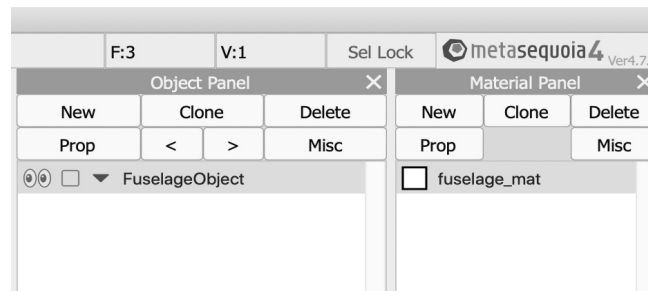


How to texture an 3D object in Metasequoia4

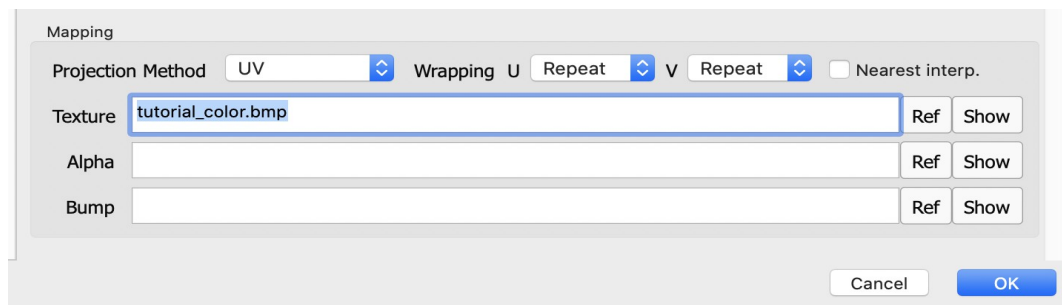
This tutorial ZIP contains this PDF and a metasequia file „DeproniFuselage.mqo“ and an image with 512 x 512px size named "tutorial_color.bmp".

Open the file "DeproniFuselage.mqo" with your Metasequoia4. The fuselage is an object with connected faces named "FuselageObject".

At first create a new material via the material panel and named e.g. "Fuselage_mat".



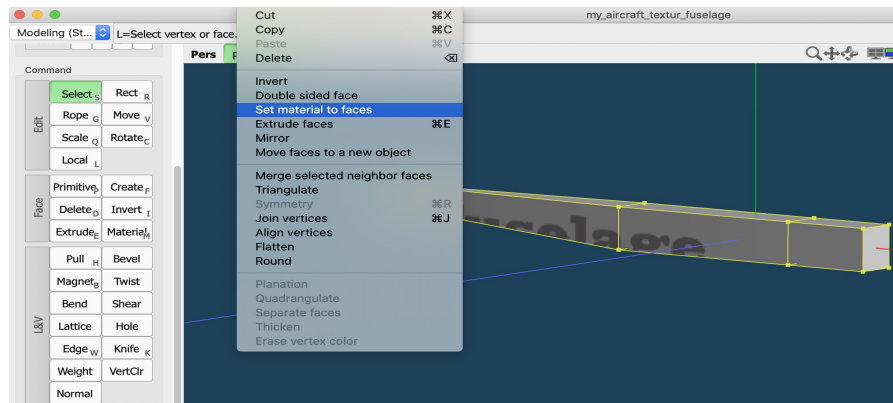
Link the material to the texture image "tutorial_color.bmp" via the properties. Select "UV" as the projection method. (!)



The texture image must be a *.bmp with 512x512 px, 1024x1024 px or 2048x2048 px size. In this example the „tutorial_color.bmp“ looks like this.

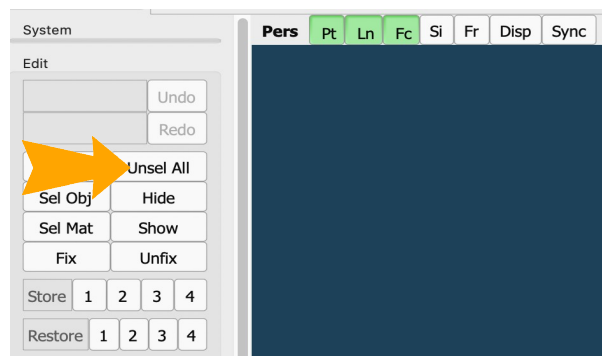


Now select all faces of the object "FuselageObject" in the "Modelling Mode" and click on "Set material to faces" in the main menu. The result is an automatic placement of the texture image on all faces of the fuselage.

