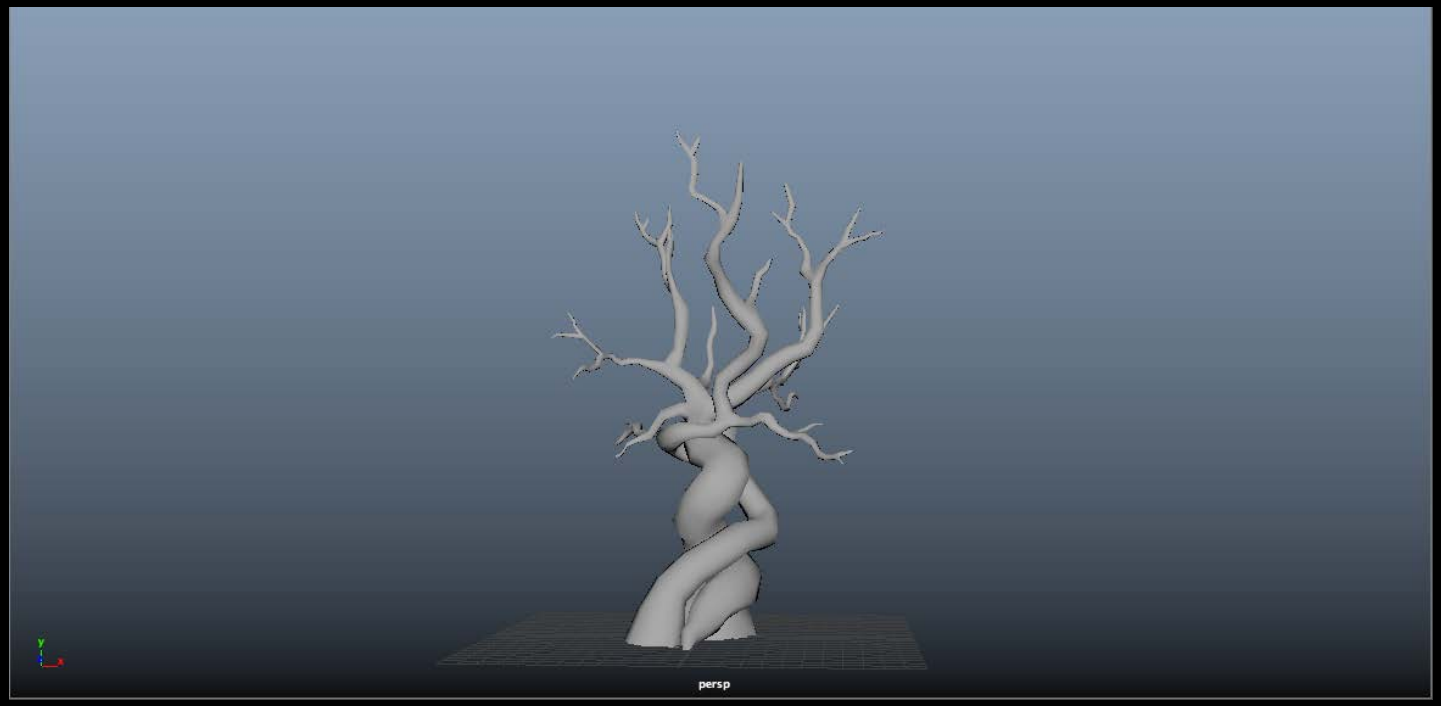
Made Easy!

