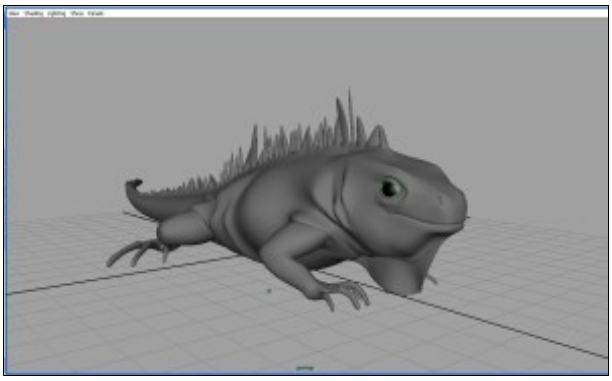
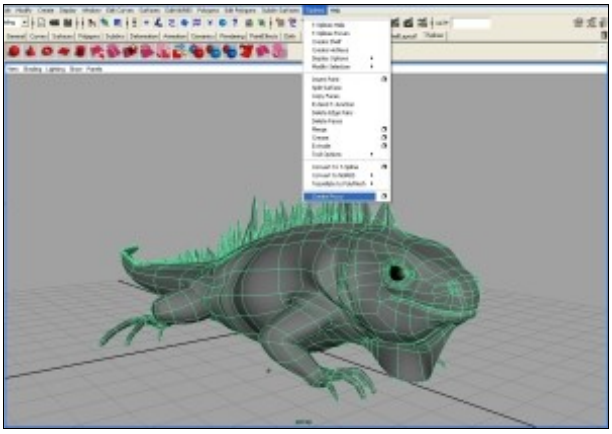
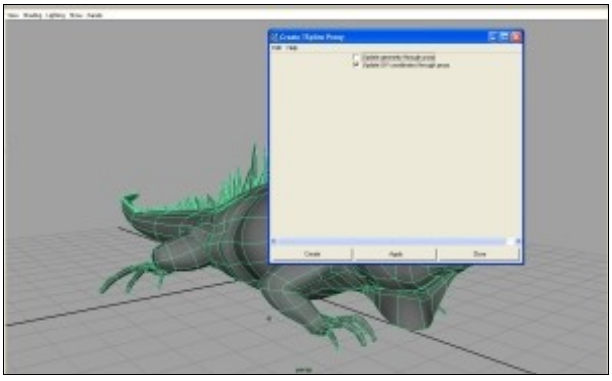
UV Mapping in T-Splines



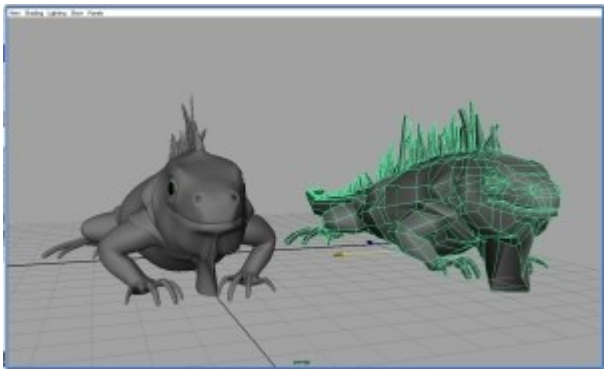
1.Dowload and open the iguana model created by Kate Kuttler in this tutorial on modeling with T-Splines.



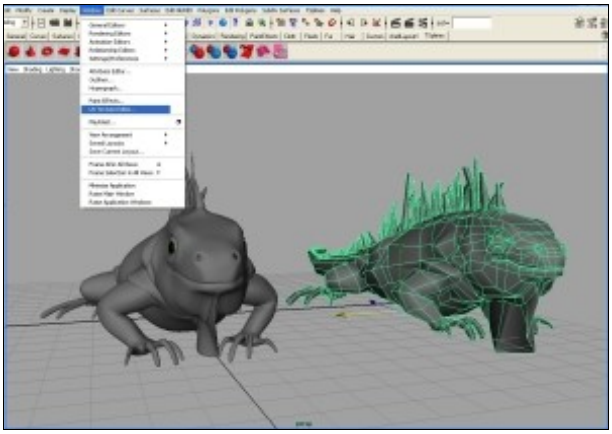
2. After selecting the iguana model, click on the option box in TSplines > Create Proxy.