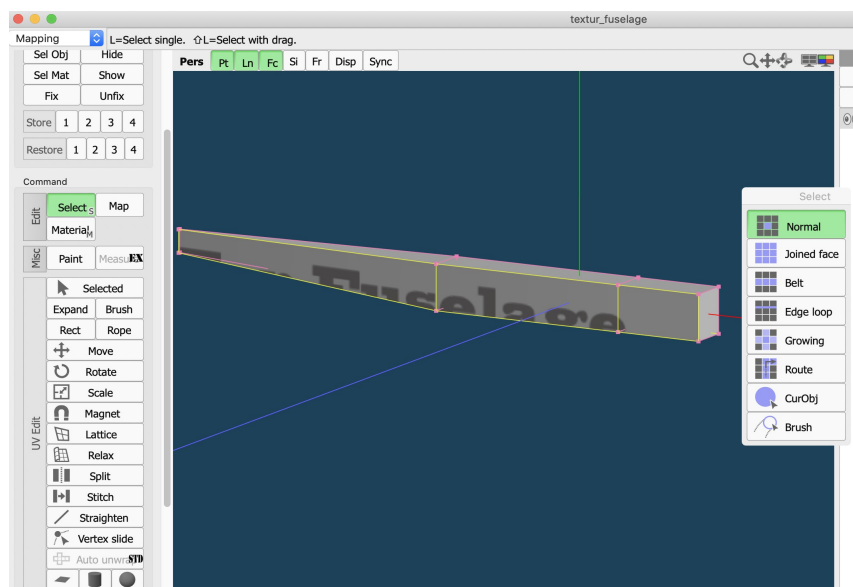


Now change to the mapping mode

To be sure that no faces are still selected click on "Unselect all" under "Edit" in the left menu bar...

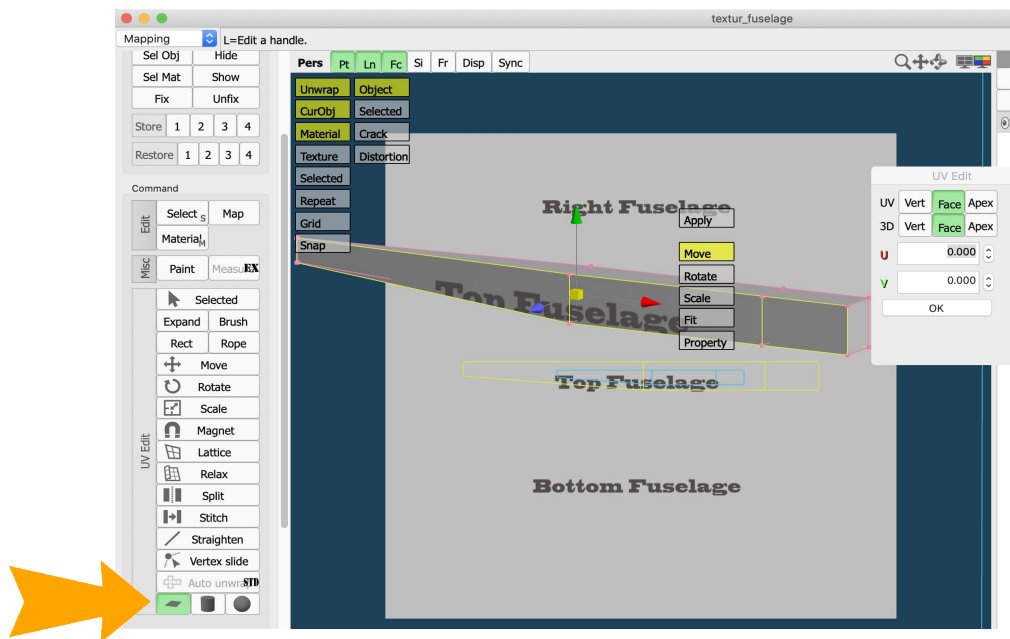


... and select only the faces of the right fuselage side via "Edit" / "Select". Use the "Normal" selection mode for single surfaces.



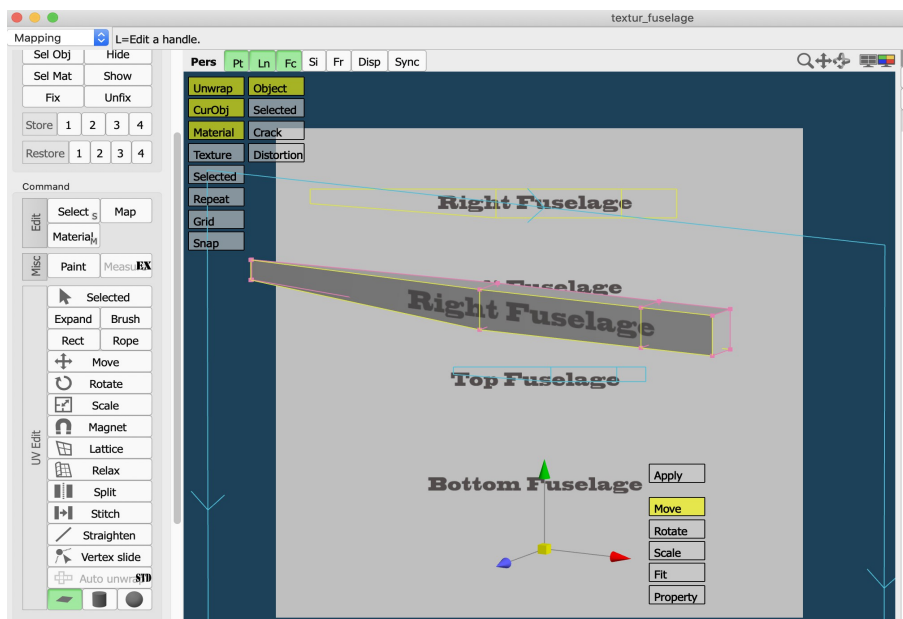
Click on the surface symbol in the left menu column under "UV-Edit".

