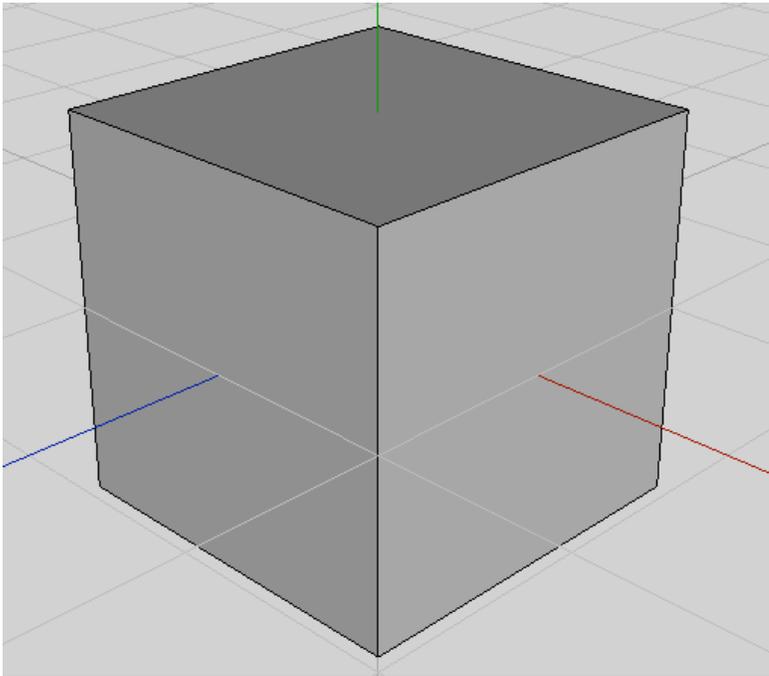


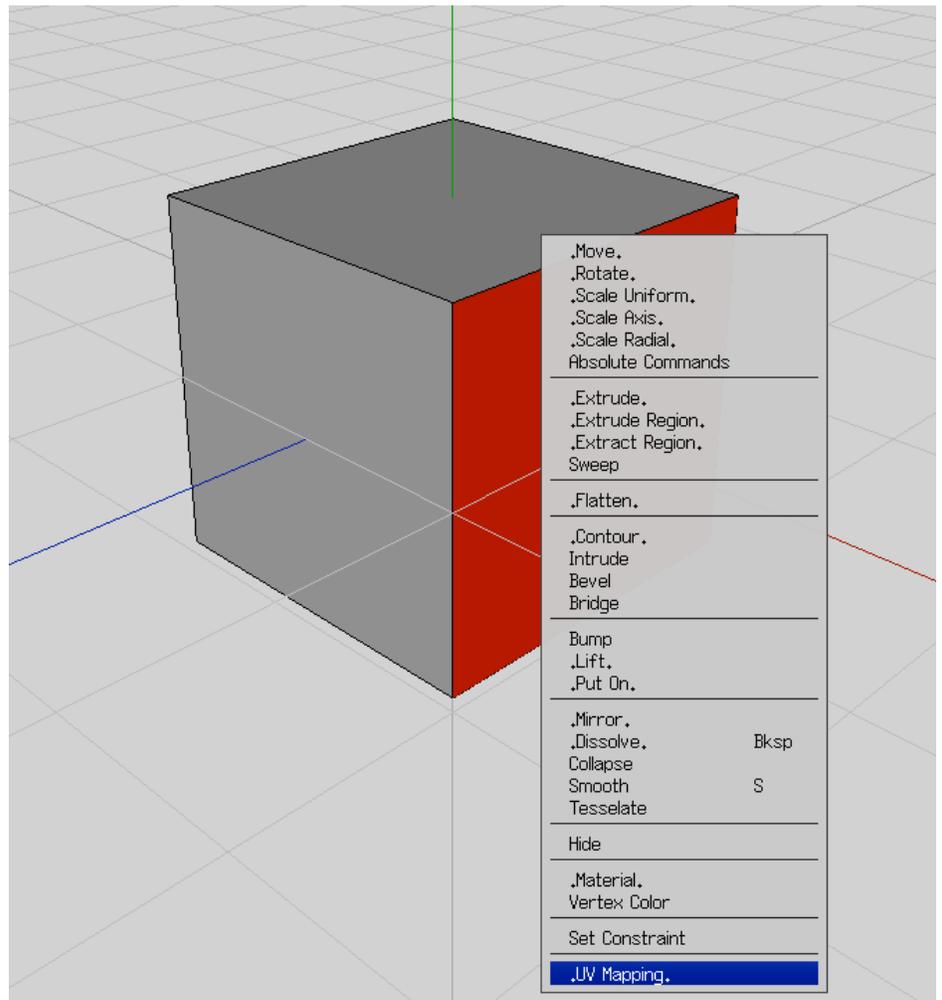
How To UV Map In Wings 3D

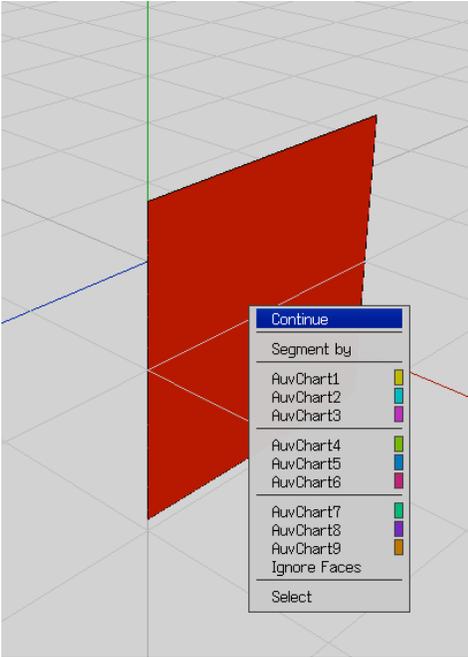
Brought to you by BZMapping



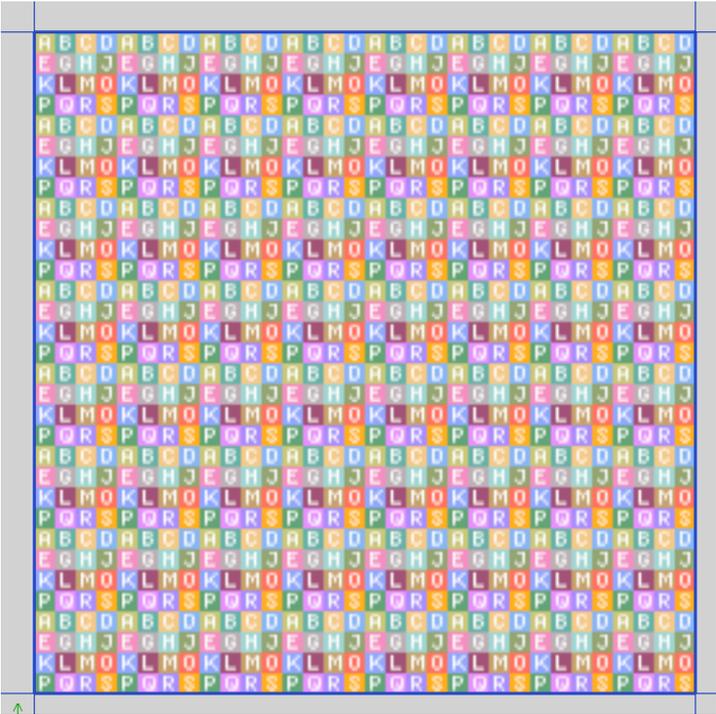
1. First create a cube

2. Select a face and right click it. Then a menu will appear. On the menu select "UV Mapping".

