BASIC UVW MAPPING

Creating an object (mesh) in 3D Max is only a first step. More likely than not you will want to give that object a material. You may want it to look like polished wood, or have dots all over its' surface. Maybe you made a rug and you want to put a design onto it. Typically this done by projecting a photograph onto the object. UVW mapping tells the photograph how to wrap itself around an object.

1. First select your object.

2. Open the UVWMapping modifier.

3. Decide which of the 4 commonly used map types best matches your object.
   - a. Planar
   - b. Cylindrical
   - c. Spherical
   - d. Box

4. Other parameters to test are, tiling and alignment.

In this example the light shade uses a cylindrical map, the base a spherical map and the rug a planar map.