the 3D mesh must be converted to a 2D surface, a process known as “Unwrapping”. Although the texture is applied in the UV/Image Editor, the mesh is unwrapped in the 3D Editor’s Edit Mode by pressing the U-KEY which brings up the UV Mapping Menu with several options. Only three are particularly useful for making Trainz assets:

**Unwrap**  
**Smart UV Project**  
**Project from View**

I’ll show you the whole process in another tutorial. Here I just want to shown you how to access the UV Mapping Menu to unwrap a mesh.

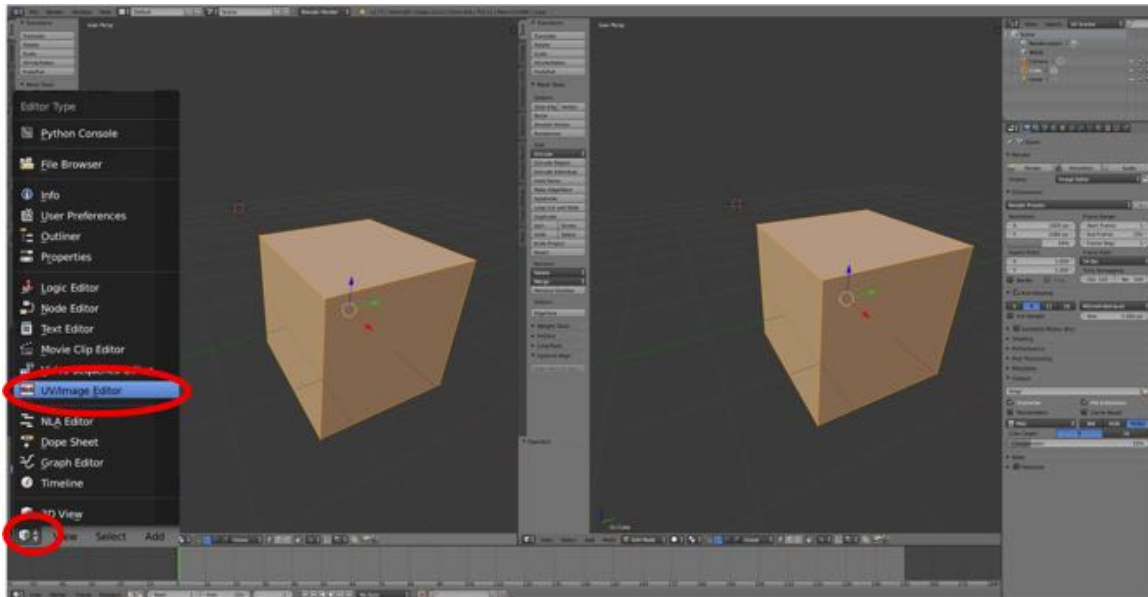
## To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode**.
- **Select** the **mesh**.
- **Press** the **U-KEY** and from the UV Mapping Popup Menu **select Unwrap, Smart UV Project** or **Project from View**.

## Let's Try It:

### Setup

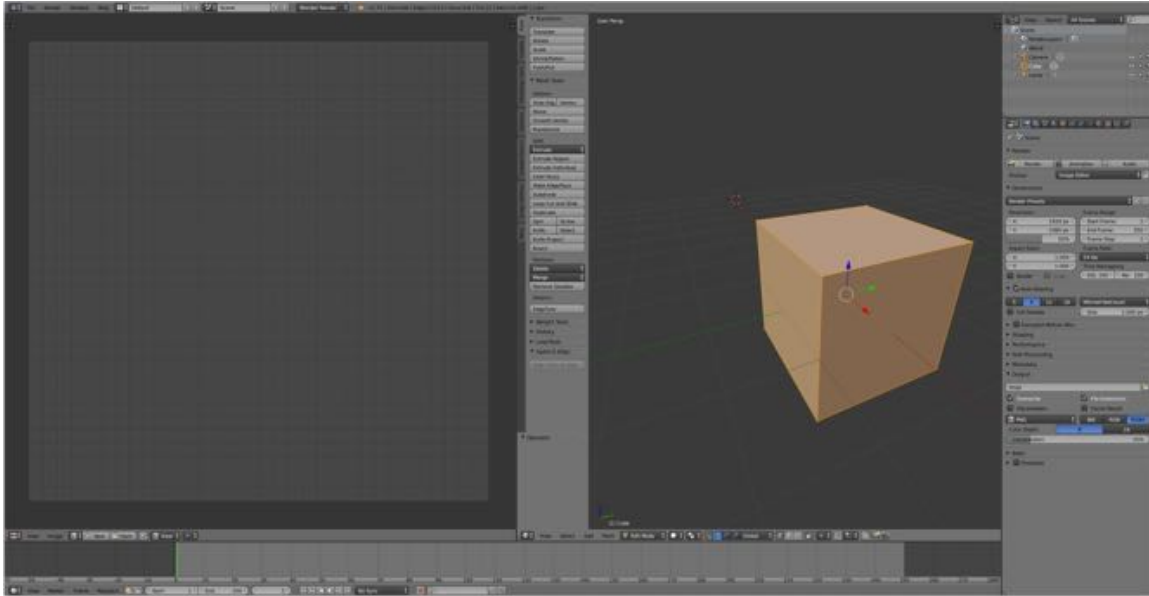
- **Open Blender** and **switch** to the 3D Editor's **Edit Mode**.
- **LMB click** and **hold** on the **hatched area** in the **upper right-hand corner** of the 3D Editor then **drag** to the **left** to **form a new editor**.
- **LMB click** on the **Editor Selection Icon** at the **left of the header** of the left most editor frame and **select UV/Image Editor**.



