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UV creation in blender

This process will start in Blender, then move to Substance Painter, and finally Enfusion Tool.

I recommend using textures at 4096 or even 8192 resolution for higher quality and precision in Substance. In the Reforger tool, you can later downscale textures to 2048 if needed.

UV Creation in Blender

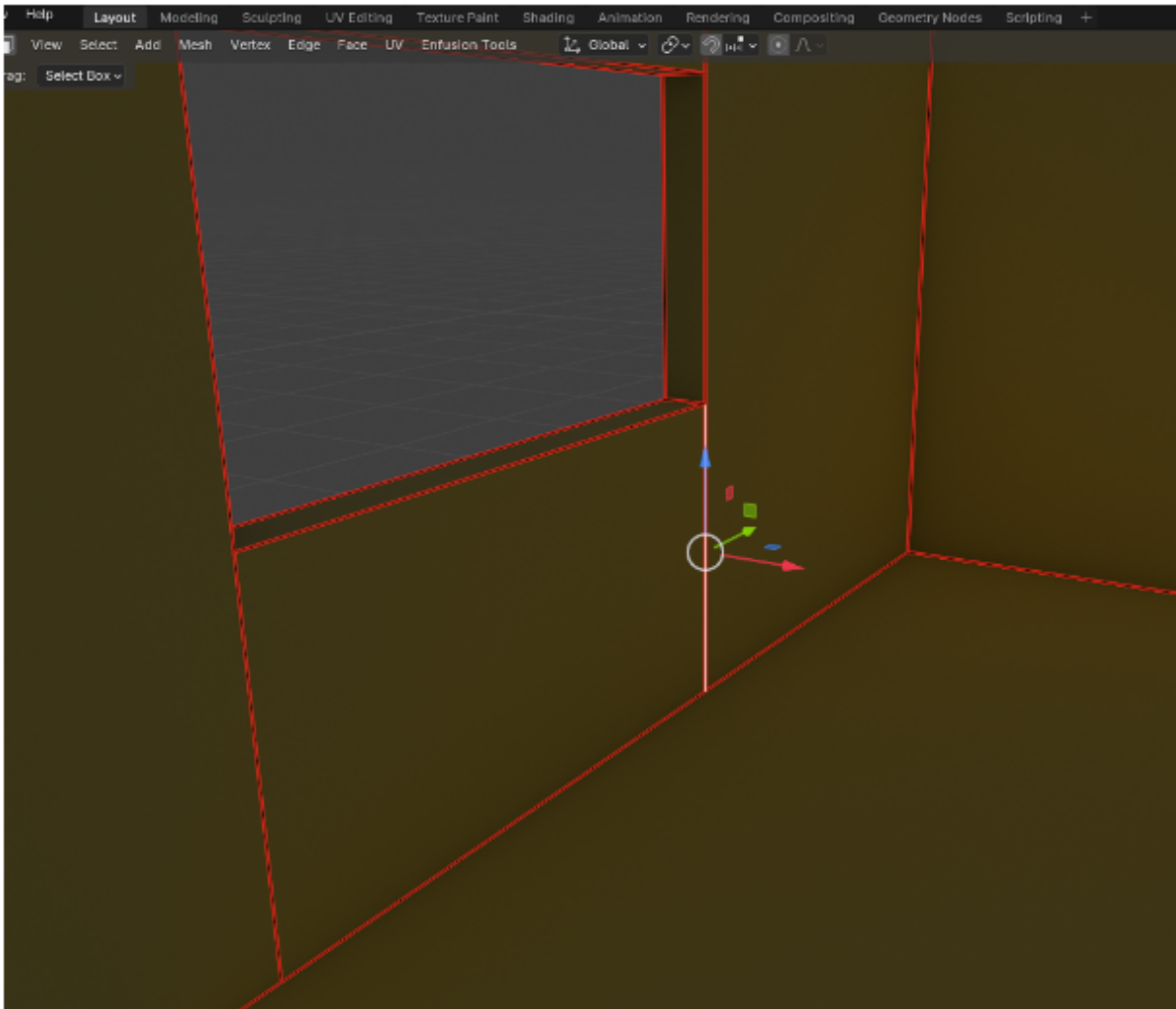
1. **Separate Faces by Material for Easier UV Creation**

Select *LODO* → *Edit Mode* → select all faces → P “by material”.

2. **Adding Seams**

Seams help control how textures are applied to objects. For instance, with a cube, if unfolded, you have six faces. Without seams, the texture will apply uniformly. With seams on all edges, the cube splits into six squares.

