



## 9.1.1 Editors - UV Editor - Header - Header Tools and Options

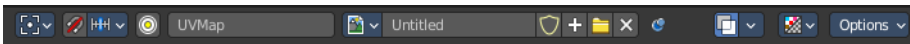
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## UV Editor - Header Tools

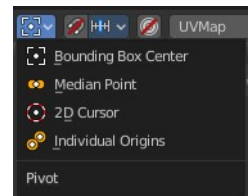
The header contains several tools, dependent of what you do and what tool set is selected.



### Pivot

What pivot point to use for selected elements.

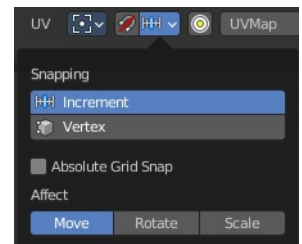
When you rotate or scale an UV patch, or a group of vertices/edges/faces, you may want to set the pivot point to a specific location of the selection. The names should be self explaining.



### Snapping

Activate snapping when transforming an element.

Snapping can be temporarily activated by holding CTRL key. So no need to turn snapping on and off all the time.



### Snapping Settings

You can snap to various scene elements. This menu allows you to define to which other elements the current active element should snap to. The names should be self explaining. Increment snaps by a grid unit.

### Absolute Grid Snapping

Absolute grid alignment while translation, based on the pivot center.

## Affect

Adjust what transform methods should be affected by snapping.

## Proportional Editing

Enables proportional editing.

Proportional Editing is a way of transforming selected elements (such as vertices) while having that transformation affect other nearby elements with a falloff. For example, moving a single vertex will move unselected vertices within a given range. And the falloff means that selected vertices that are closer to the selected vertex will move more than those farther from it.



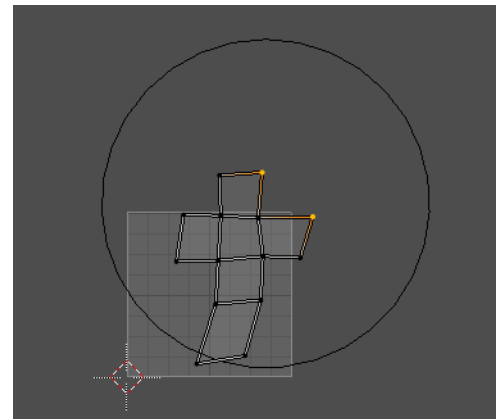
## Settings

The settings appears when you activate Proportional Editing. Choose between different falloff methods for the proportional editing. The settings hides when proportional editing is off.

## Proportional Size

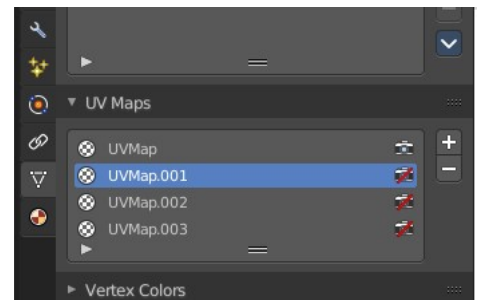
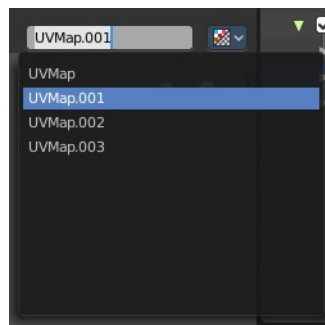
When proportional editing is on then you will see a black circle around the selection that defines the influence area of the proportional editing.

This value can be adjusted with the scroll wheel, the page up and page down hotkeys, and in the last operator panel of the transform tools.



## UV Map Property

A mesh can have more than one UV map. You create them in the Properties editor in the Object Data Properties tab in the UV Map Panel.

