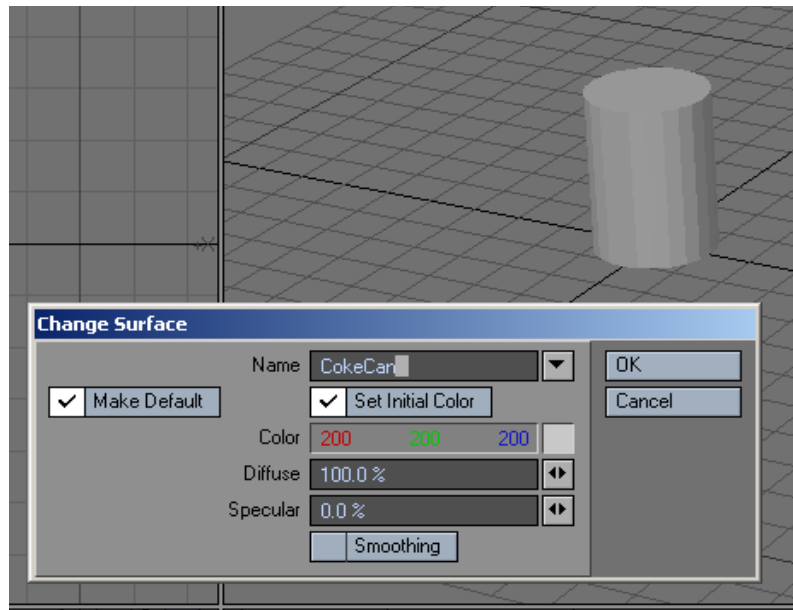
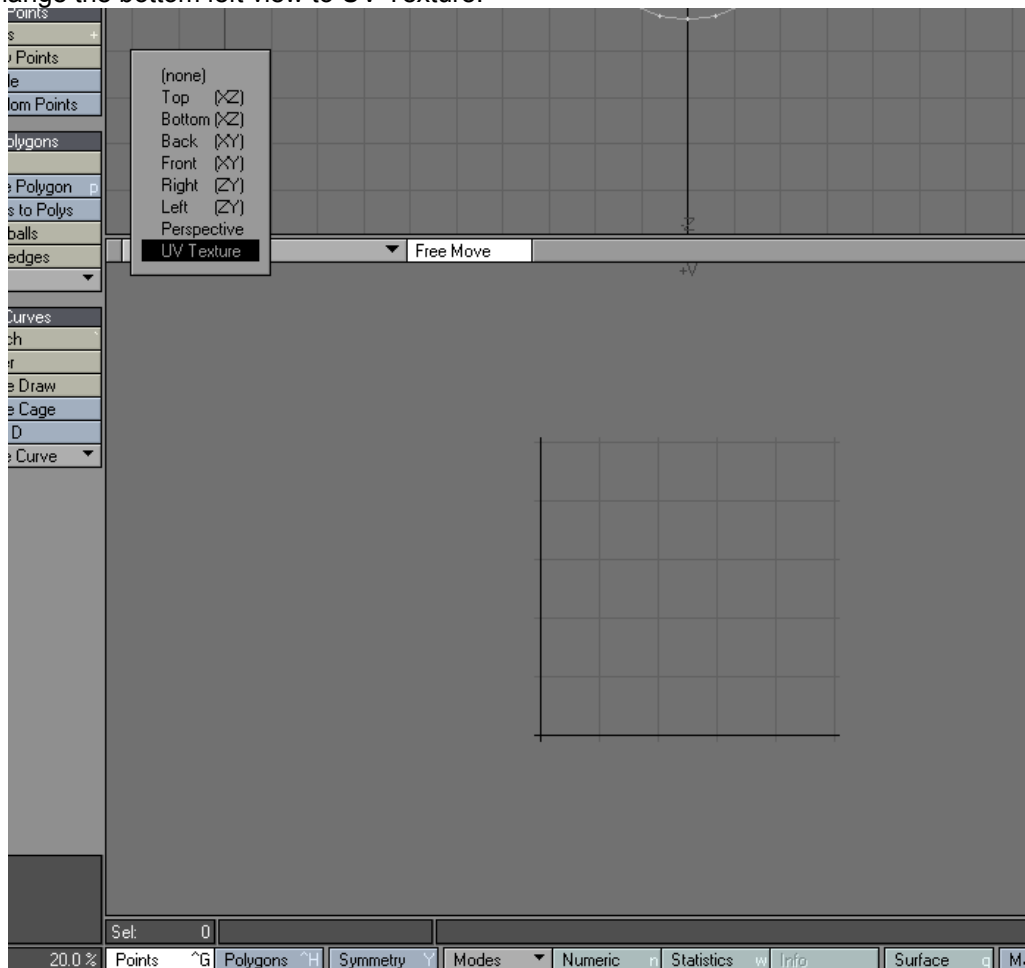


UV Mapping.