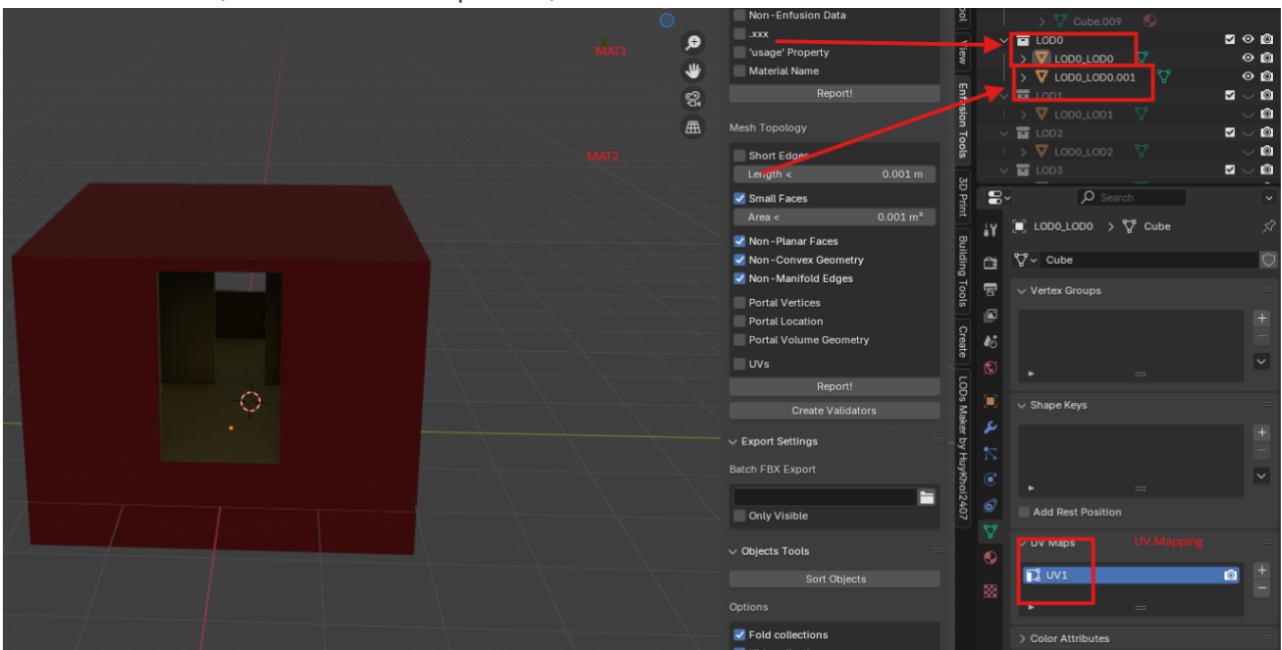
- To create a seam, select edges → right-click → *Mark Seam*.



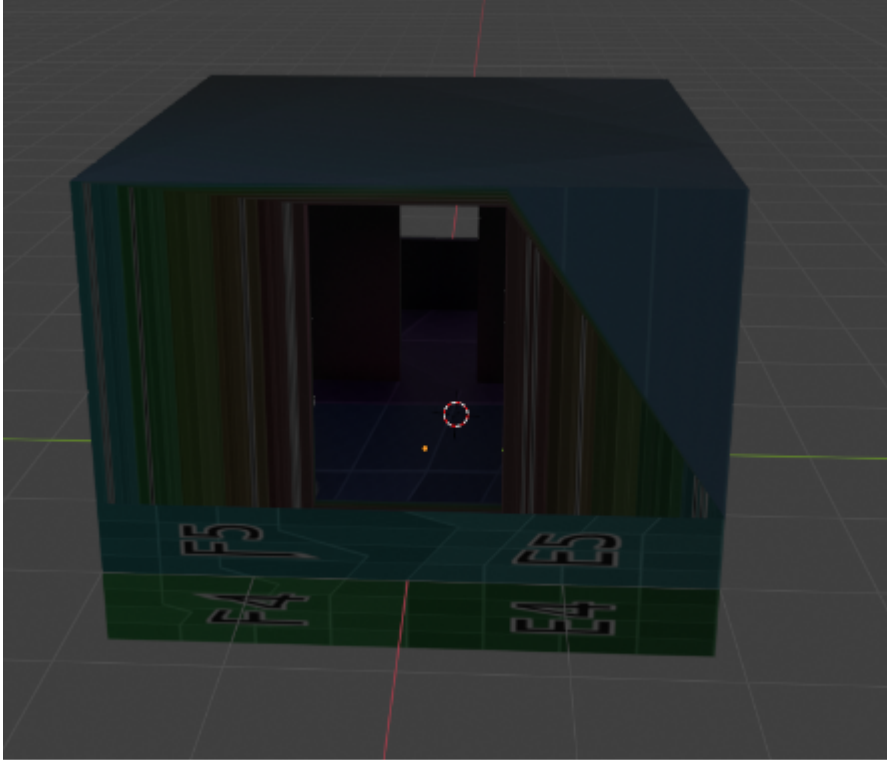
PRO TIP: In this example, I selected everything and created seams, but I don't want interior wall seams (e.g., under windows). So, select those specific edges → right-click → *Clear Seam*.