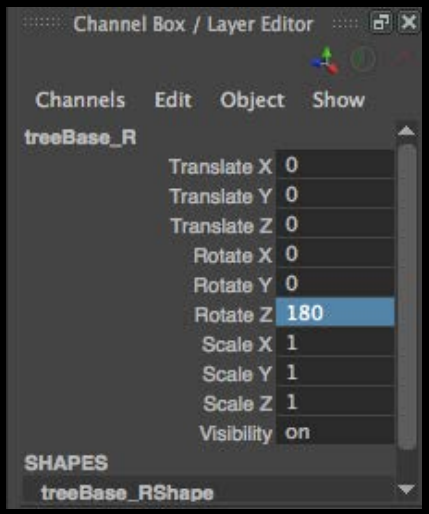
Uving Curvy Trees

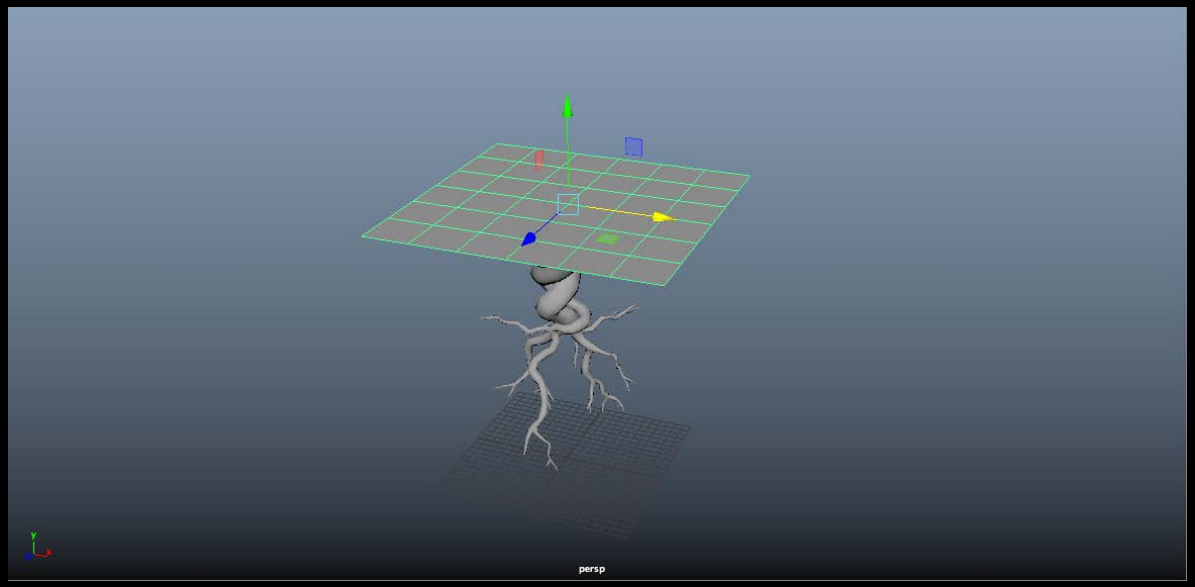
By Kelly Herbut

Grab your curvy tree!



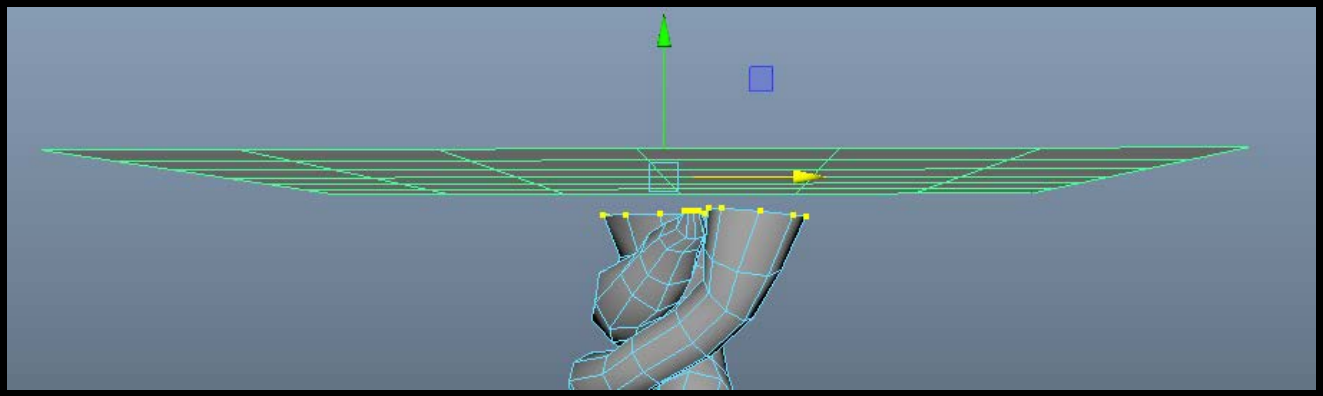
Now flip it upside down!