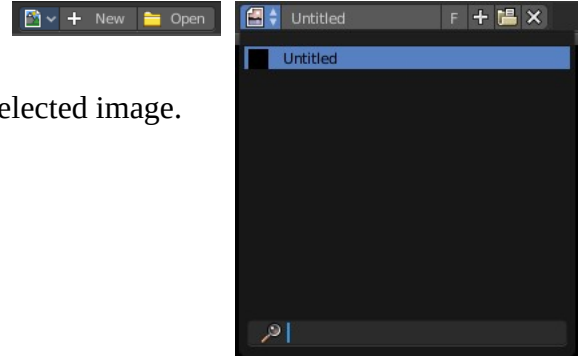


The property in the header allows you to switch to another UV map, and to rename the UV map.

## Image Prop

This property contains the list of loaded images. When no image is loaded then it displays the New and Open Buttons.

When an image exists then it displays the name of the currently selected image.



From left to right ...



## List of images in the scene

This is a list of the images in the scene. This list allows you to switch to other images.

### *Search form*

Search for specific images.

## Image Edit Box

Read the name of the currently selected image. And you can rename the image here too.

## Number of Fake Users

In case this file has a fake user assigned, then this number displays the number of fake users.

## Fake User

With this button you assign a fake user to this selected image.

Data, like images, that is not longer linked to anything else gets removed when you save and reload a scene. Bforartists has the concept of fake users to go around this behavior. An image with a fake user is in fact linked to something. And so it is not lost when you save and reload the scene.

## Open

Open a new image.

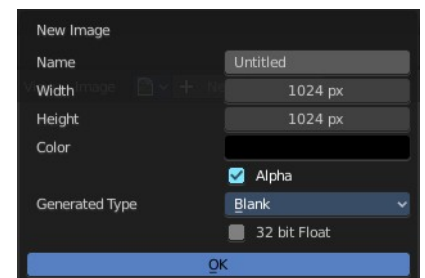
## Remove

Removes the image.

## *New Image*

Create a new image.

Creates a new image. You will get a dialog where you can define settings for the new image.



## Name

The name of the new image

## Width

The width of the new image.

## Height

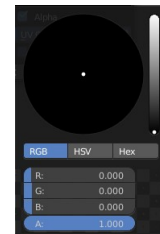
The height of the new image.

## Color

Adjust the color of the new image. A click will call a color picker.

## Alpha

Check this checkbox if the new image should have an alpha channel.



## Generated Type

Here you can define what kind of texture you want to create.

Blank is one plain color.

UV Grid is a checker texture in black and white.

Color Grid is a colored checker texture.



## 32 Bit Float

Check this checkbox if the image should be in 32 Bit floating point bit depth per channel. Else it is in 8 bit per channel.

## *Duplicate*

Not supported here.

## *Unlink Datablock*

This deletes the selected image. Unfortunately not immediately. You need to save the scene and to reload it.

And you need to make sure that it is not linked to anything else. A mesh or a fake user for example. Have a look if there is a number besides the F button. When this is the case then the image has still a user, and so still loads with loading the scene.

## *Fake User*

With this button you assign a fake user to this selected image.

Data, like images, that is not longer linked to anything else gets removed when you save and reload a scene. Bforartists has the concept of fake users to go around this behavior. An image with a fake user is in fact linked to something. And so it is not lost when you save and reload the scene.

## *Open Image*

Opens the file browser to load an image.

## Unpack

Unpack packed files to a directory.

## User

The number of users that uses this data. Data with a user number of 0 will be removed with closing Bforartists.

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## Use Image Pin



When you select another object. for UV mapping for example, then usually the connected images for this object gets displayed. Use image pin nails the currently selected image so that it stays displayed.

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## Show Overlays

### Guides

#### Grid

Display the ground grid.

#### Dynamic / Fixed / Pixel

Display the ground grid in defined resolution.

Dynamic adapts to the image size.

Fixed uses a fixed grid resolution. The method Fixed reveals x y edit boxes to set up the fixed resolution.