3. Creating UVs

UVs unfold the 3D model (e.g., a cube with six faces). Start by renaming the UV map for both materials (which remain separate).



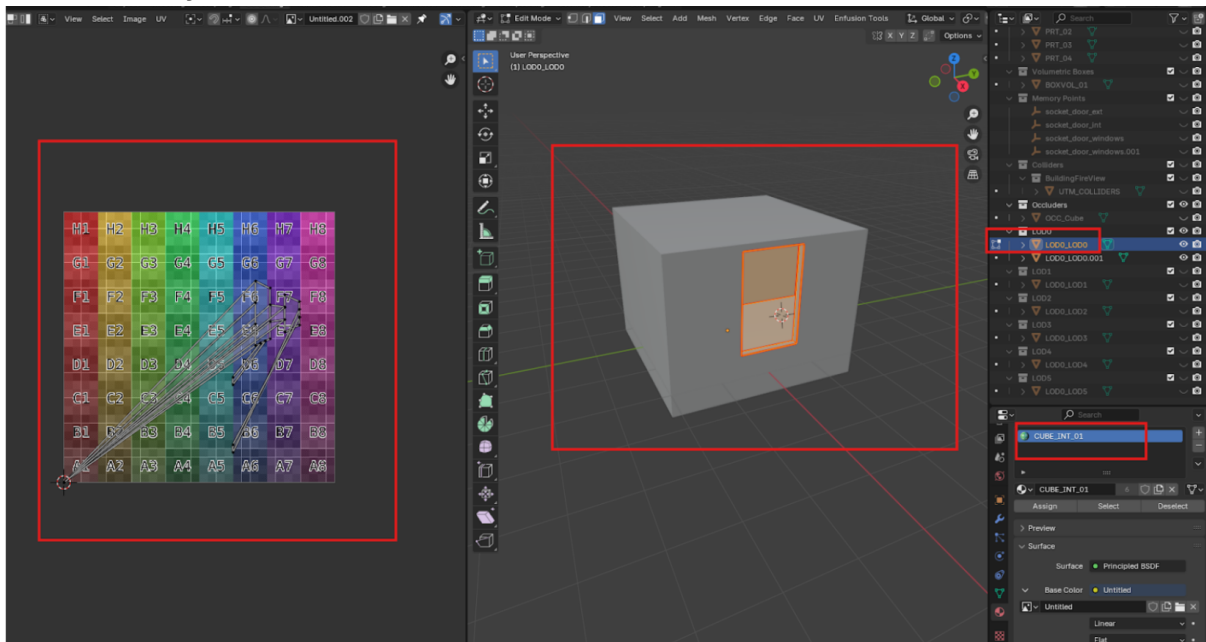
- For better visibility, go to each material, click the yellow circle next to *Base Color* → *Image Texture* → *New* → *Generate Type* → *Color Grid*.



- Click *UV Editing* (top menu) → *New* (4096x4096) → *Color Grid*. A colored grid will appear on the left.