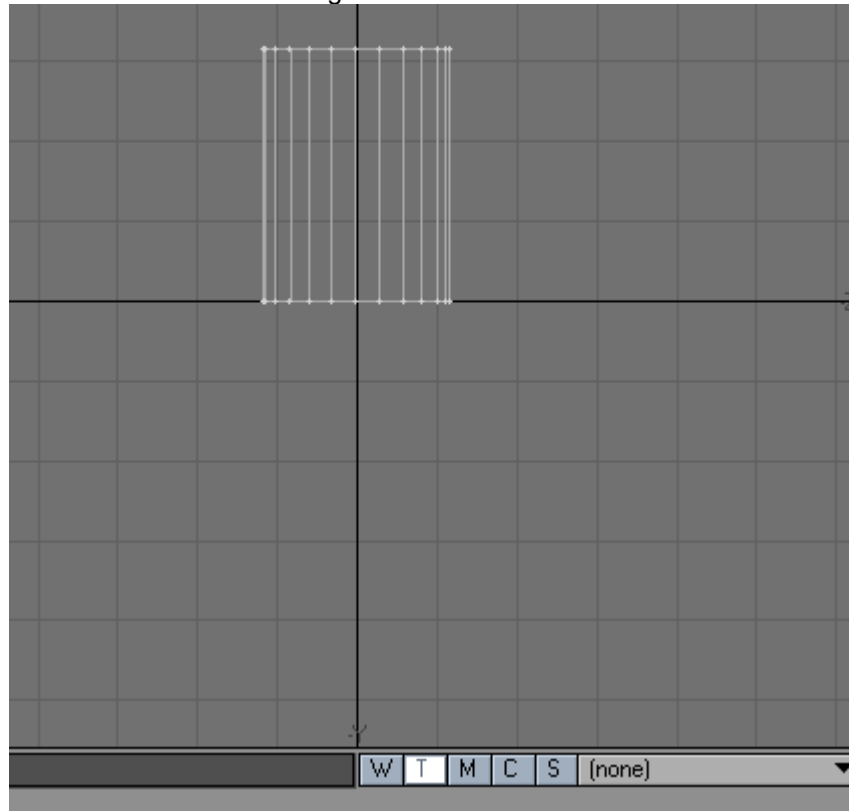
In UV Mapping you surface the object by pressing the Q key, and give it a name like, CokeCan



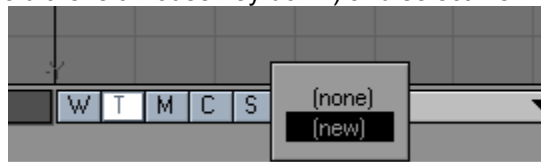
Next you Change the bottom left view to UV Texture.



