

Automatic 2UV expansion

Global parameter

Coordinate system direction

110z-axis upward

Light texture resolution (pixel)

1111024

Number of pixels on edge of UV island

4

Main observation direction

z-axis upward

Lowest scene visibility

0

Scaling proportion of invisible region

70%

Scaling proportion of complex light region

151%

Defined as width (pixel) of elongated region

1

Elongated region processing mode

xxxxxxx

Index number of output channel

2

☐ Enable detection of complex light region nearby
 ☐ Enable detection of clear shadow region
 ☐ Box all selected models into the same UV space

Execution steps

Step 1: Cutting expansion

☐ Fewer cutting lines

Execute

Input: xxxx
Output: xxxx

Step 2: Deformation straightening

Execute

Input: xxxx
Output: xxxx

Step 3: Stretching boxing

Execute

Input: xxxx
Output: xxxx

One-click execute

FIG. 1

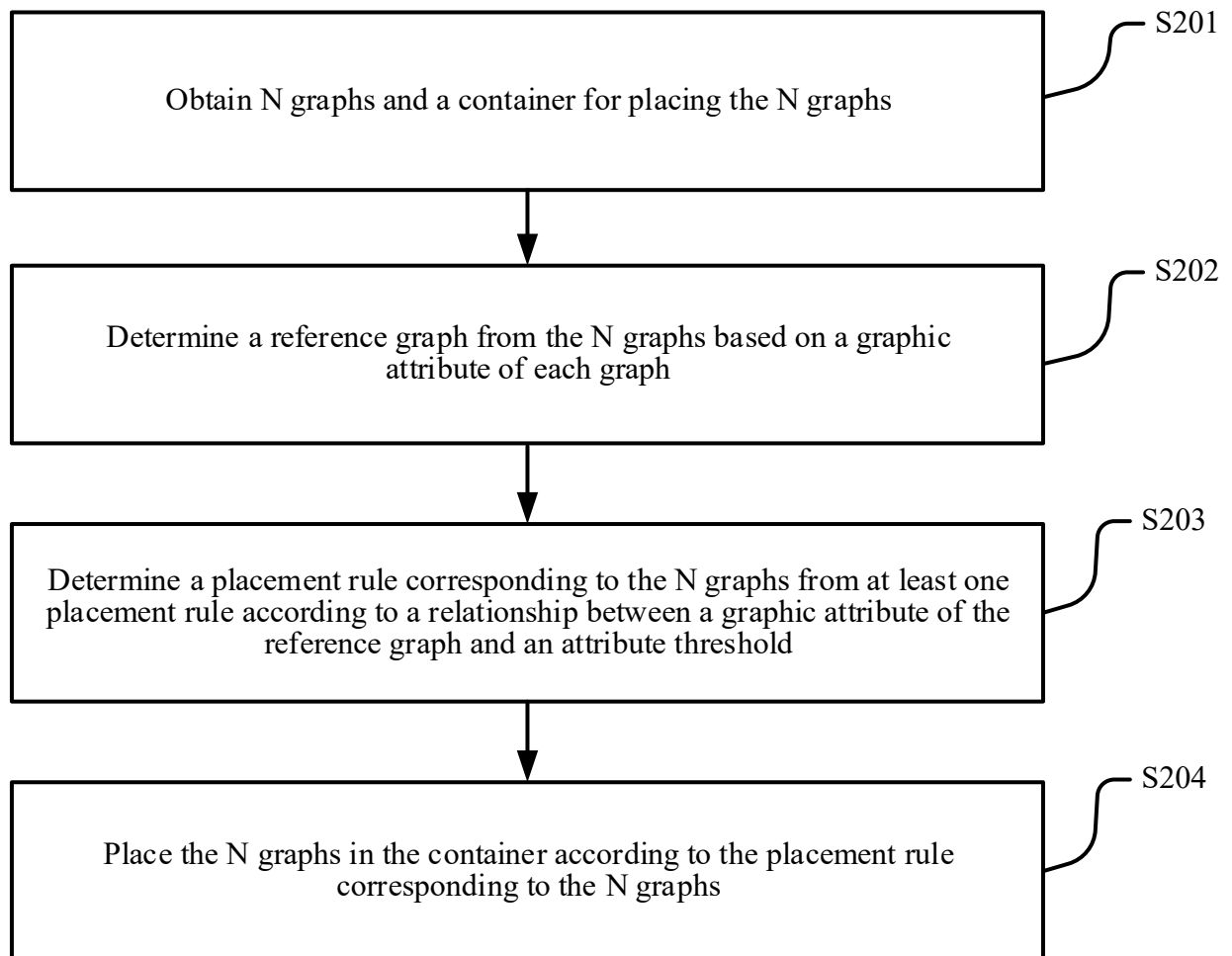


FIG. 2

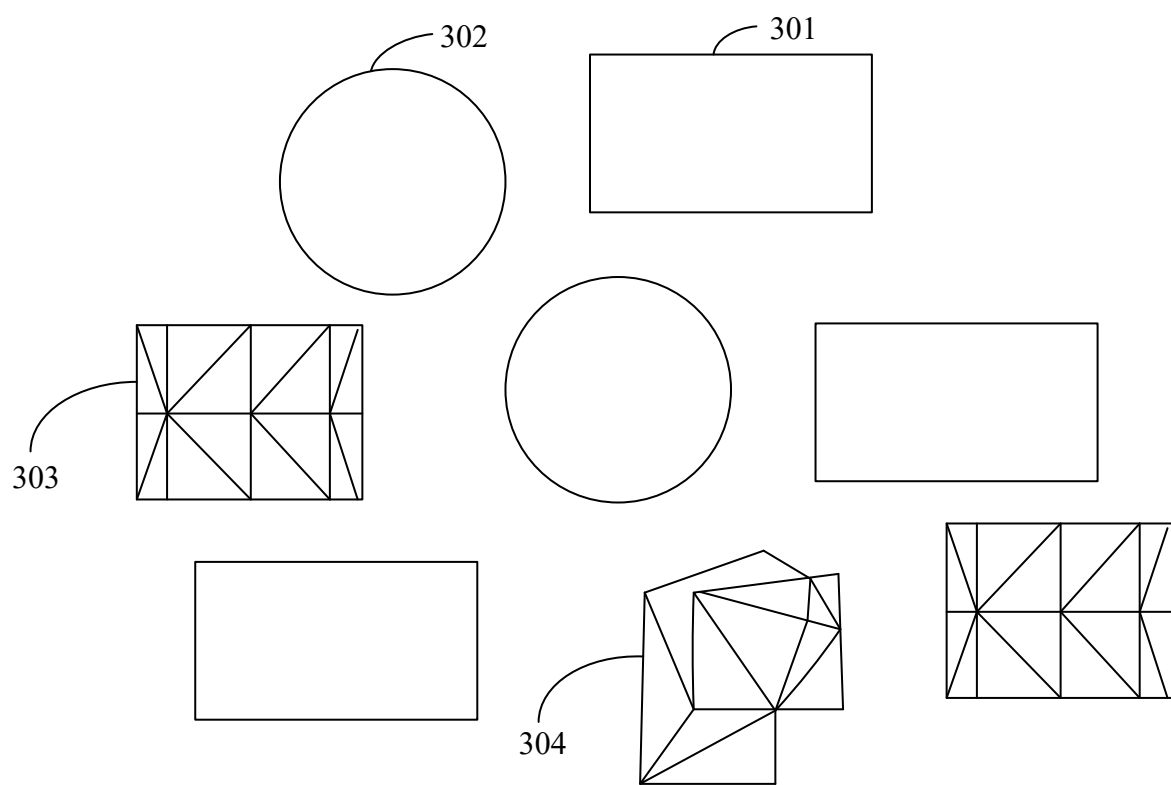


FIG. 3a