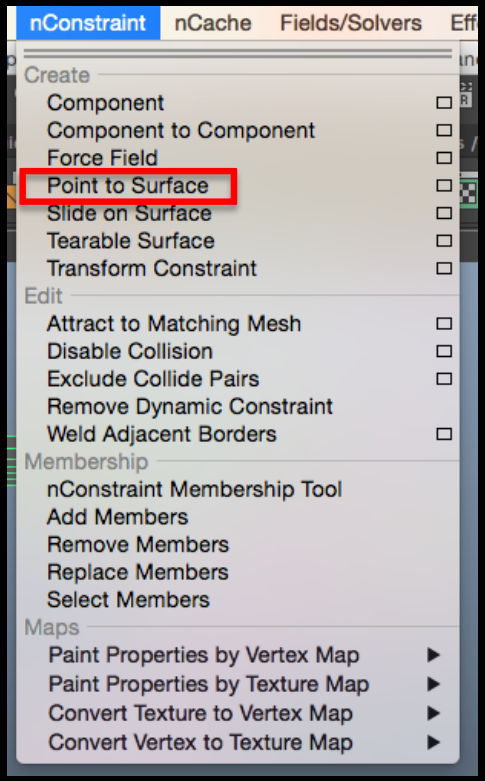




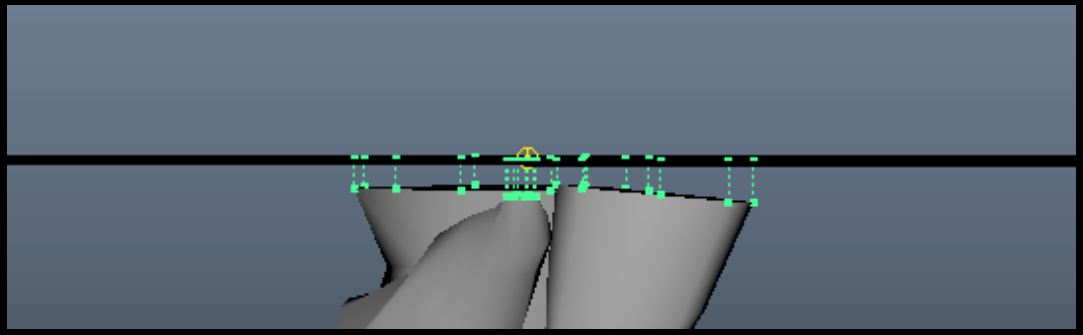
Create a plane and place
It over the base of the tree

