

Viewport Canvas

Viewport Canvas is a tool set inside 3D Max that allows the artist to paint textures directly onto a model. The first step is to assign UV coordinates to your model. You'll learn using a simple box. This is very simple tutorial just to get you started.

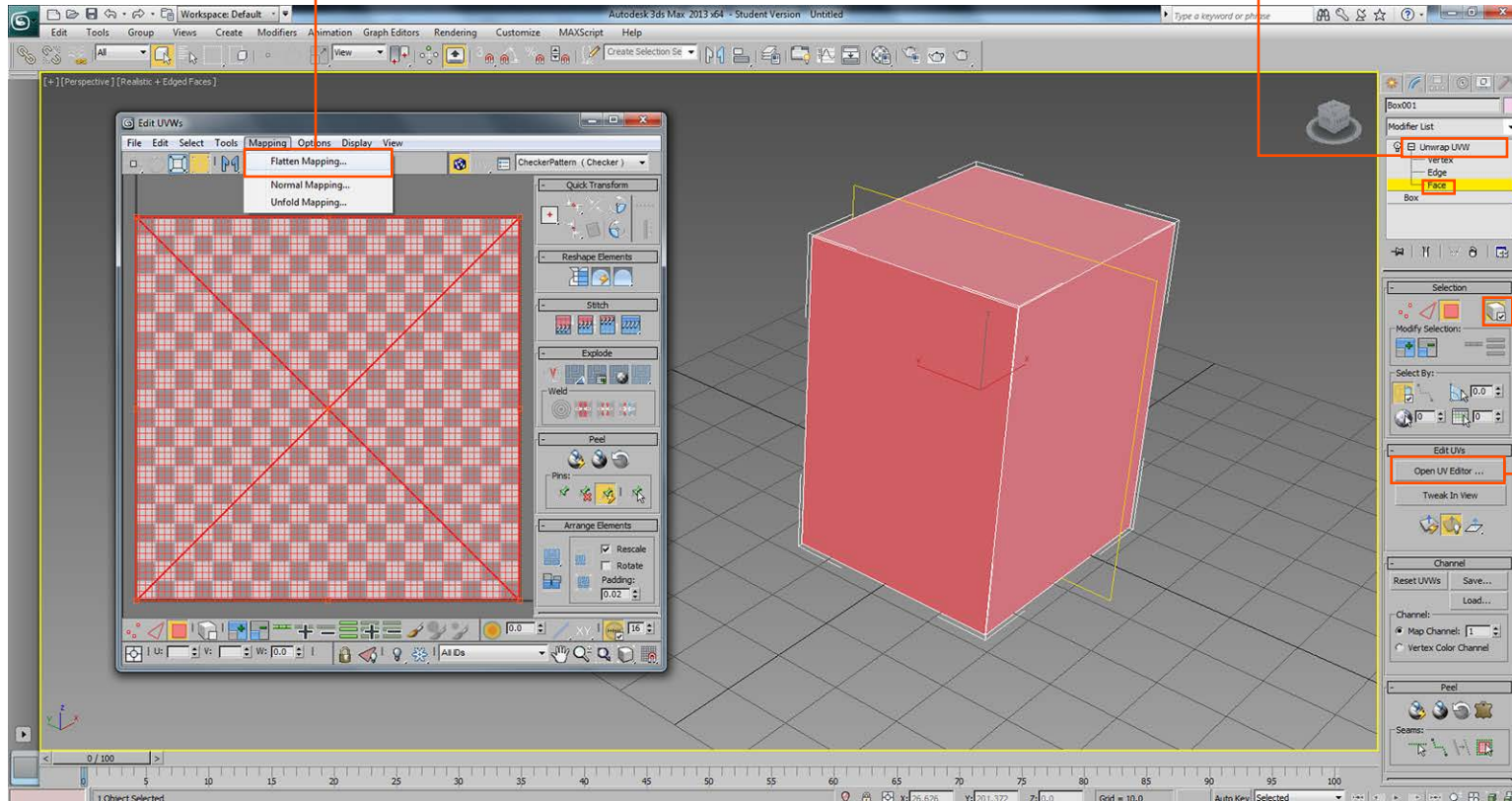
1. Start with a box.