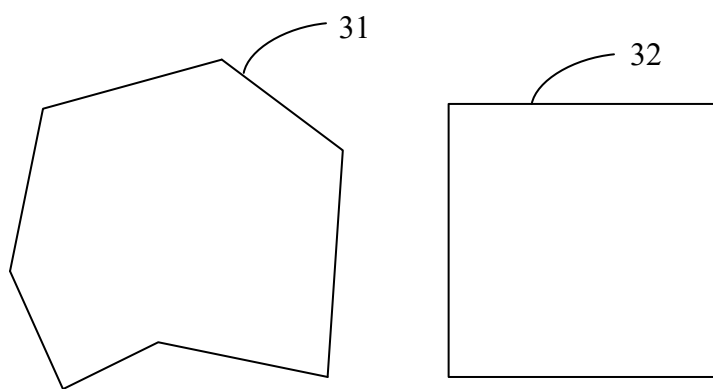


FIG. 3b

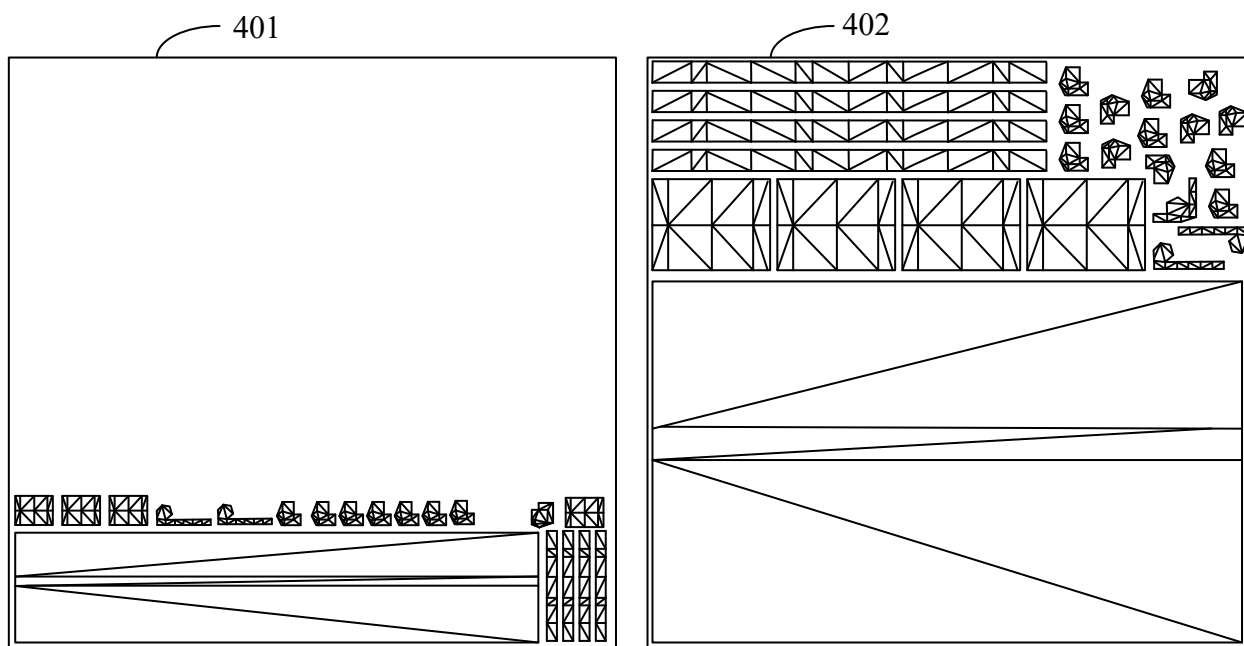


FIG. 4a

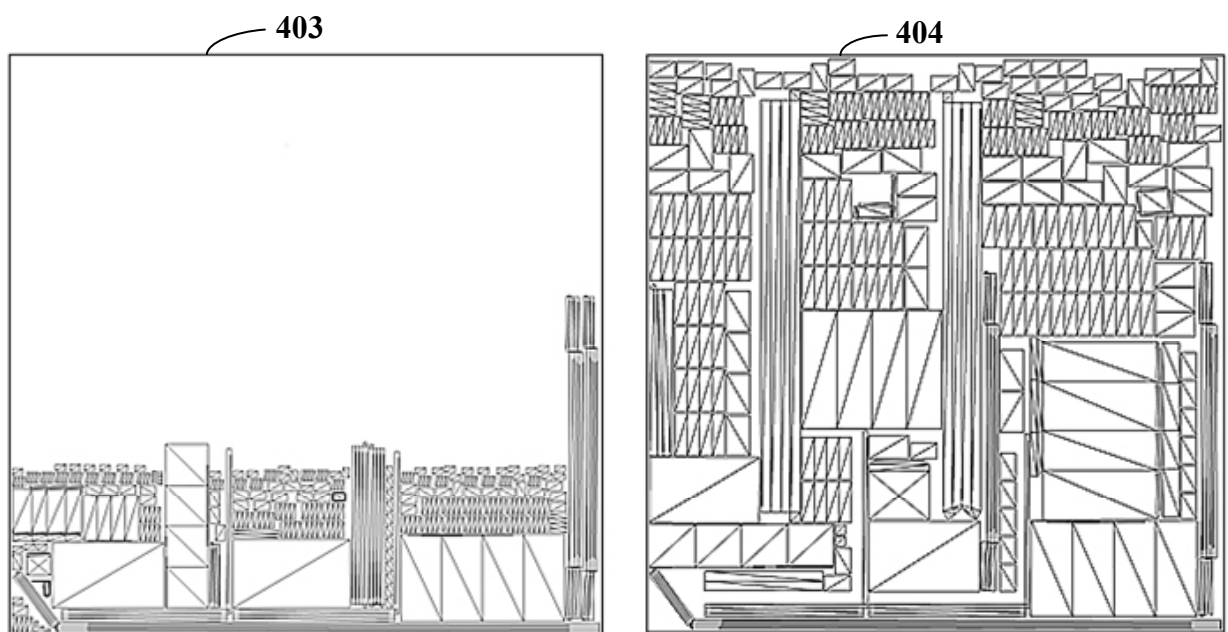


FIG. 4b

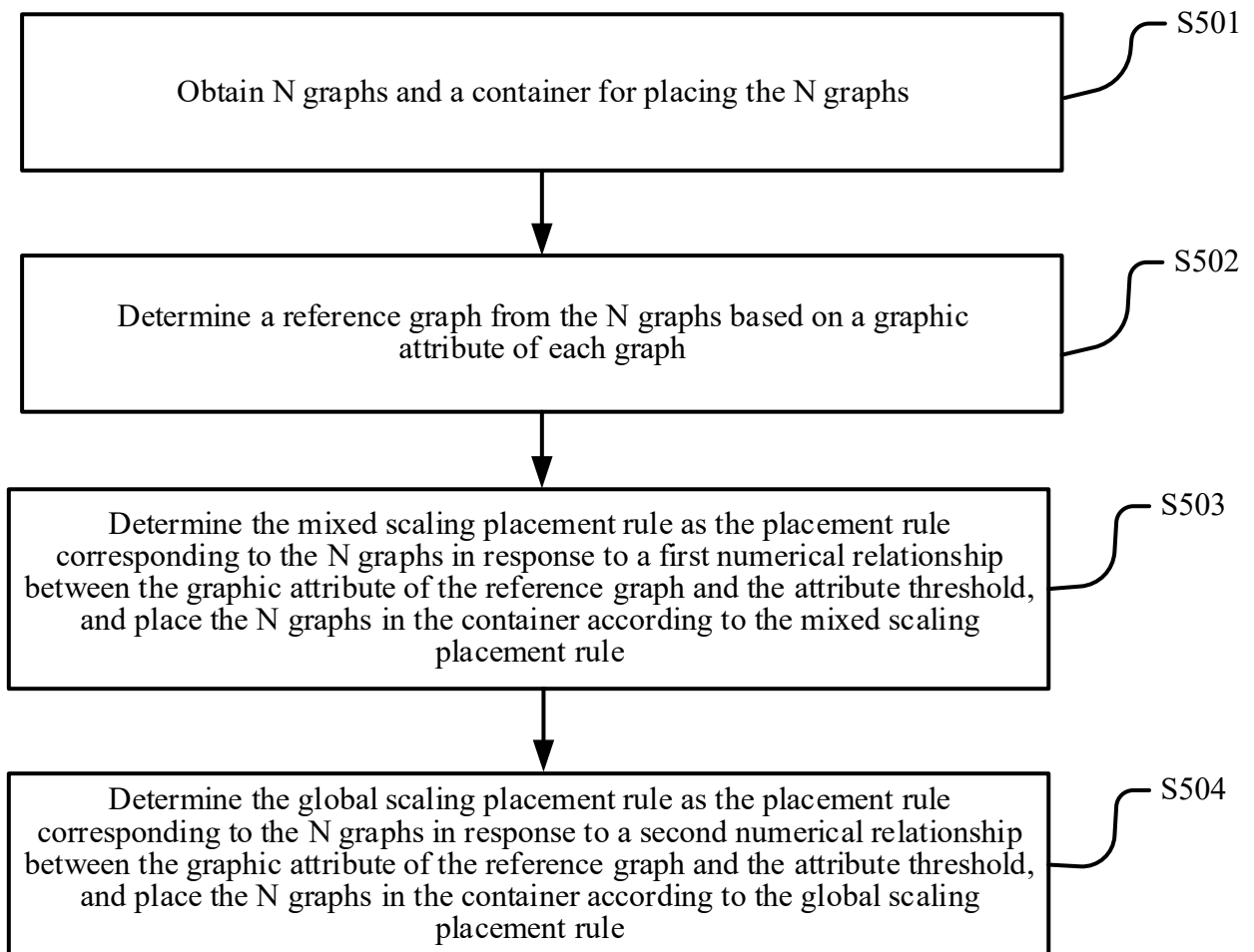


FIG. 5

