

12.1.29 Editors - Geometry Nodes Editor - Header - Add Menu - Mesh - UV

Table of content

Detailed table of content.....	1
Add menu - UV.....	2
Pack UV Islands.....	2
UV Unwrap.....	2

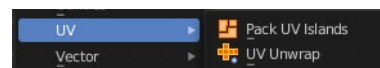
Detailed table of content

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Detailed table of content.....	1
Add menu - UV.....	2
Pack UV Islands.....	2
Inputs.....	2
UV.....	2
Selection.....	2
Margin.....	2
Rotate.....	2
Outputs.....	2
UV.....	2
UV Unwrap.....	2
Inputs.....	2
Selection.....	2
Seam.....	2
Margin.....	3
Fill Holes.....	3
Outputs.....	3
UV.....	3

Add menu - UV

Here you find nodes to modify the UV mapping.



Pack UV Islands

Pack the UV islands to get the most out of the UV mapping.

Inputs

UV

The input UV geometry.

Selection

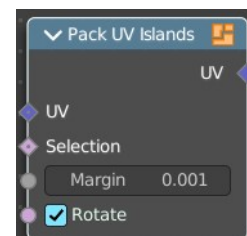
A selection of the UV geometry.

Margin

How big the gap between the single UV patches should be.

Rotate

Rotate the UV patches while packing or not.



Outputs

UV

The output UV geometry.

UV Unwrap

Unwrap the mesh to give it an UV mapping.

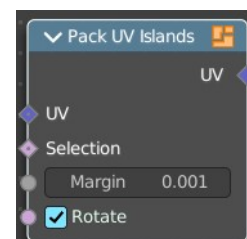
Inputs

Selection

Which faces of the mesh should be unwrapped.

Seam

Mark edges as a seam for unwrapping.



Margin

How big the gap between the single UV patches should be.

Fill Holes

Virtually fill holes before unwrapping the mesh. This preserves symmetry and can avoid overlaps.

Outputs

UV

The output UV geometry.
