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Subject: Re: Anyone want to recruit me?

Posted by [Zion](#) on Sat, 17 Mar 2007 01:44:54 GMT

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Unwrapping mesh entails the creation of a 'net' if you will. Like you're going to make a box out of card, you need to make the net first, then glue the sides together. Unwrapping is the same thing but in reverse order. You make the box in it's 3D form, then make the net. Adds alot of quality to the mesh.

UV mapping is the form of taking one texture file and adding them to mesh to give them color. You make the mesh, add the texture to the material and assign the matt to the mesh, then you can add the UV map modifier to it and move the texture around the mesh to make it look even (no stretching). This is ineficiant but is what all the renegade buildings and terrain have. If used properly can result in some good effects.

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