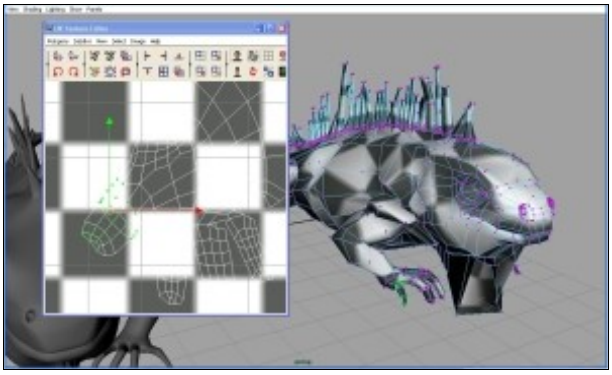
3. You will get a menu like this. Select 'Update UV coordinates through proxy.' The other option is useful to manipulate vertices on the proxy using polygon tools and have the T-Spline reflect the changes.



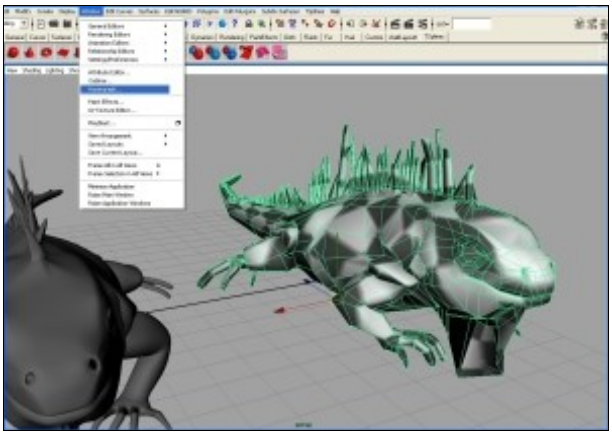
4. The T-Spline model (left) and the polygon proxy.



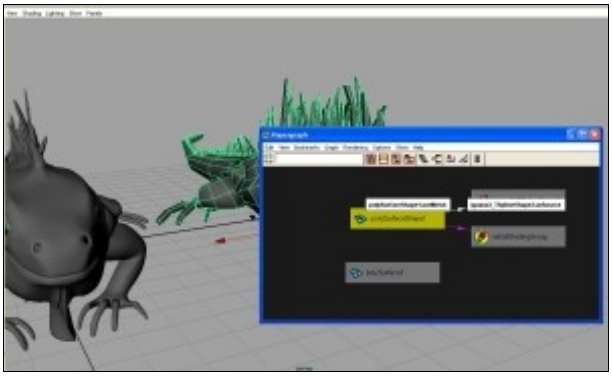
5. Select the proxy and open up your UV Texture Editor.



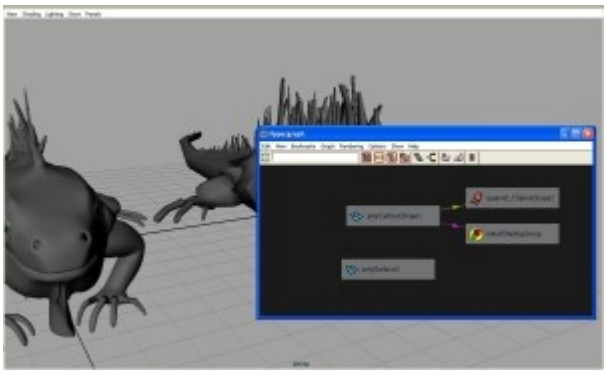
6. Map the UVs on the proxy as you would for any other polygon object. If you need help, here's a beginning UV mapping tutorial on highend3d.com by Arno Kroner we found helpful.



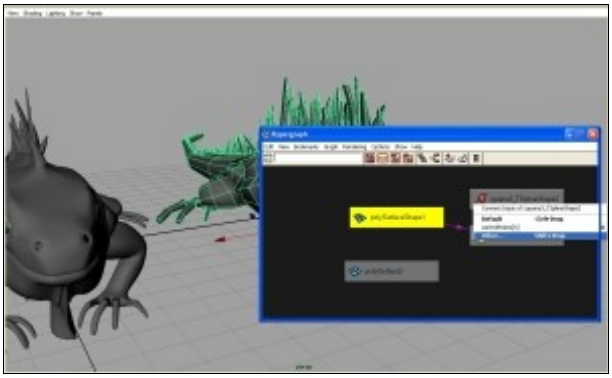
7. If you are mapping an object which is high in poly count, you can speed up your UV editing by disconnecting the proxy from the T-Spline while you are mapping and then reconnecting them when finished. To disconnect your proxy, first open your hypergraph by finding the "Window" menu and then clicking "Hypergraph..."



