

Viewport Canvas

Viewport Canvas is a tool set inside 3D Max that allows the artist to paint textures directly onto a model. The first step is to assign UV coordinates to your model. You'll learn using a simple box. This is very simple tutorial just to get you started.

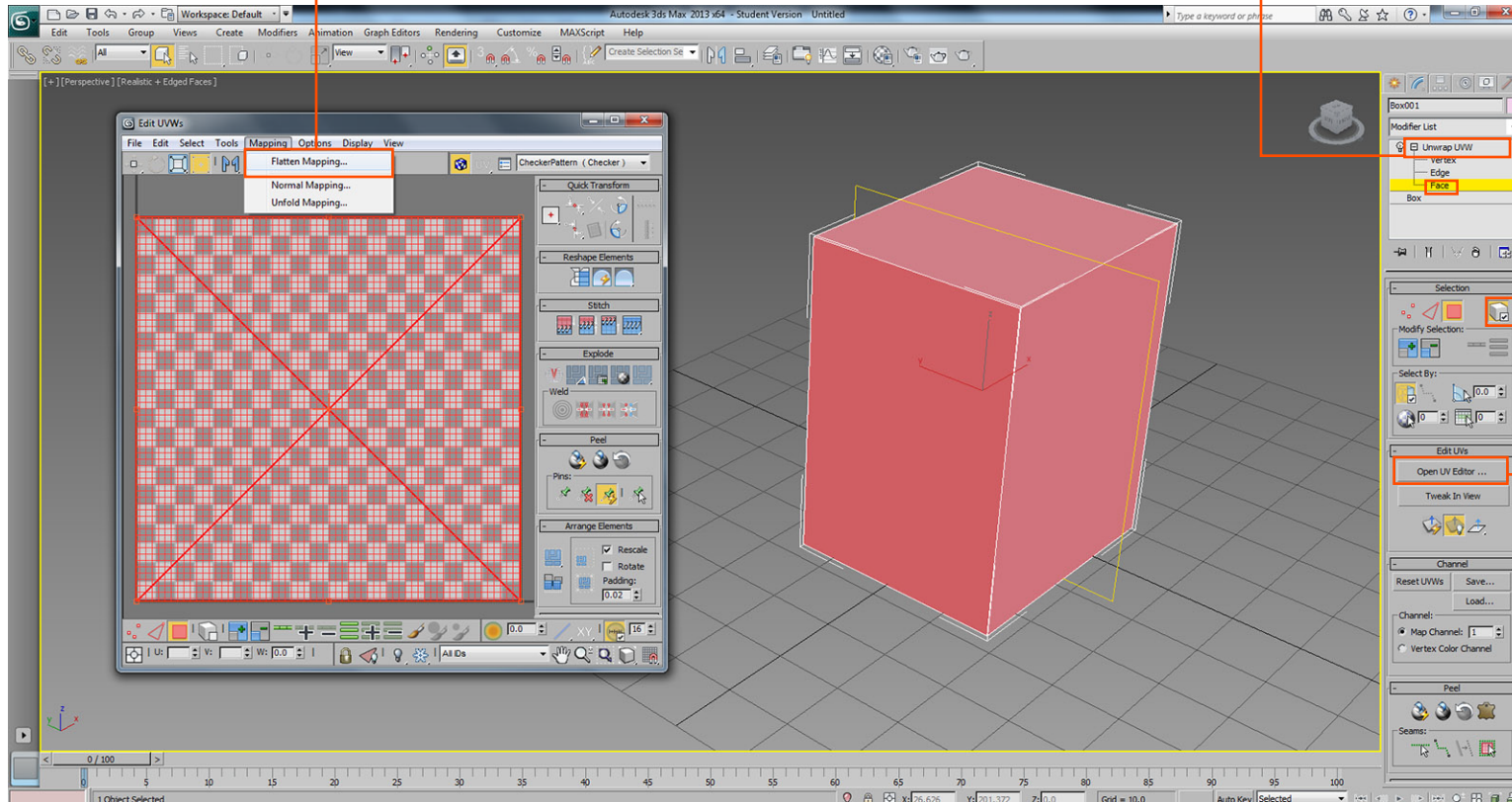
1. Start with a box.

2. Place a UVWUnWrap modifier on the box.

3. Select Face and click the "Element" button

4. Select the box, it should turn red.

6. In the "UV Editor" panel select "Flatten Mapping"



5. Click the "Open UV Editor" button.

7. Close the UV Editor panel.