Select the vertices at
the base of the tree and
Shift-select the plane

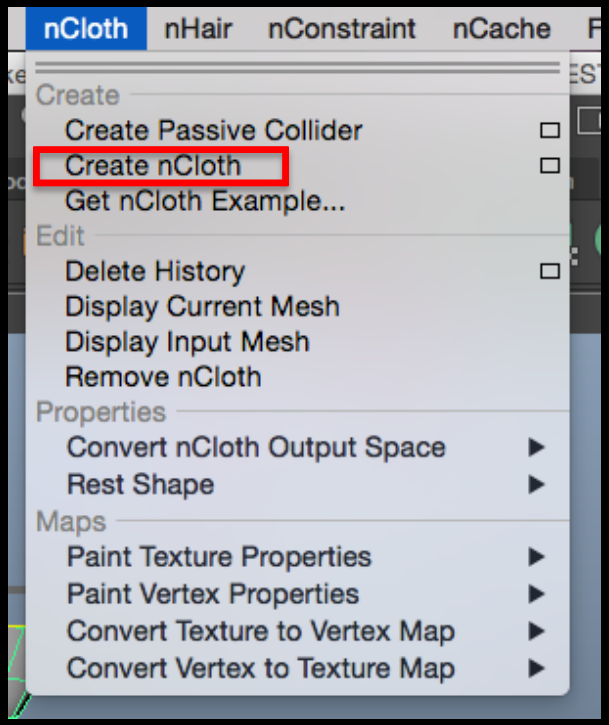




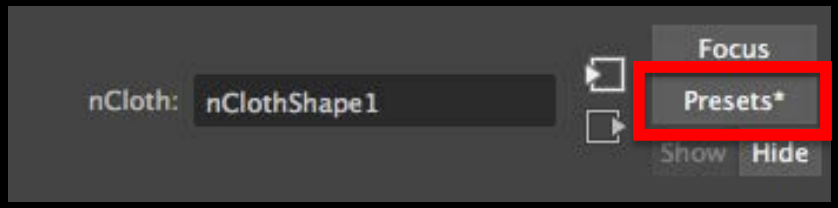
In the fx menu set, go to the nContraint drop down Menu and click Point to Surface



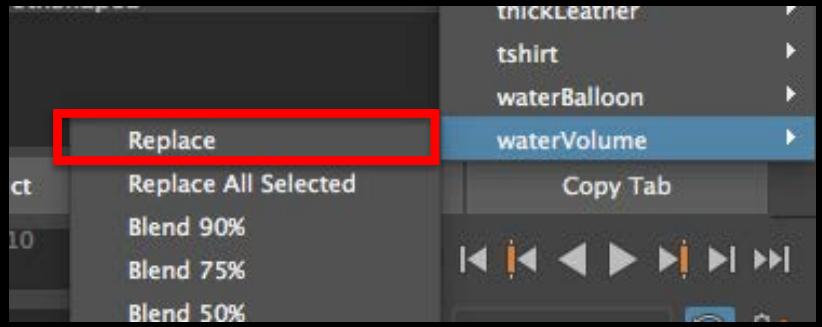
This will constrain the base of the tree to the plane



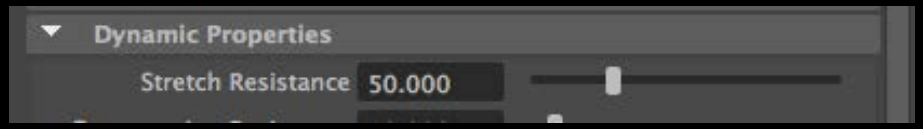
Now select the tree and go to the nCloth
Drop down menu and click Create nCloth