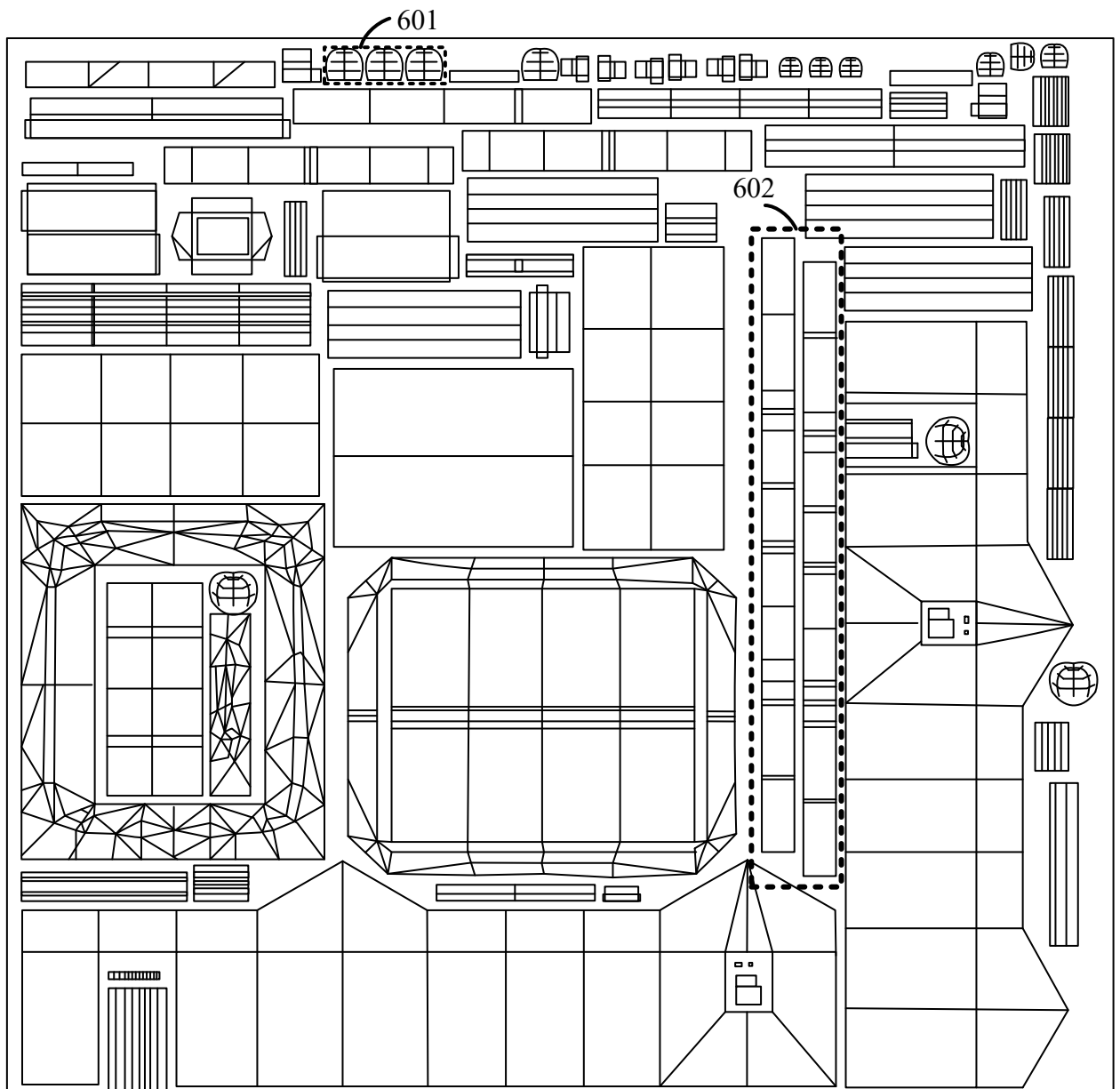


FIG. 6a

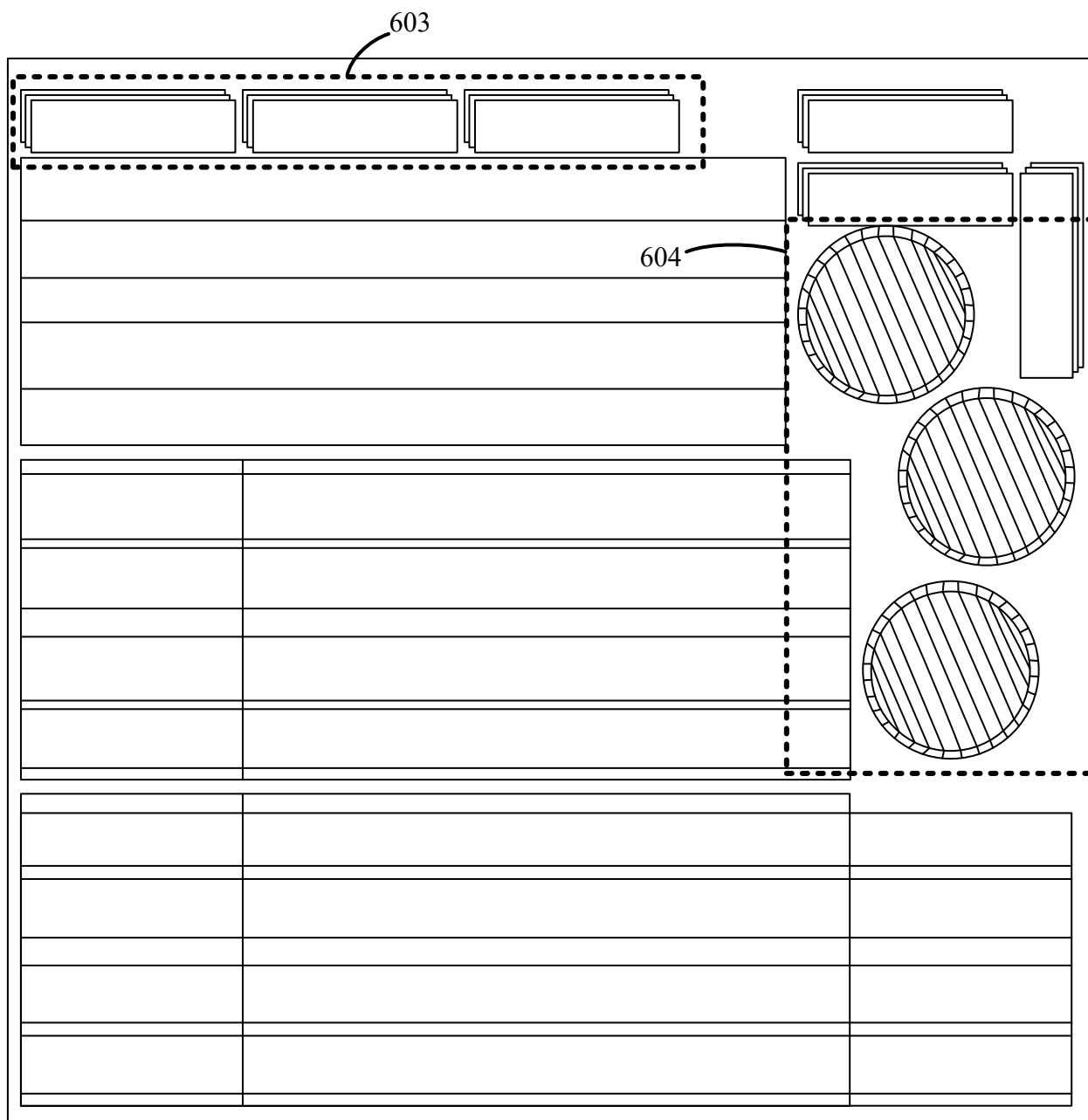


FIG. 6b

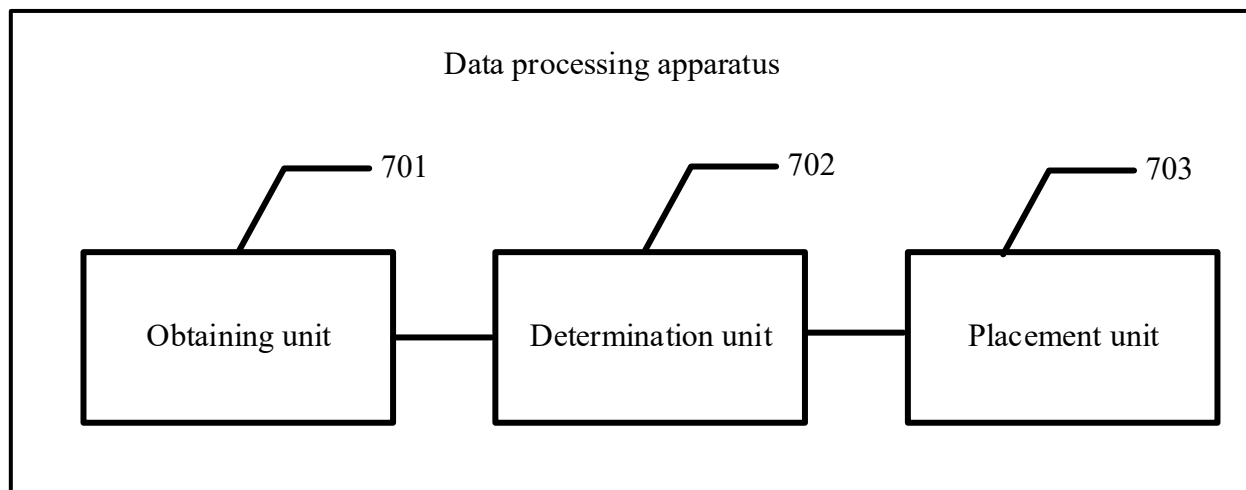


FIG. 7

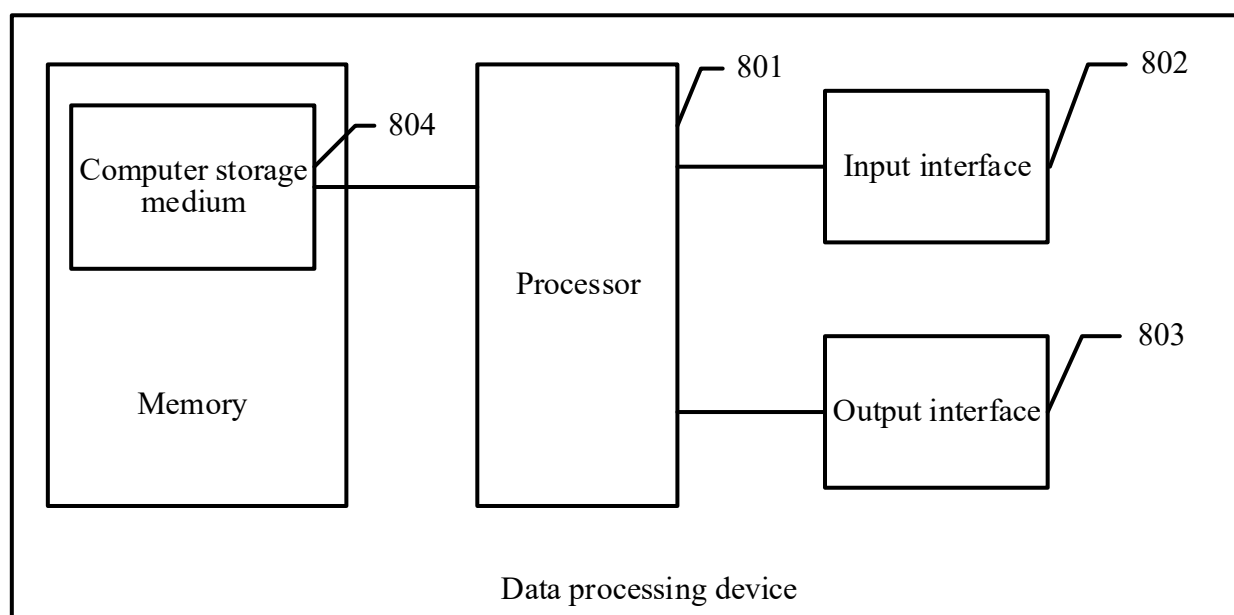


FIG. 8