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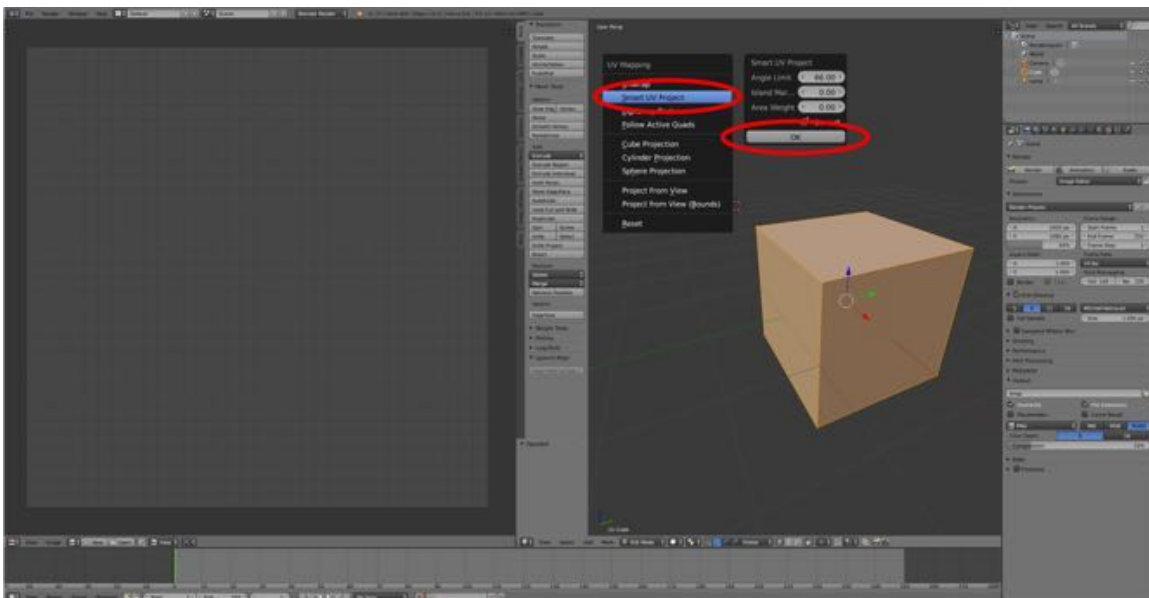
- With the mouse **cursor** hovering **over** this new **UV/Image Editor**, **press** the **F-KEY** to **maximize** the UV image.

**End of Setup**



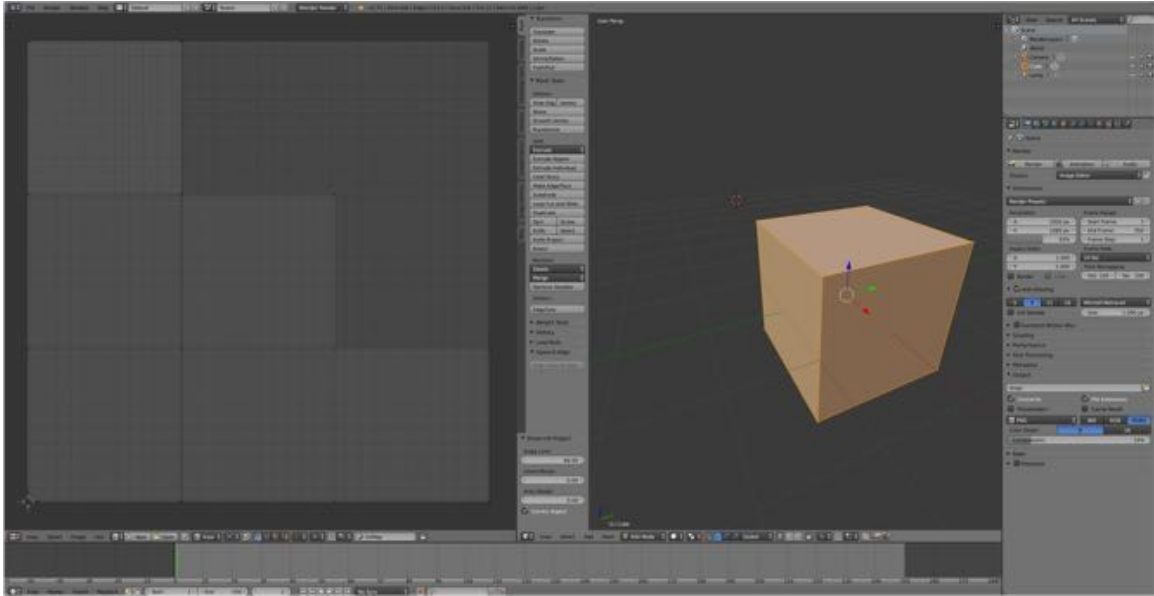
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- With the mouse **cursor** hovering **over** the **3D Editor** (the right editor frame) **press** the **A-KEY** to **select** the **Default Cube**.
- **Press** the **U-KEY** and from the UV Mapping Popup Menu **select** **Smart UV Project**.
- In the Popup Menu **select** **OK**.



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The 3D cube will be flattened to produce a 2D image of the cube's surface in the UV/Image Editor.



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### **Additional Comments:**

Using Blender to make Trainz assets requires two steps in Blender, constructing the model in the 3D Editor and adding the texture in the UV/Image Editor. UV unwrapping in the 3D Editor is where the two processes connect.

### **For More Information:**

Blender Reference manual, **UV Mapping a Mesh**

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