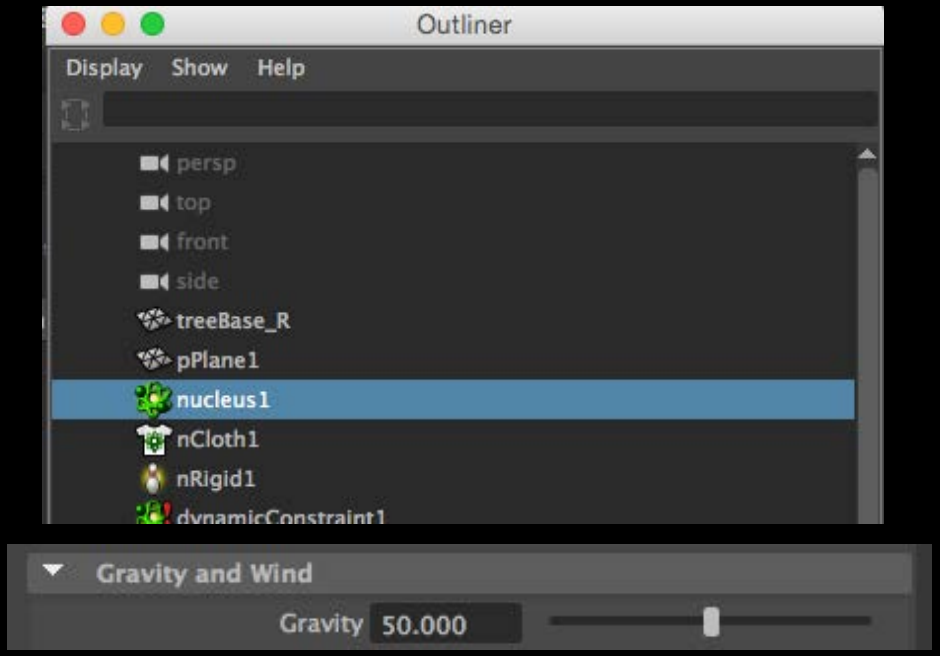
Go to the nCloth Presets



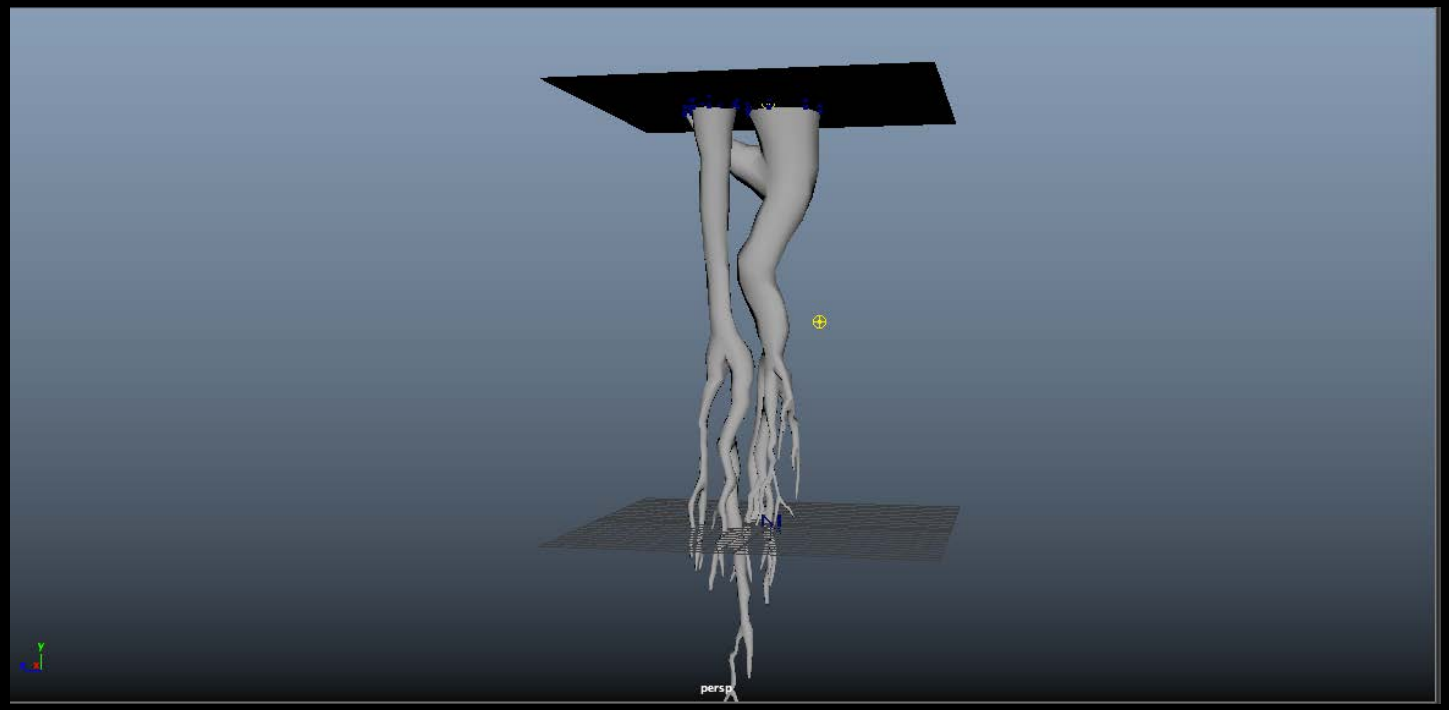
And replace the default nCloth effect
with the waterVolume preset