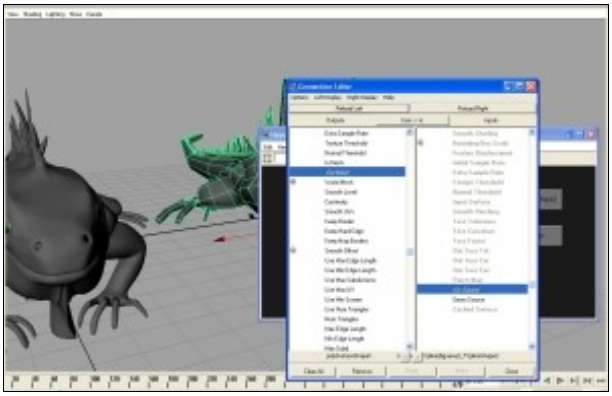
8. Select the 'input ouput connections' button at the top (highlighted in red). You should see an arrow from the proxy object to the T-Spline object.



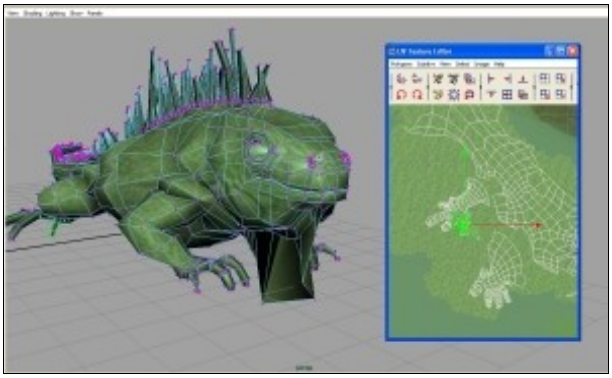
9. Select the arrow and hit the delete key. Now the UVs can be manipulated very quickly.



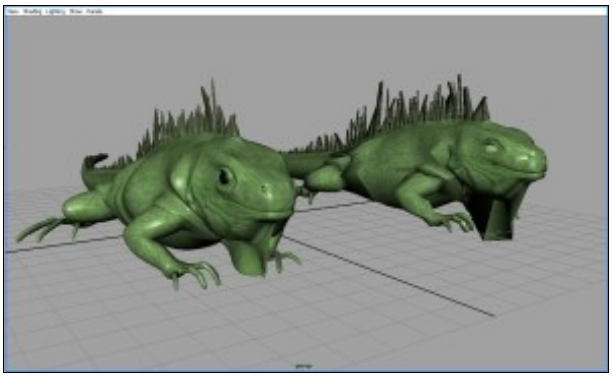
10. When you are done UV mapping the proxy, reconnect the proxy to the T-Spline. Open the hypergraph again and select the 'input ouput connections' button. Select the proxy node. Hold down the middle mouse button and drag from the proxy node to the T-Spline node. A menu like the one shown will appear. Select 'Other'. This will open the connection editor.



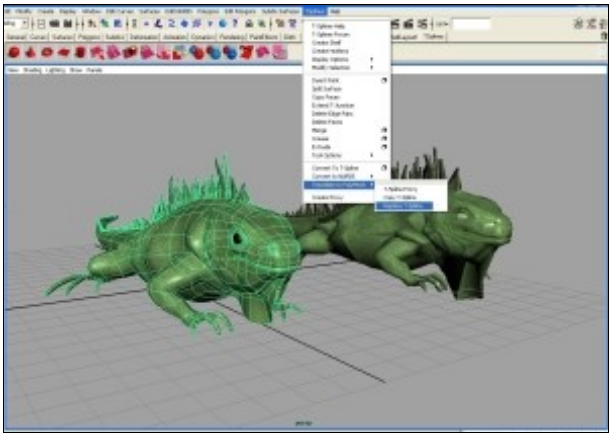
11. On the left side select 'OutMesh', and on the right side select 'UvSource'. You will have to do a little bit of searching to find these because they are not arranged in alphabetical order. Once you do find them and click them, there is no button to check to make the connection, you can just close the Connection Editor. The proxy should now be reconnected to the T-spline.



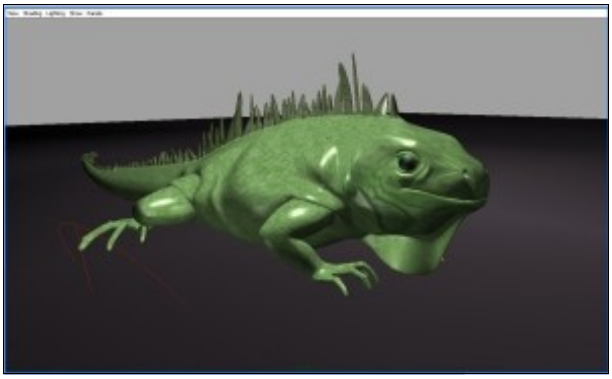
12. Here is a sample of what the proxy should somewhat look like once her map is painted and the UVs are properly laid out.



13. The texture on the T-Spline looks just like it does on the proxy modes.



14. To render select the T-Spline, go to the T-Spline menu and select 'Tessellate to Polymesh'.



15. Render the polymesh as you would render any other object in Maya.