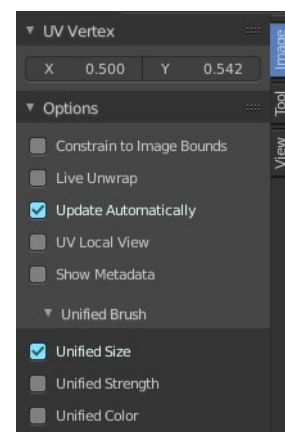


9.3.1 Editors - UV Editor - Sidebar - Image Tab

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Introduction

In the Image tabs you can find further options and image settings. These settings changes, dependant of what you have selected. And in what mode you are.



UV Vertex Panel

This Panel shows the position of the current selection. And here you can change the position too. The range goes from 0 to 1 of the UV space.

Options Panel

Constrain to Image Bounds

Forces the UV geometry to stay within the image bounds when editing.

Live Unwrap

Continuously unwrap the selected UV island while transforming pinned vertices.

Update Automatically

Update other editor windows simultaneously with the changes in the Image Editor.

UV local view

A mesh can have more than one material, and so more than one texture. Display only faces that are assigned to the currently displayed image.

Show Metadata

Draw Metadata properties of the image.

Unified Brush

Size, strength or color is shared across the brushes. And not at a brush by brush base.

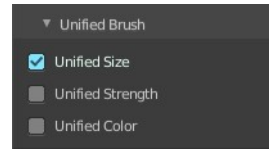
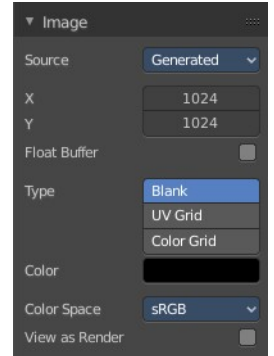


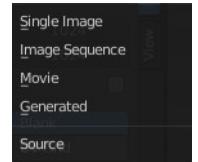
Image Panel

Here you can find image related settings. Size, type, and so on. This panel just shows when an image is loaded.



Source

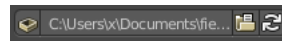
Here you can choose the image type. This type gets usually automatically set. When you create a new image, then this image is generated. When you load an image then the Source switches to Single Image.



Generated images does not have a path.

Source Type Single Image

Path edit box



Pack

With this button you can pack the movie or the image sequence into the blend file. It gets packed when you save the blend file the next time.

Path edit box

Here you can see and edit the path to your movie or image sequence files.

Open

Here you can open a new movie or image sequence files. A file dialog will appear.

Refresh

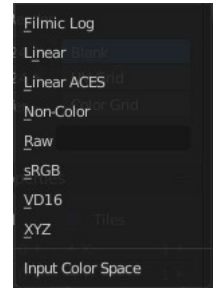
Here you can reread the movie or image sequence files.

Info string

Some information about the currently loaded image. Resolution and colorspace.

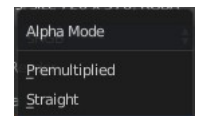
Color Space

Here you can choose the color space type for the movie or image sequence files.



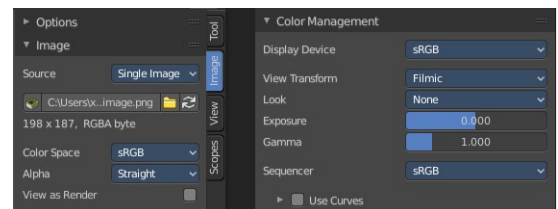
Alpha

Here you can choose the alpha channel mode. Straight or Premultiplied.

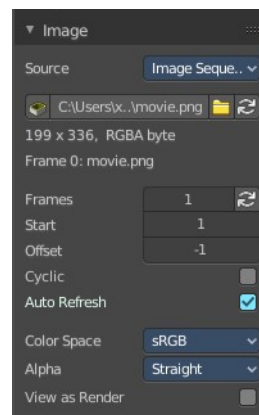


View as Render

Display the image with using the color management settings.



Source Type Movie + Image Sequence



Path edit box



Pack

With this button you can pack the movie or the image sequence into the blend file. It gets packed when you save the blend file the next time.

Path edit box

Here you can see and edit the path to your movie or image sequence files.

Open

Here you can open a new movie or image sequence files. A file dialog will appear.

Refresh

Here you can reread the movie or image sequence files.

Info string

Some information about the currently loaded movie. Frames, resolution and colorspace.

Frames

The number of frames of the movie or image sequence.

Match Movie Length

Set Users Image Length to the one of this video.

Start

The start frame of the movie or image sequence

Offset

Offset the number of the frame to use in the animation. -1 means off.

Cyclic

Cycle the images in the movie.

Auto Refresh

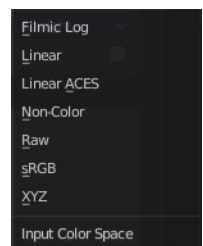
Always refresh image on frame changes.

Deinterlace

Deinterlace the movie file on load.

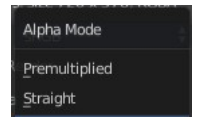
Color Space

Here you can choose the color space type for the movie or image sequence files.



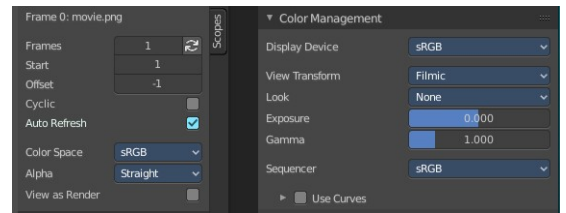
Alpha

Here you can choose the alpha channel mode. Straight or Premultiplied.



View as Render

Display the image with using the color management settings.



Source Type Generated

X / Y

The image width and height.

Float Buffer

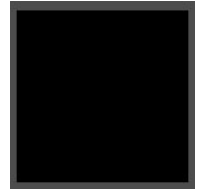
Use a floating point buffer. 8 Bit images uses integers. 32 Bit works with floats.

Generated Type Blank

This type displays an image with one blank color

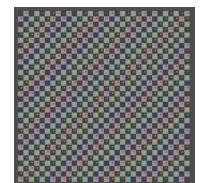
Color

The color of the blank image.



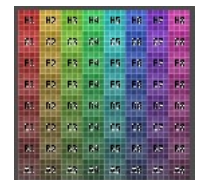
Generated Type UV Grid

This type displays an with a black and white checker texture but colored dots.



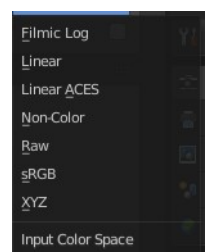
Generated Type Color Grid

This type displays an with a colored checker texture with numbers.



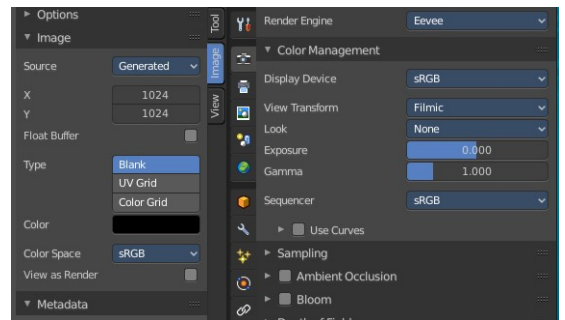
Color Space

Here you can choose the color space type for the image.



View as Render

Displays the image with the color management settings.



Metadata Panel

Displays existing meta data of the image file.