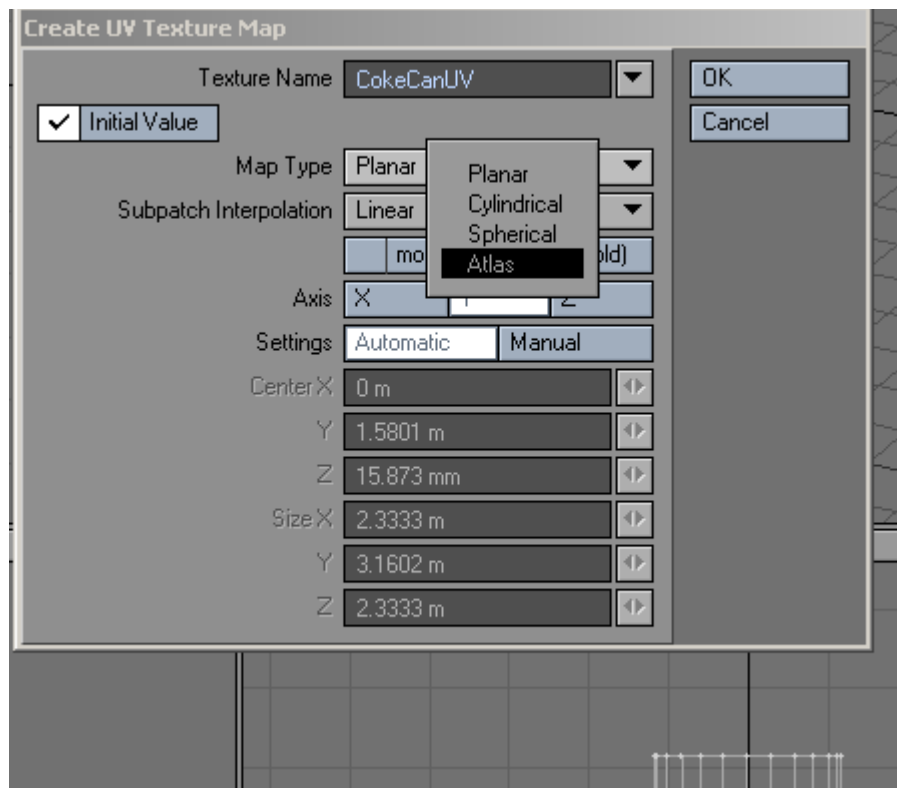
Then you click on the T icon down the bottom right of the screen.



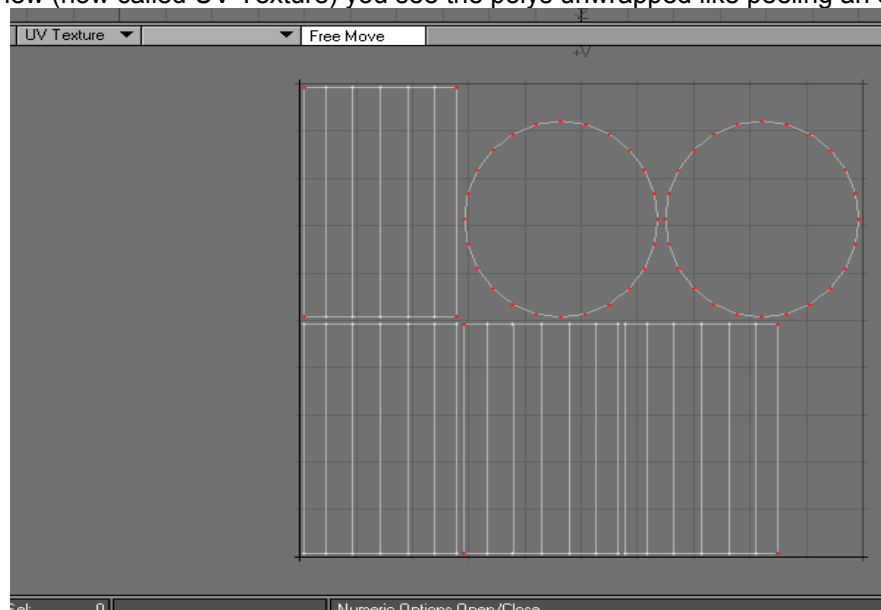
Now click on the rollout near it (hold the left mouse key down) and select New.



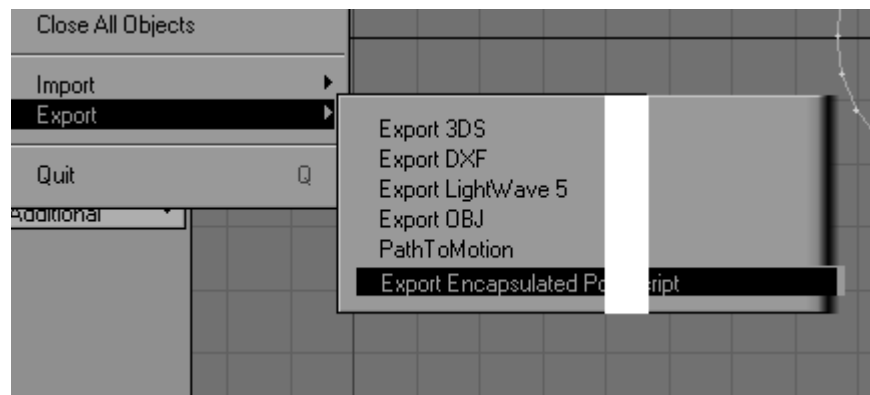
Name the texture CokeCanUV, change Planar to Atlas and click on okay.



