Unwrella

www.unwrella.com

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Optimal Automatic Unwrapping

Unwrella is an automated unwrapping plug-in for Autodesk 3ds Max and Autodesk Maya. With a single click you can unfold your 3D models with exact pixel to model surface aspect ratio to speed up UV map production significantly.

What is Unwrella?

Unwrella was developed for the high demands of graphics designers in real world production environments and provides a fast, simple and reliable unwrapping solution. It allows unwrapping of 3d models to be done with a single mouse click while simultaneously providing optimal results that combine the minimized texture stretching of automated unwrapping techniques with the efficient space utilization and chunk distribution of UV space that is achieved with manual pelt wrapping methods. This allows users to quickly solve complex tasks like the creation of seamless 3d models, more accurate lightmaps and more productive subsequent processing of UV maps in other 3d applications like ZBrush™ or Mudbox™.

Features

- Fast - Time is money, and we all know how long it takes to properly unwrap dozens or sometimes even hundreds of objects in a scene. Now imagine that you can select all of them, press „Apply Unwrella" and they get automatically unwrapped with optimally calculated UV maps, ready for your production.
- Automatic one-click solution – Just apply the Unwrella modifier
- Precise – Preserves user created UV seams
- Smart – Reduces texture mapping seams almost completely and minimizes surface stretching
- Efficient – Chunks are kept large and are arranged on the UV surface with maximal use of available space
- User-friendly – User defined pixel based padding between UV chunks
- Excellent for all kinds of models (organic, human, industrial)