Creating UVs for the Clothing



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Summary



- How to speed the process of creating UVs up when there are multiple mesh pieces that need UVs
- How to identify potential mesh targets for overlapping UVs
- Duplicating and mirroring geometry across an axis to create overlapping UVs
- How to export our UV’d game mesh for texturing in Substance Painter

Summary



How to speed up the process of creating UVs for unique mesh pieces while still solving the unique problems that come with each

How to identify identical mesh pieces that may have been used as shortcuts during the modeling process

How to create overlapping UVs by duplicating and mirroring geometry across an axis

How to export our game asset with UVs for texturing in Substance Painter

Challenge