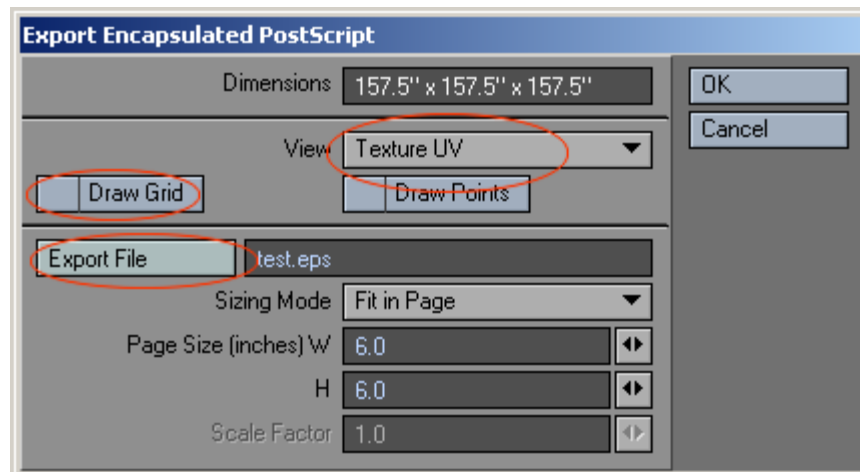
In the bottom left view (now called UV Texture) you see the polys unwrapped like peeling an orange.



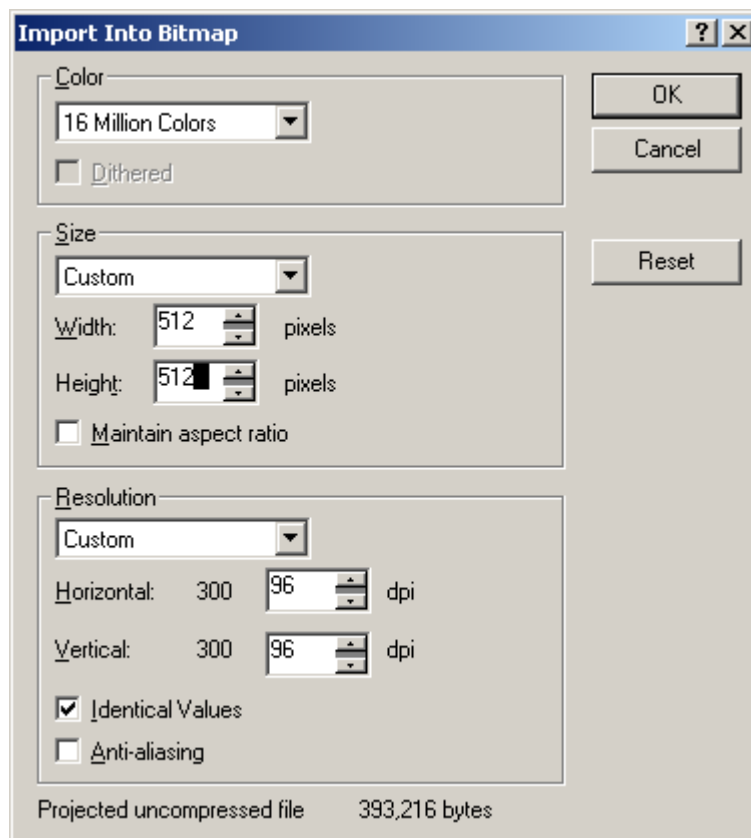
Click on File->Export->Eps (BEAR IN MIND – My interface is slightly different so I made this screen snap up)



