



## 12.1.28 Editors - Geometry Nodes Editor - Header - Add Menu - Mesh - UV

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## 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.

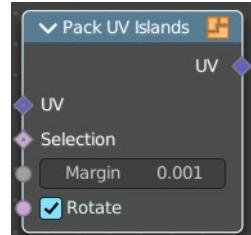
##### Rotate

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.

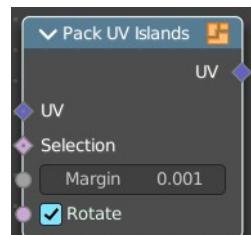
#### Inputs

##### 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.

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