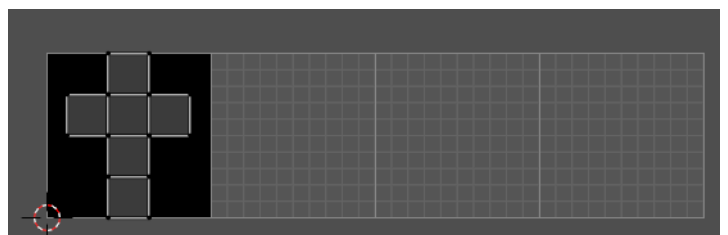
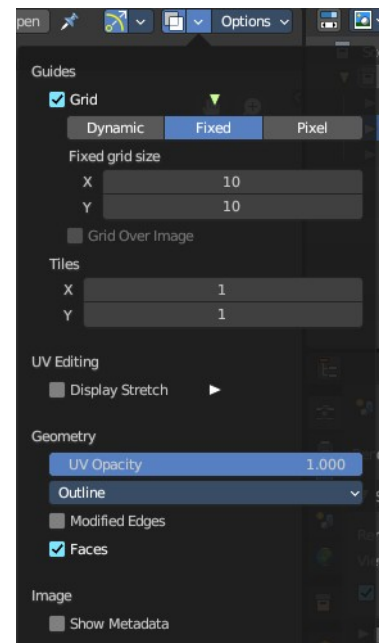
Pixel orients the grid size at the pixel resolution.

#### Grid over Image

Display the grid over the image.

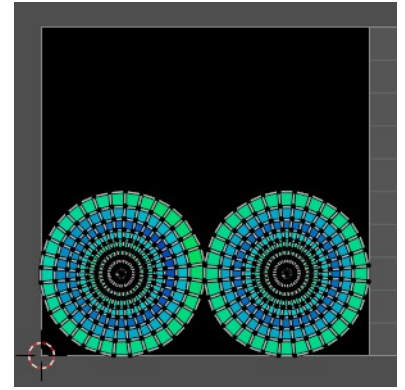
#### Tiles

Display more tiles in the viewport than just the one in the 0-1 range. This is needed in conjunction with UDIM tiles.



## Display Stretch

Display the uv mapping with different colors, dependant of the stretchiness of the uv mapped mesh. The different colors shows you how distorted the texture at the mesh is displayed. Blue is no stretching. Red is highly distorted stretching.



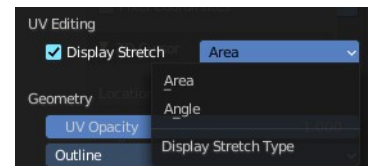
## Display Stretch Type

### Area

Calculates the stretch between UV and 3D faces.

### Angle

Calculates the angular distortion between UV and 3D faces.



## Geometry

### UV Opacity

The opacity of the UV wireframe.

### Display as

How to display the UV wireframe.

### Modified Edges

Display the edges after the modifiers is applied. Else it shows the edges before the influence of the modifiers.

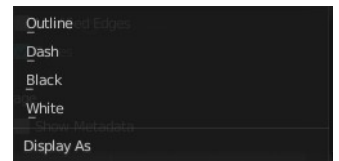
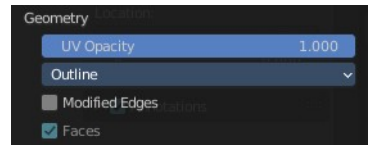
### Faces

Show the faces in the UV Wireframe. Not available with Display Stretch since Display Stretch needs to display the faces to work.

## Image

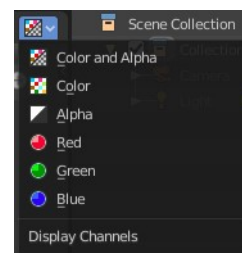
### Show Metadata

Display existing metadata in the viewport.



## Display Channels

Adjust what channels of the image gets displayed. It just shows when an image is loaded and active.



### Color and Alpha

Displays the whole image, including alpha channel.

### Color

Displays the whole image, but without alpha channel.

### Alpha

Displays the alpha channel of the image.

### Red

Displays the red channel of the image.

### Green

Displays the green channel of the image.

### Blue

Displays the blue channel of the image.

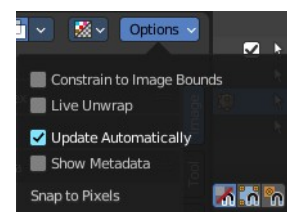
## Options Panel

### 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.

## **Snap to Pixels**

Enables the pixel snapping with two methods. Corner or center.