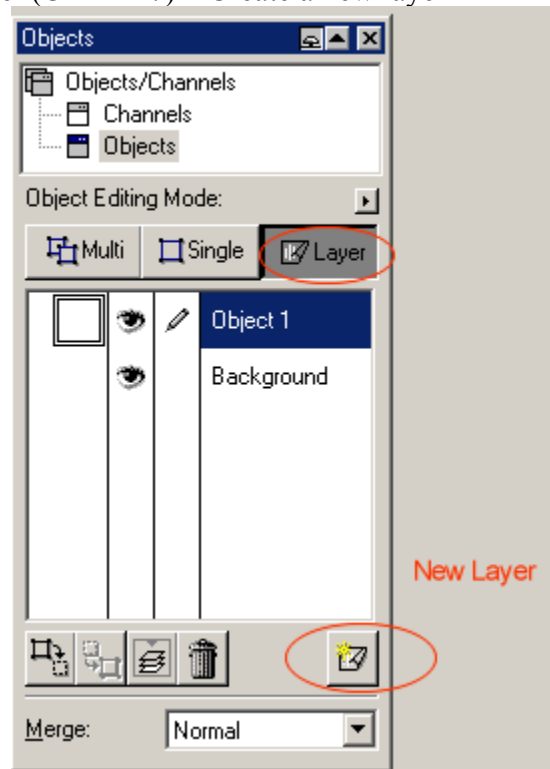
, select TextureUV from the views, untick grid and save the EPS (a snap shot of the polys unwrapped)



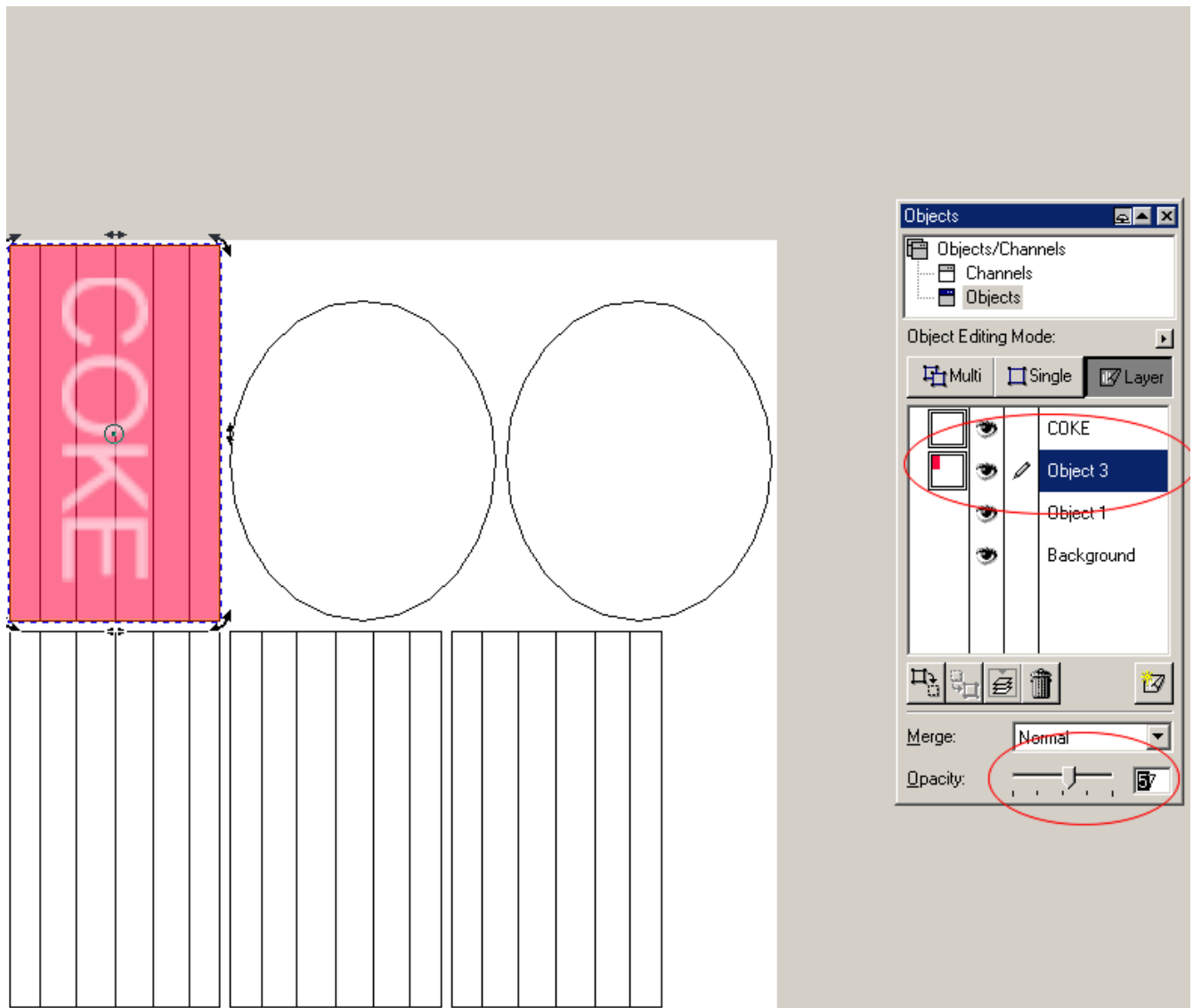
Open Corel, load the EPS file, specify it to 24 RGB, say 512 x 512 <- can be whatever size you want,