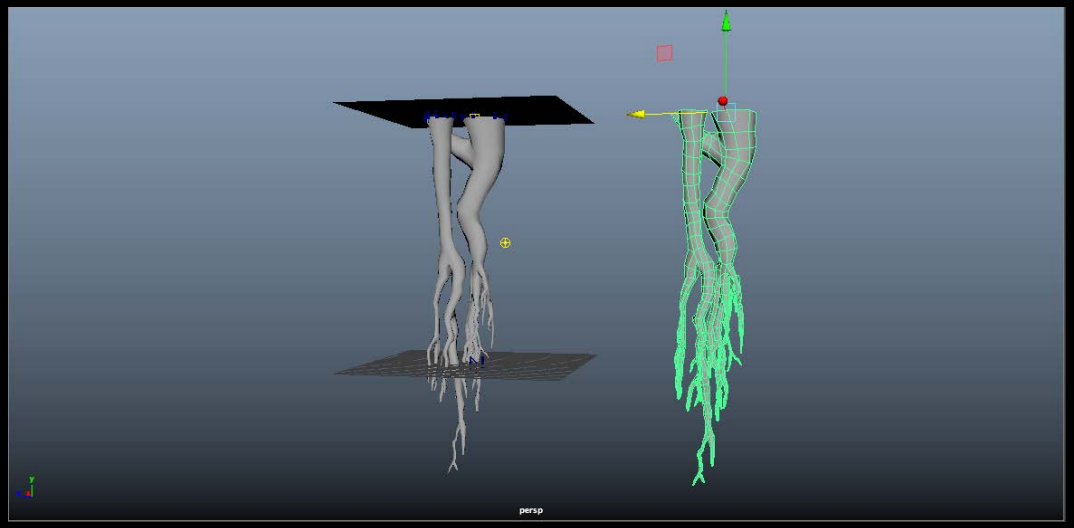
Go into the nCloth Dynamic Properties
Change the Stetch resistance to 50



Selecting the nucleus
Go into the attribute editor
And in the Gravity and Wind section
Change the gravity to 50

