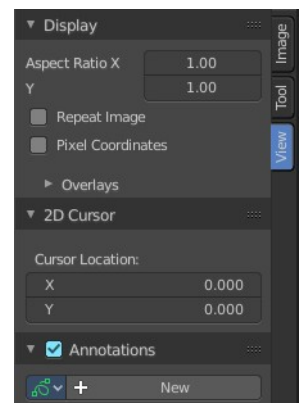


9.3.3 Editors - UV Editor - Sidebar - View Tab

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View Tab

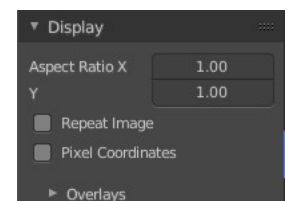
The view tab contains some view related settings.



Display Panel

Aspect Ratio

Set the aspect ratio of the image.

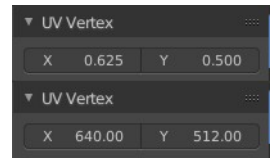


Repeat Image

Shows the image not only in the UV range of 0 to 1, but repeats it across the whole canvas. It tiles.

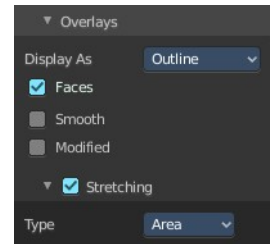
Pixel Coordinates

Shows the coordinates in the image tab in the UV Vertex panel in pixel coordinates instead of the UV range of 0 to 1.



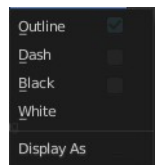
Overlays

Settings for the UV wire frame.



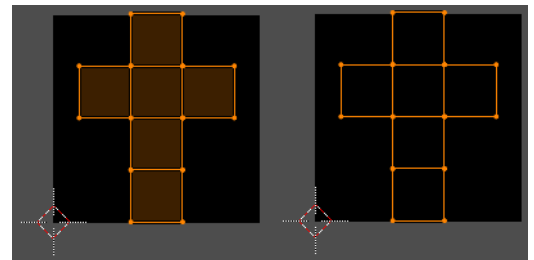
Display as

How to display the wire frame.



Faces

Shows the faces in the selection.



Smooth

Shows the UV wire frame smoothed.

Modified

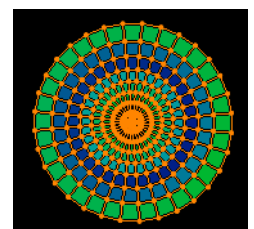
Display the edges after modifiers. For example when you have a SDS modifier at the mesh, then the UV editing will still show the wire from the base mesh, and not the wire after the SDS modifier.

Stretching

Display the UV mesh with the different stretching states in different colors. Blue means no stretching in the mapping. The range goes from green across orange to red then. Red means heavily distorted.

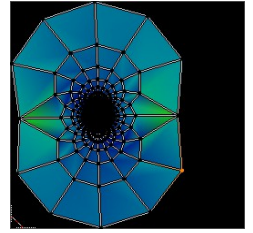
Area

Displays the area distortion between UV and 3D faces.



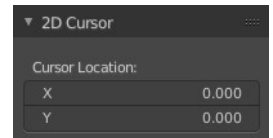
Angle

Display the angular distortions between the UV and 3D angles.



2D Cursor panel

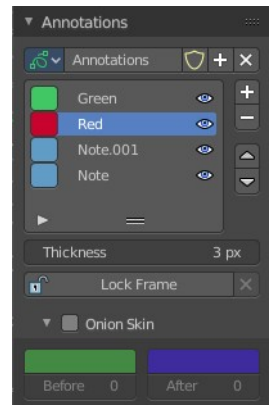
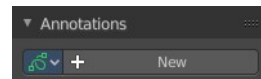
See and edit the position of the 2D cursor.



Annotations Panel

Manage the Annotation layers and materials.

When you don't have drawn an annotation yet then the panel just contains a New button.



Annotations prop

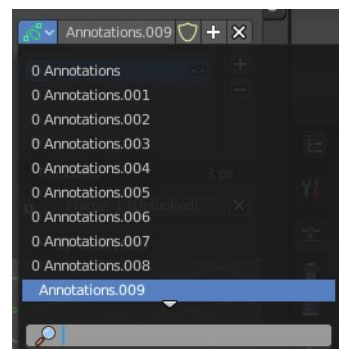
Add, remove and rename new annotations.

Drop down box

A list of the available annotation layers.

Edit Box

The name of the current annotation. You can rename the annotation to your needs here.



Fake User

Assign a fake user to this annotation. Fake users is an odd concept to keep data in the scene even if it has no user somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.

Add Annotation

Add a new annotation.

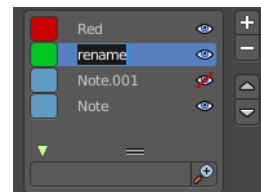
Delete Annotation

Delete the annotation.

List of Annotation Strokes

Here you see your Annotation layers for the current Annotation. Every layer can have an own color.

At the right side you find buttons to sort them and to add and remove new Annotation layers.



You can change the color by clicking at the color field. A color dialog will pop up. You can rename annotation layers by double clicking at it.

The eye icon allows you to make it invisible And it has a search field.

Thickness

The thickness of the annotation stroke.

Frame Locked/Unlocked

Lock frame displayed by current layer. This toggles whether the active layer is the only one that can be edited.

Onion Skin

Enable Onion Skinning.

Onion Skinning allows to show ghosts of the keyframes before and after the current frame. In this sub panel you can adjust the color of the onion skin frames.



With the numbers below the colors you can define how many frames before or after are displayed that way.

Udim Grid panel

UDIM is an enhancement to the UV mapping and texturing workflow. In this panel you adjust the grid size of the Udim grid. This panel just shows in Edit mode. And vanishes when you add any kind of image, including the UDIM image.

Workflow is explained in the Image tab, Image panel with image type UDIM.

Grid Shape

How many Udim tiles you want to have.