2. Place a UVWUnWrap modifier on the box.

3. Select Face and click the "Element" button

4. Select the box, it should turn red.

6. In the "UV Editor" panel select "Flatten Mapping"



5. Click the "Open UV Editor" button.

7. Close the UV Editor panel.

Now you can begin to set up the Viewport Canvas

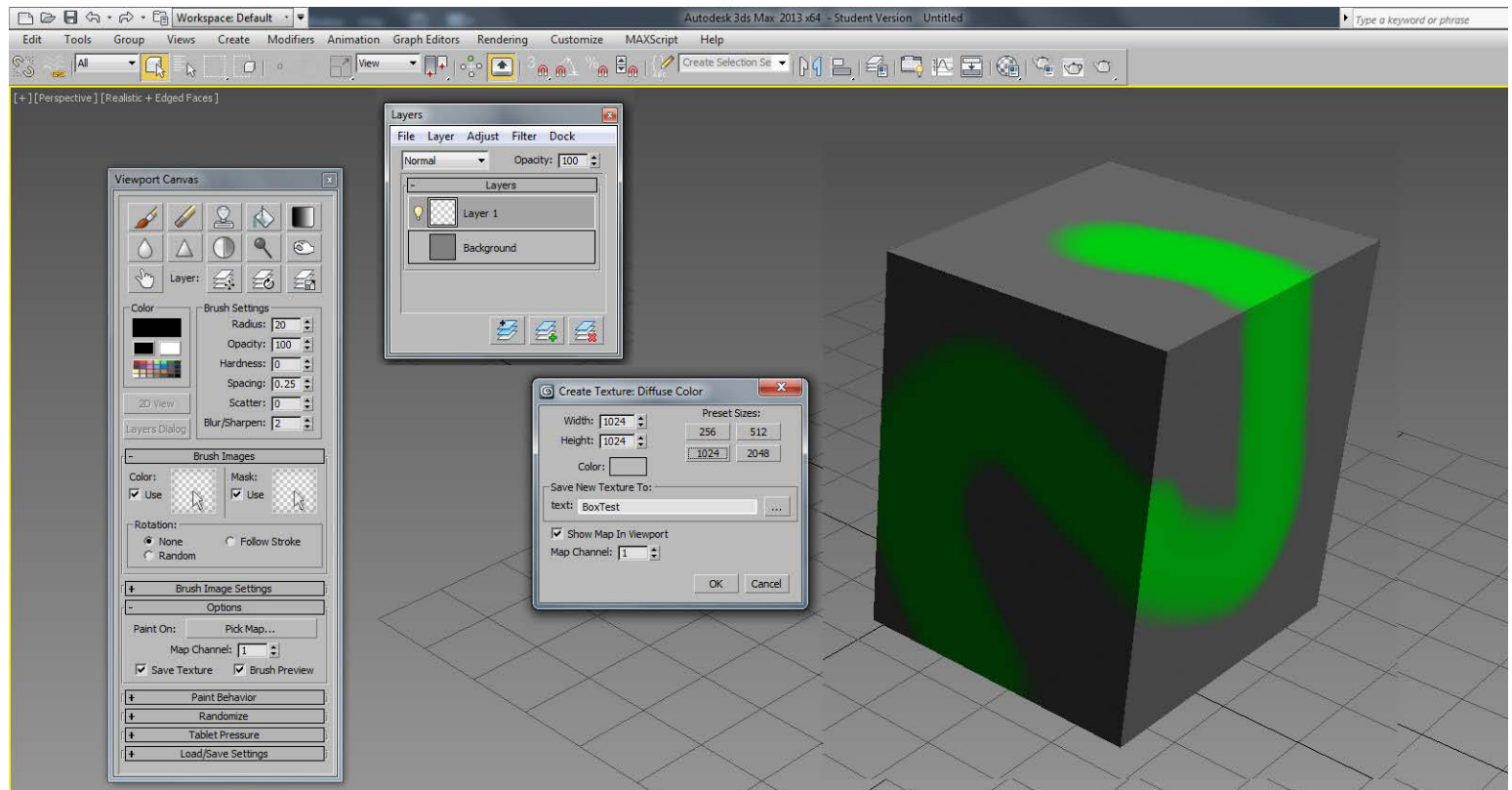
1. The Viewport Canvas box is located on the “Tools” menu.

2. Select the “Brush”
& then select
“Diffuse”.

Next, click 1024 x
1024, type in a name
and save it to your
folder as a TIF.

Close the dialog box.

3. In the “Layer” panel choose “Add Layer”.



4. Return to the Brush. Select a color and paint.

The Viewport Canvas paint set is similar to the one in PhotoShop. You can control brush size, set layers and and layer effects. Spend some time experimenting.