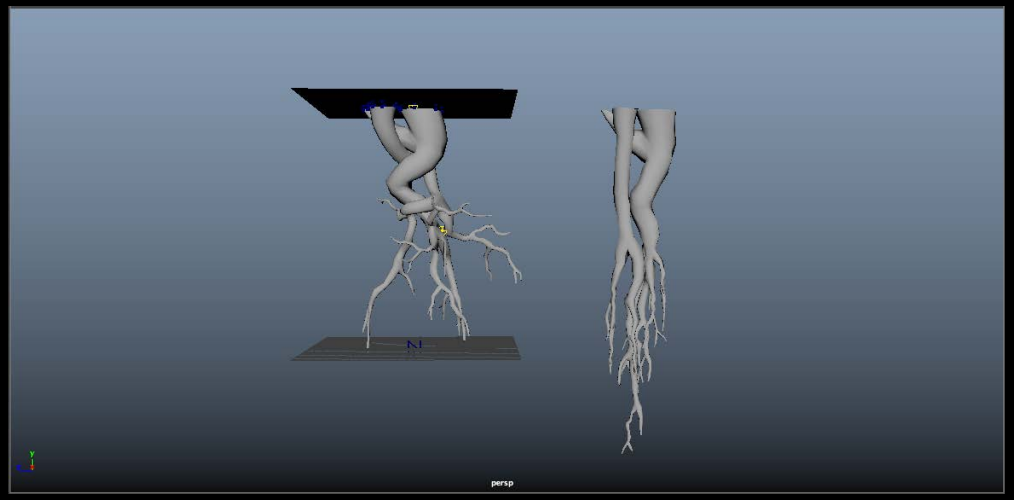


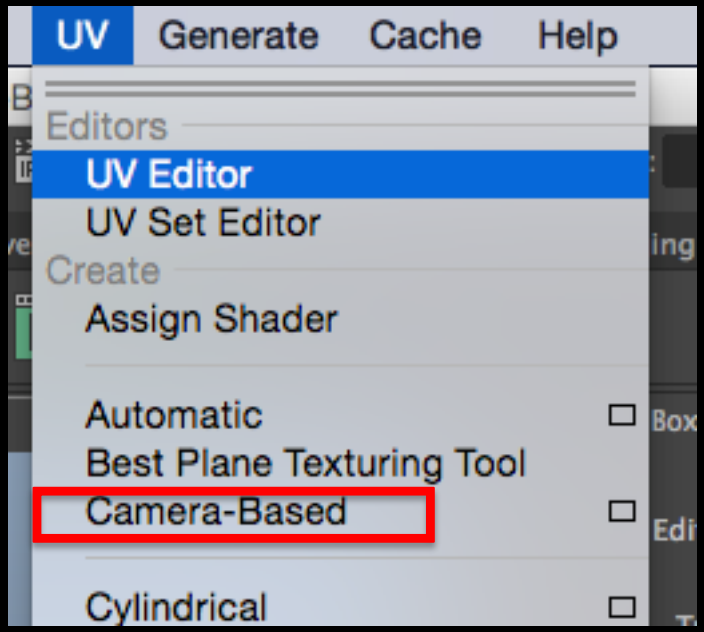
Press play in the timeline and wait until your tree straightens out and then pause the time line



