

# UV Unwrapping = unwrapping the 3D model as a 2D object for painting and texturing

## 1. Making the object

Open default view

X to delete the cube

Shift A for a new mesh: cylinder

S + Z to scale the cylinder a little: make it look like a can

## 2. UV Unwrapping

Change the Default view to UV Editing at the top menu

Edit mode

Edge select + Limit selection to visible

Select one of the vertical edges on the side of the cylinder

R to rotate to see the top and the bottom

Shift + Alt to select the top and bottom loops

Ctrl + E: Mark Seam OR Mesh → Edge → Mark seam

A to unselect all: the seams are shown as red lines, check they are right

A to select all

U : Unwrap OR Mesh → UV Unwrap → Unwrap

## 3. Editing the layout image

At the bottom of the UV Editor select "Keep UV and Edit mode mesh selection in sync" tab

Select faces of the mesh and G to grab them in the UV Editor window if you need to organize them

A: select all

Uvs → Export UV layout : save it

Open the UV layout in Gimp for editing

Color the bottom and the top of the can

Open as layer the can label image

Scale the label image layer to match the can

Save the result as a png image

#### 4. Making the layout image as a texture for the mesh

Go back to Blender, open the new image in the UV Editor

Select Texture in the Viewport Shading in the Mesh window (right side)

At the top of the screen, change Blender render to Cycles render

Divide the UV Editor in two halves, change the new one as a Node editor

Select Use nodes

In the Node editor select Add → Texture → Image texture

In the new node open the texture image you made in Gimp

Adjust the edges in the UV Editor if needed

In the Viewport shading look at the result in Material and Rendered modes