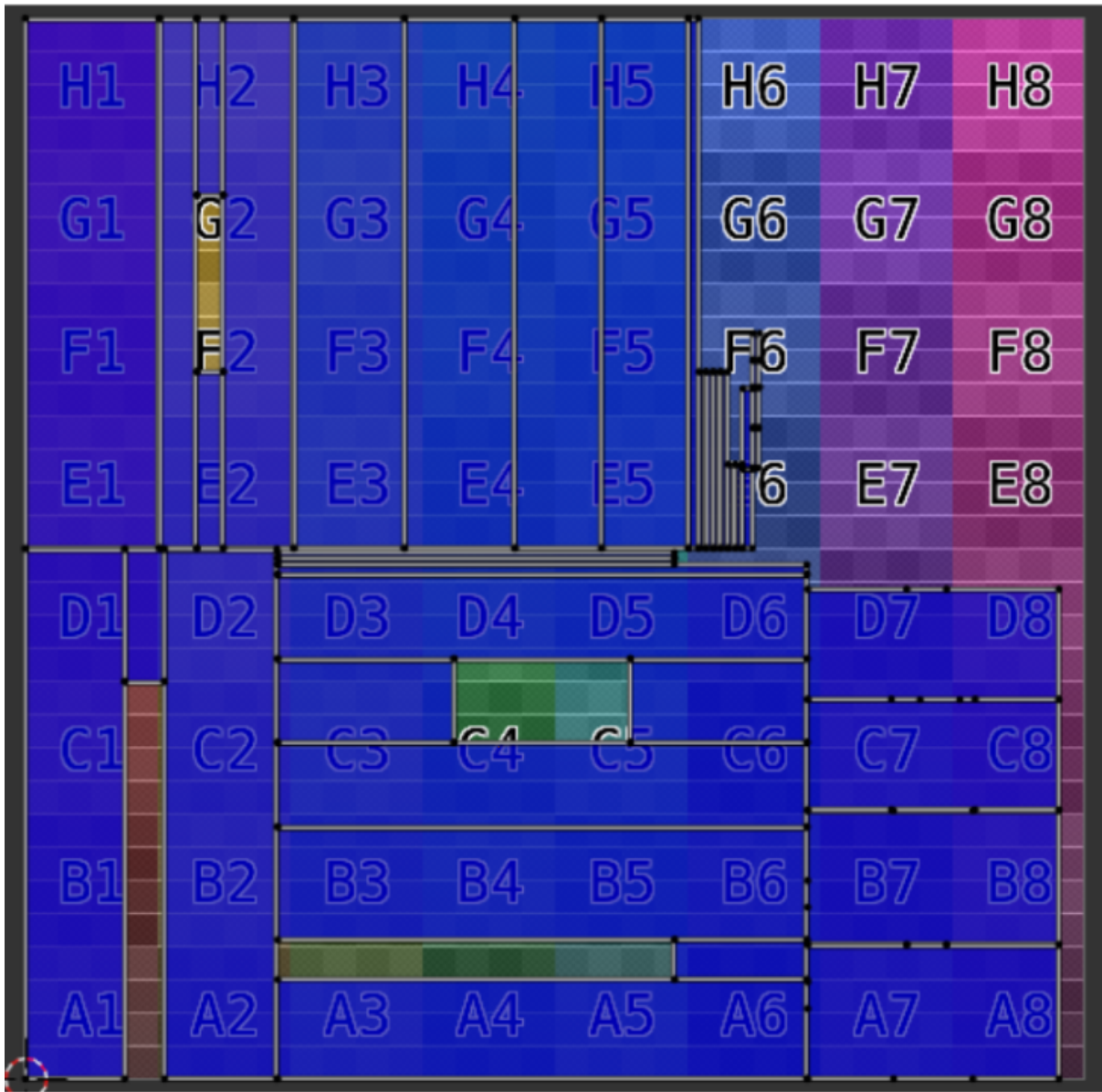
A colored grid has appeared on the left.

Now, when I select all faces in *Edit Mode* for a single material, I get a completely broken UV layout.



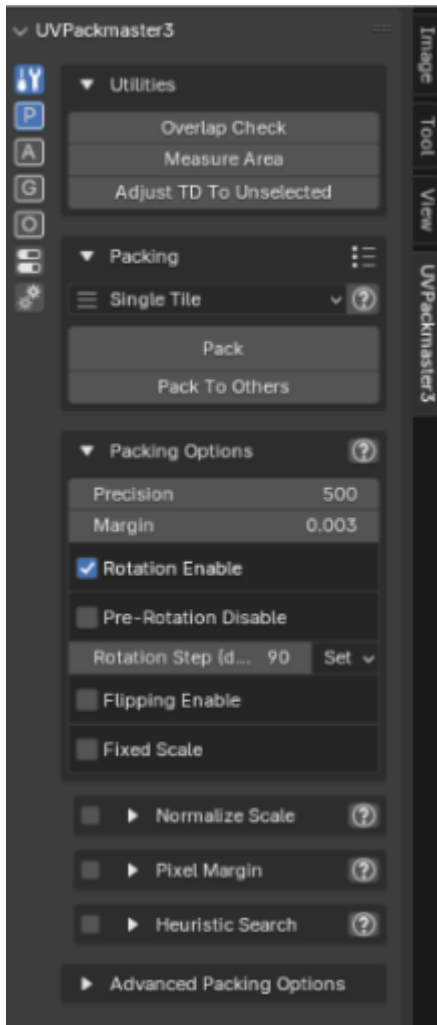
Select all faces in *Edit Mode* of a single material. If the UV is misaligned:

- Press **U** → **Reset**, then **U** → **Unwrap** to correct it.



You can also use UVPackmaster3:

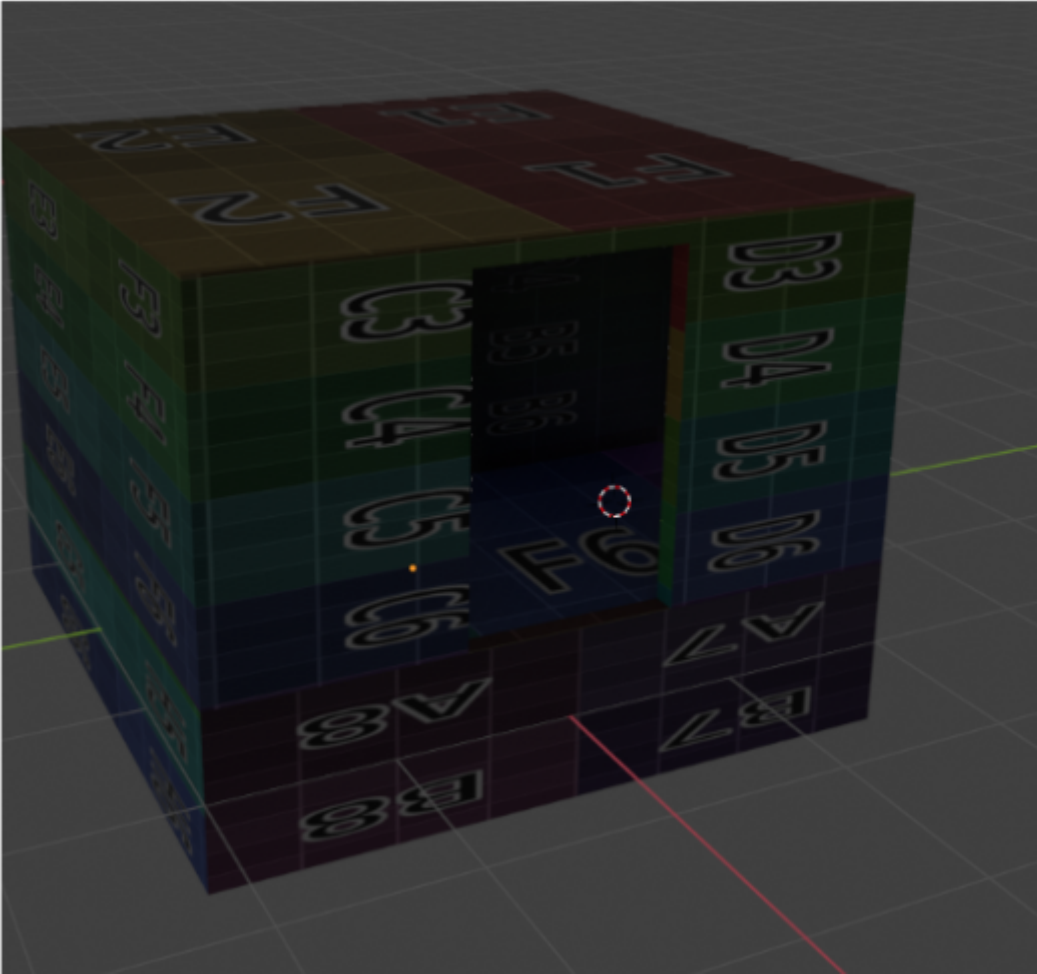
- After resetting and unwrapping, click **A** (to select all) in the left window → *Pack*.



Do the same things for each material

4. Verification

Once UVs are set, return to *Layout* and verify that the grid squares aren't stretched.



5. Export

Before exporting, select all materials and join them to the same LOD with **Ctrl + D**. Export the FBX with only *LOD0*.

Revision #1

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