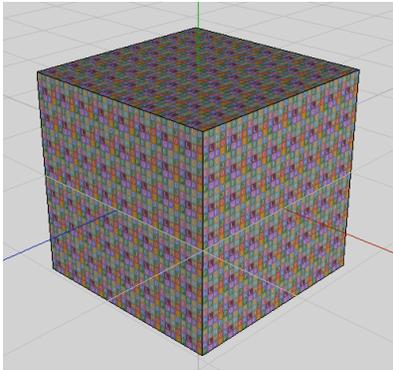




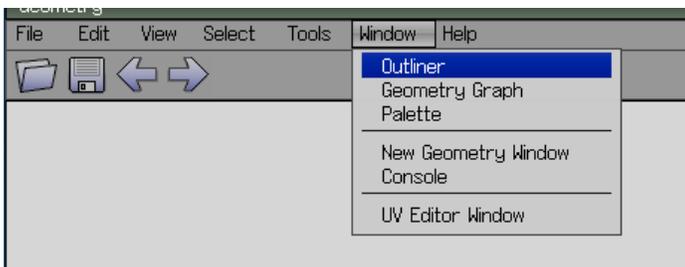
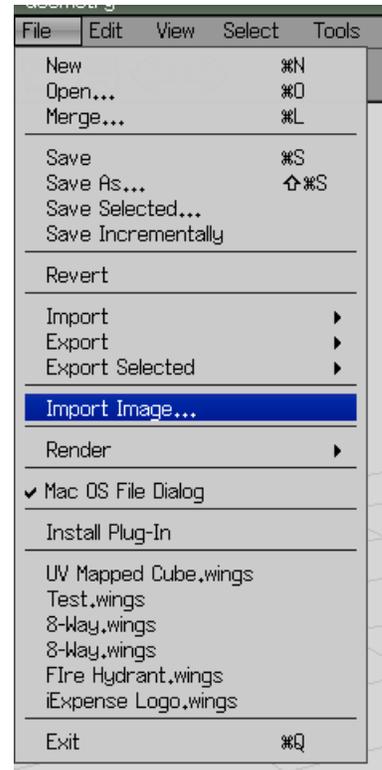
3. A new window appears with only one face. Select the face and right click it. A menu like the one on the left will appear. Now select “Continue”. Another window will open with a texture that is similar to the one below.