The screen changes to this view if you click on „Apply“ (!) at next. The current position of the 3 selected faces is shown on the texture image „tutorial_color.bmp“ in the background with a yellow outline (The Map).



Now use the tools "Move", "Scale" and "Rotate" to place the yellow map outline correctly. IMPORTANT: After each entry of "Move", "Scale" and "Rotate" press "Apply" once. The values for "Move", "Scale" and "Rotate" can also be edited numerically via "Property".

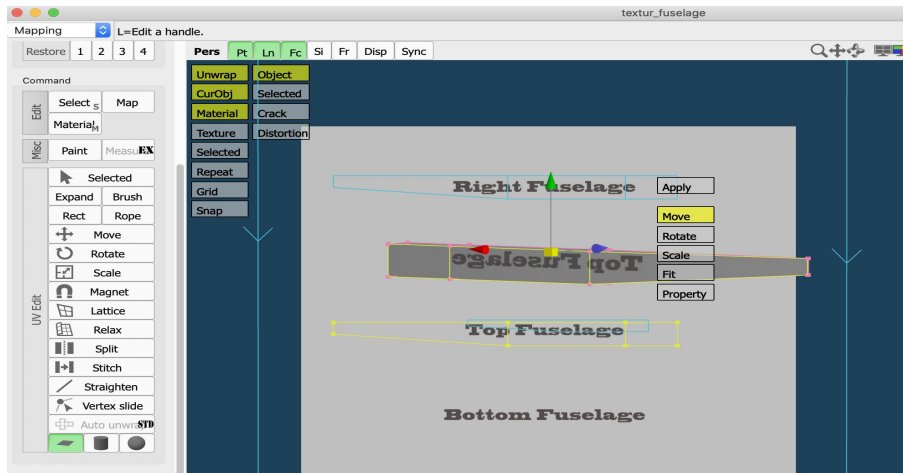
Repeat the procedure until the outline is correctly placed as „Right Fuselage“ as shown below:



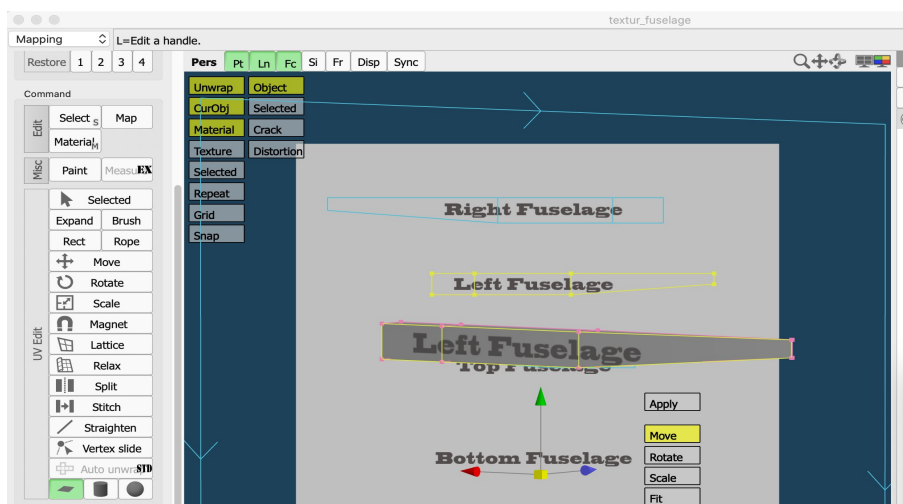
To fix the mapping there is no OK or safe button. But if you change back to the "Modelling mode" and if you click on "Unselect all" the map will be fixed.

In order to apply the texture to the left fuselage side at next switch back to "Mapping Mode". Turn the the fuselage and select all faces of the left fuselage side wall again with "Edit" / "Select" in "Normal" selection mode.

Click again at the bottom under "UV-Edit" on the symbol for the face symbol. The view changes to this screen and shows the marked faces of the left fuselage side as a new outline (Map).



Rotate the still mirror-inverted image by 180 degrees using "Rotate". Then fit the outline on the background image again with the tools "Move", "Scale" and "Rotate". Press "Apply" once again after each entry of "Move", "Scale" and "Rotate".



Finally, switch back to "Modelling mode" and unselect all again with "Unselect all". The process can now repeated for any faces you want to map individually.

Important: The aerofly converter can only convert faces of one object linked with one texture_color.bmp.

Corrections can be made in the mapping mode by first selecting the faces. To edit a map again you have to select all faces again at first. After that you can move or scale a map again.