

2D NETS & UNWRAPPING FOR COMPUTER GAMES

When game developers create 3D models for video games, they have to unfold them into 2D nets in order to create textures for them.

In game development, we call these 2D nets UV maps. They are called UV maps because the letters U and V represent the next adjacent dimensions to traditional X, Y and Z 3D coordinates.

It is important to understand how to unfold 3D geometry when creating models for computer games. You can cut out the following block nets on this page and assemble them to grasp an understanding of constructing 3D models.

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