4. Do steps two and three to every face on the cube.



5. Now no one wants the picture with the alphabet one it. Well at least I do not. To replace these images go to File > Import Image > Find the image > Import.

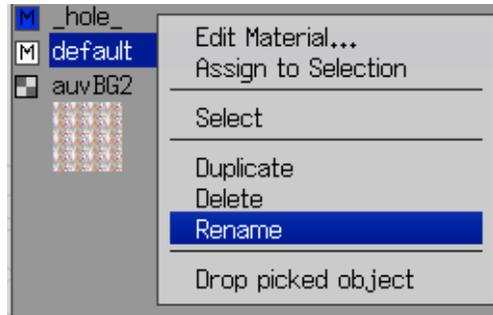
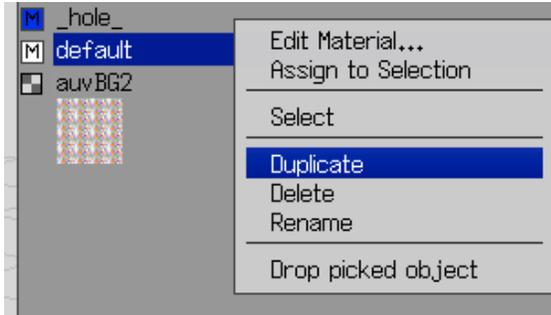


6. To assign images to a material in Wings 3d you will need to assign them in the Outliner.

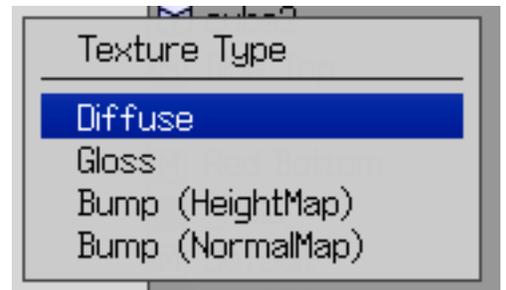
7. Now a window will appear called Outliner. As you see I have added a few textures. You will also see that I created new materials called “Blue Top”, “Box Sides”, and “Red Bottom”. To assign images to materials simply select the image and drag it over the material. In this case I will drag the picture of the blue base top to the material called Blue Top.



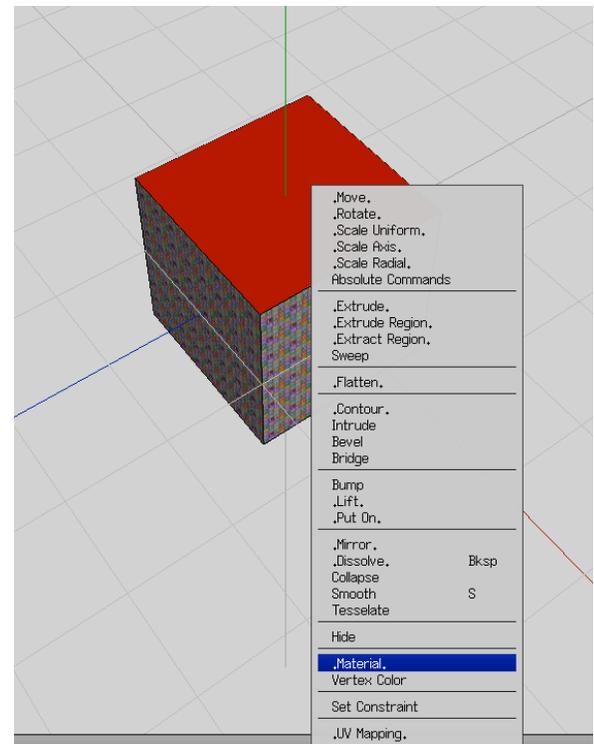
7.5 How to create materials. To create a material simply select the material called default. Right click it and select Duplicate. Then select the duplicate and right click and select Rename. Give it the name that will let you remind you what the material is for.



8. After you drag the picture over the material, simply let it go and this window will appear. Select Diffuse. And now the image has been assigned to the material. Do this for all the materials you have created.



9. Now you are done making the materials. Now all you have to do select a face assign the material to that face. To do this select and right click a face and select Material. Now just choose the material and the image is now on the face.



10. Now to show you what I made I have put some pictures right here.

