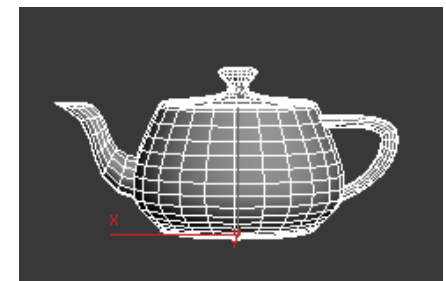
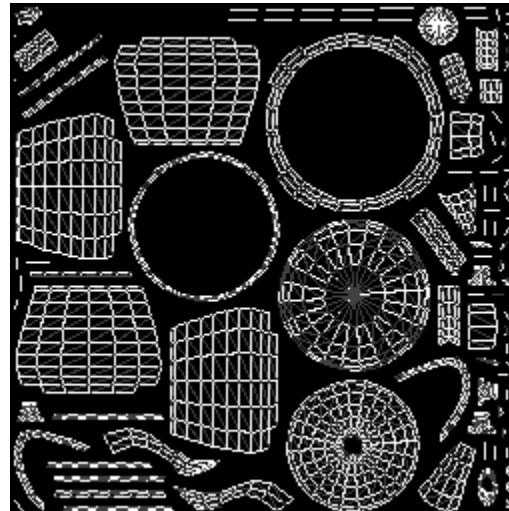
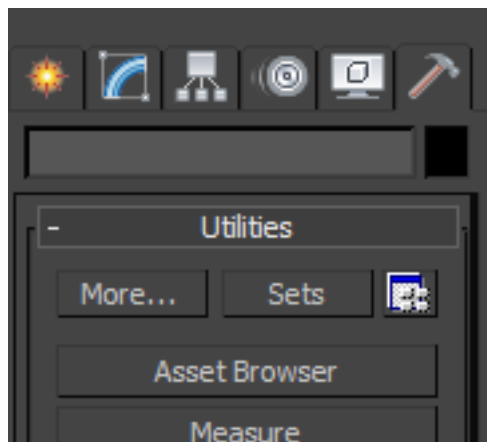
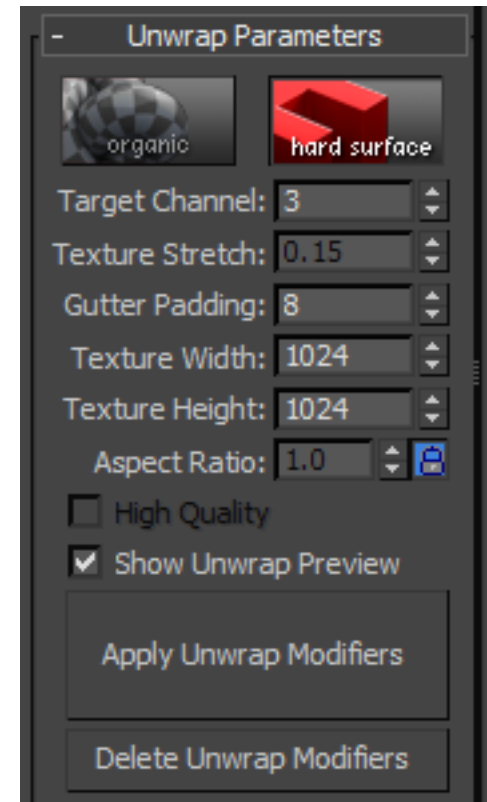


Texturing: Flatiron

Flatiron is a 3ds Max plugin used for unwrapping and texture baking. It has a few benefits over the standard utilities – it unwraps objects more efficiently, can render shared lightmaps across separate objects, and generally unwraps objects more quickly as well, which is especially useful on complex objects.

Using Flatiron just for Unwrapping

1. Purchase and install Flatiron or install its demo.
2. Go to the utilities tab, select “More” and choose Flatiron from the list, or configure your buttons to always show flatiron.
3. Select your objects, pick “Hard Surface”, set target channel to 3 and padding to 8.
4. Set “Unwrap to multiple maps” to Fixed Number Map Count, and set the value to 999. As long as you have less than 999 object selected, each one will be unwrapped to its own map.
5. Press “Apply Unwrap Modifiers”
6. After unwrapping completes, open Render to Texture and bake as normal, using bake to Existing Channel as channel 3.



Notes

- For detailed information on other functions and for instructions on flatiron's own baking method, please see Flatiron's official documentation and training videos: <http://www.texturebaking.com/training-material/>
- Occasionally you may get an error message saying that flatiron can't create a map. If this happens, decrease the padding or increase the texture width and try again.
- For any other problems with Flatiron, post your question in the Flatiron section of its developer's forum, <http://forum.3d-plugin.com/>