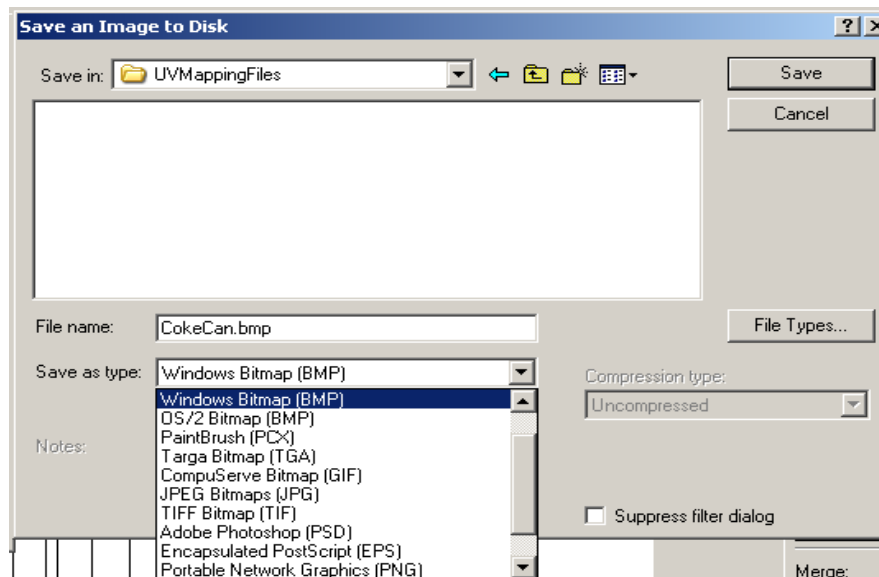
Open the Layers panel in Corel (CTRL F7) – Create a new layer



Start drawing over the Polys – then – set it's transparency to 70% so you can see the polys underneath.

