Creating UVs for the Hair



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Summary



How to get started with UVs using a projection

How to cut, unfold and layout the UVs inside Maya's UV Editor

What UV distortion is and some things you can do to eliminate it

Strategies for making cuts and approaching some simple yet abstract shapes

Summary



How to start your UVs using a projection

How to cut, sew or stitch and unfold UVs in Maya's UV Editor

How to use UV shading to spot areas where UVs are overlapping

How to visualize and solve areas of UV distortion

How to layout UVs inside of the texture space and manage the texel density of those UVs

Challenge