Creating UVs for the Body



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Summary



How to approach more complex shapes when thinking about UVs

Standard techniques for UVing the human form

Methods for alleviating distortion for a human head mesh

Intentionally creating overlapping UVs for mesh pieces

Summary



How to approach more complex shapes by planning for how they will break apart and unfold

Common techniques for UVing the human form

Ways to alleviate tension on a head mesh by cutting away things like the mouth, eye sockets, and ears

How and why we may want to intentionally create overlapping UVs for parts of an asset

Challenge