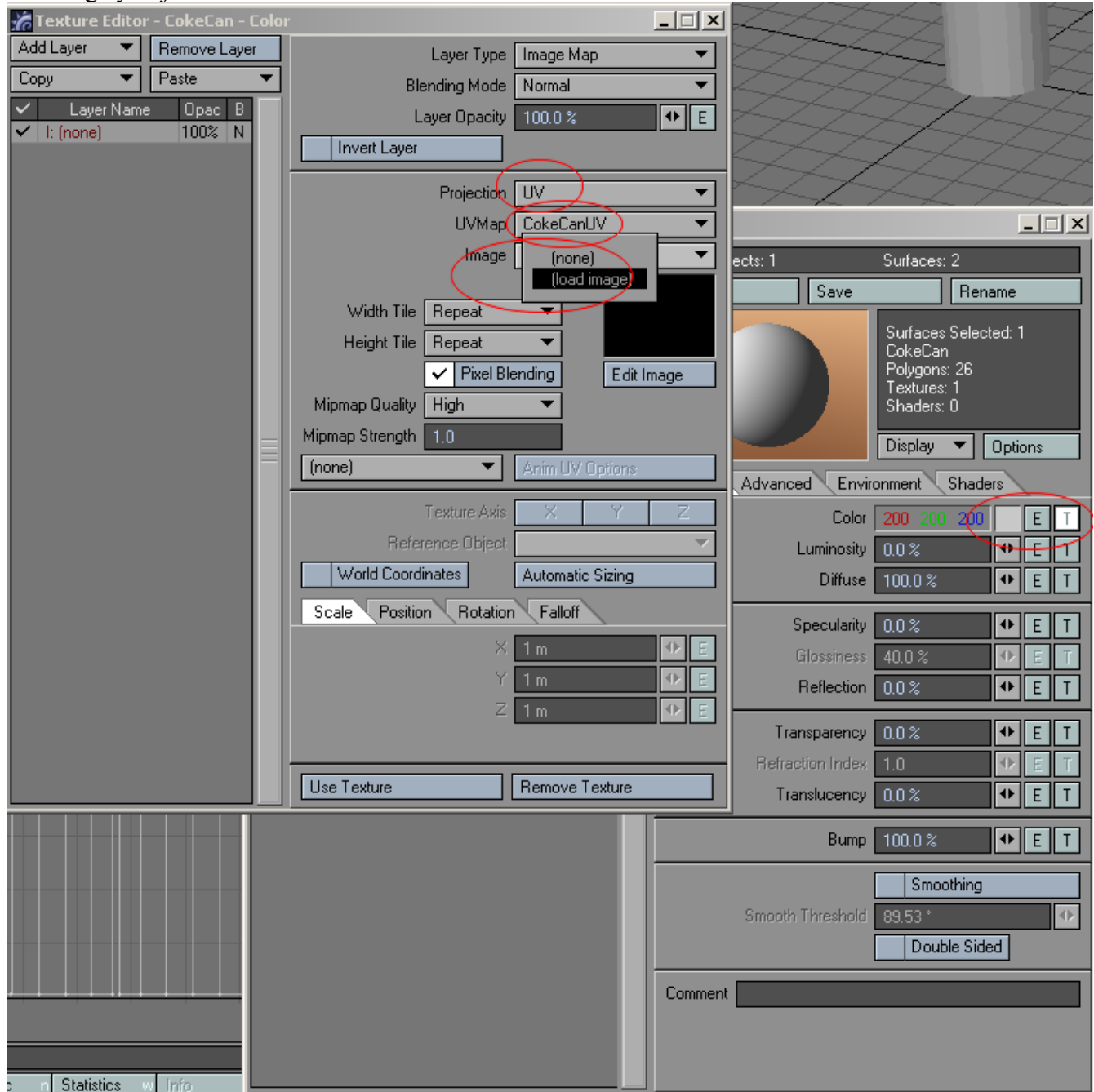


DONT finish the map, just export it, by clicking on File->Save As Windows BMP

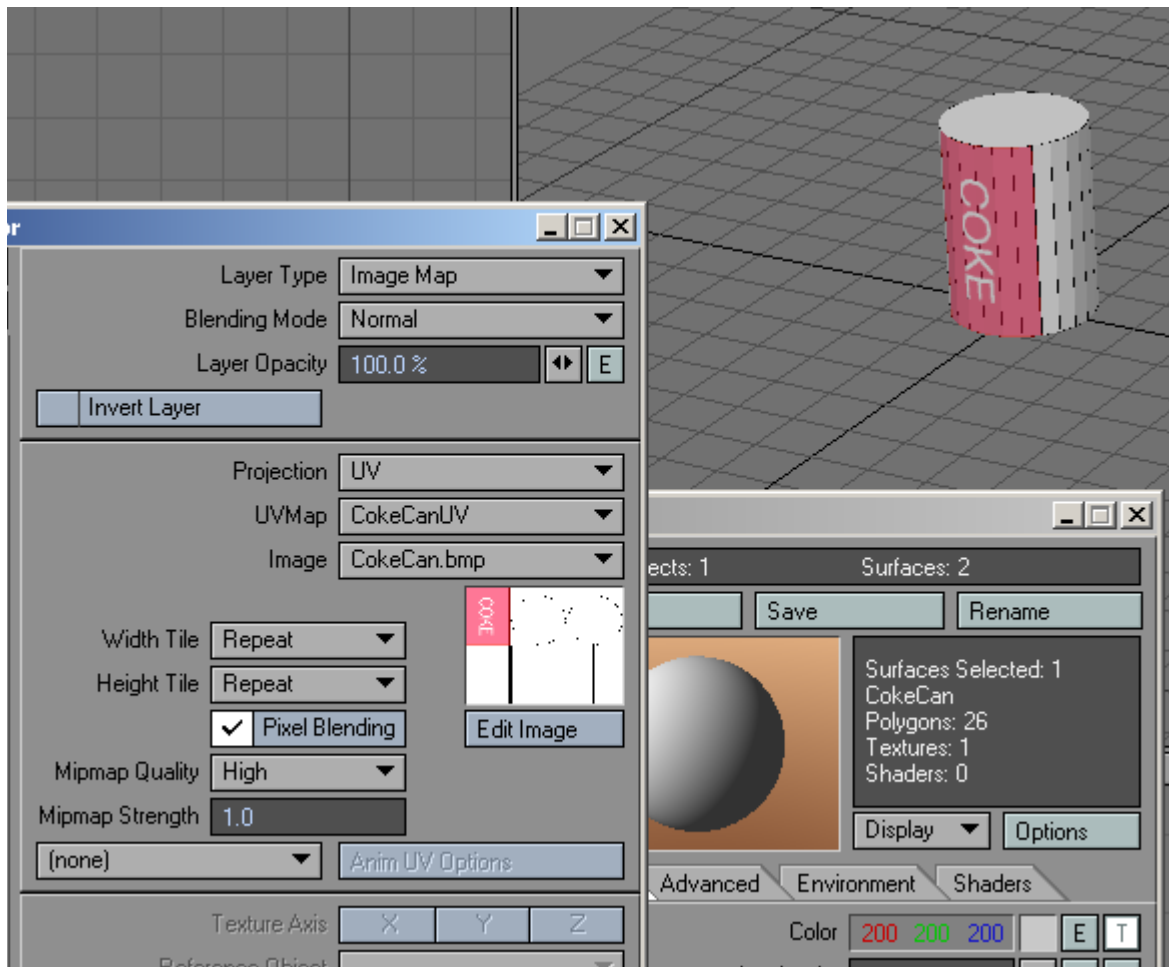


Go back to Modeller and click on the Surface Editor (CTRL F3 for you I think)

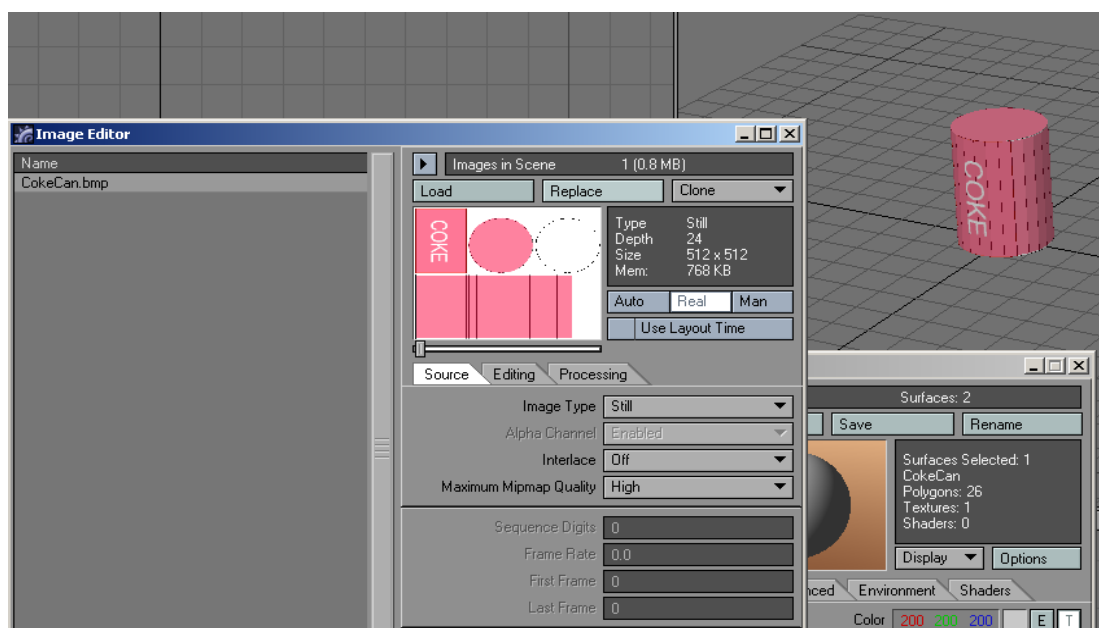
Click on the Color T, select UV as the mapping method, select UV map you created before and load the image you just saved from Corel...



Your object should start to look like something...



Go back to Corel, add a little more, Save as BMP, Go back to Lightwave, Click on Image Editor (CTRL F4????) and replace the image....



Keep working this way until you are happy with the result.

To finish the image off in Corel, ctrl click all layers to group them (1) set the slider to 100% (2) and then save as Windows Bmp. Replace the image one more time in lightwave and your done.