Duplicate the straightened tree

And rewind the timeline to get the original tree back to its Original curvy form



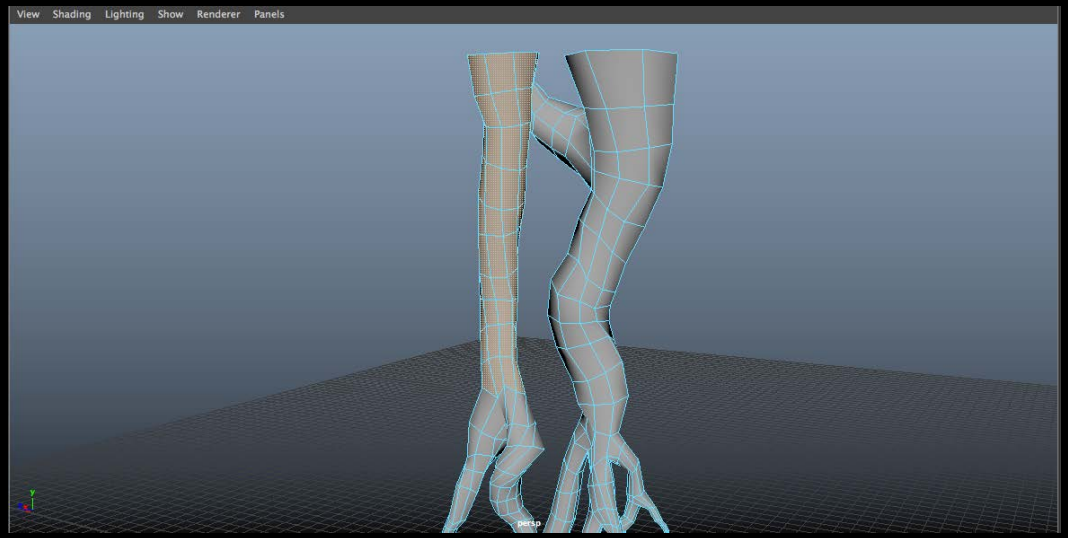


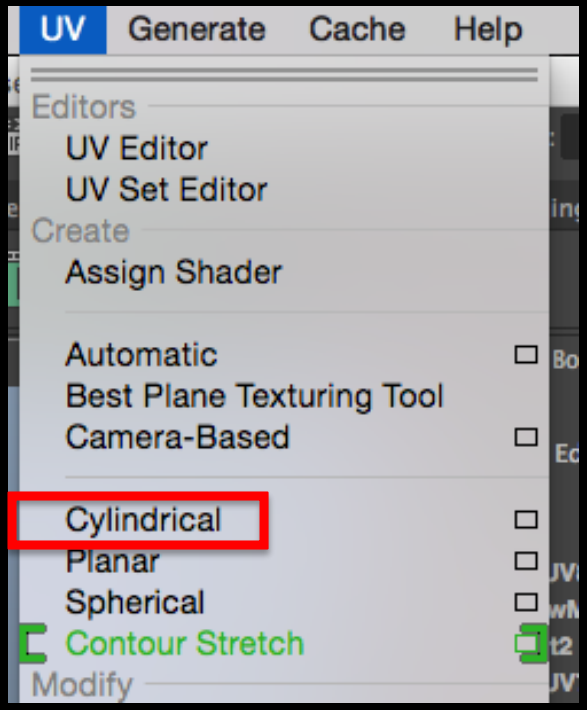
In the Modeling menu set
While having the stretched out
Tree selected
Go to the UV drop down menu
And click Camera-Based

This will help by giving a better visual
Of the tree in the UV editor,
It will also compact the UV to be able to
Move the UVs easier

Select the faces your wish to UV

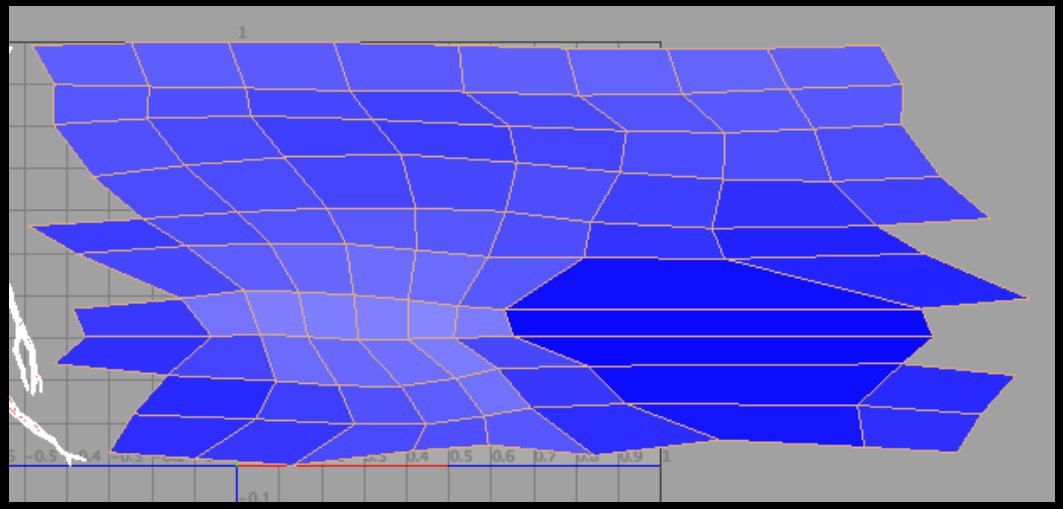
I used the trunk as an example

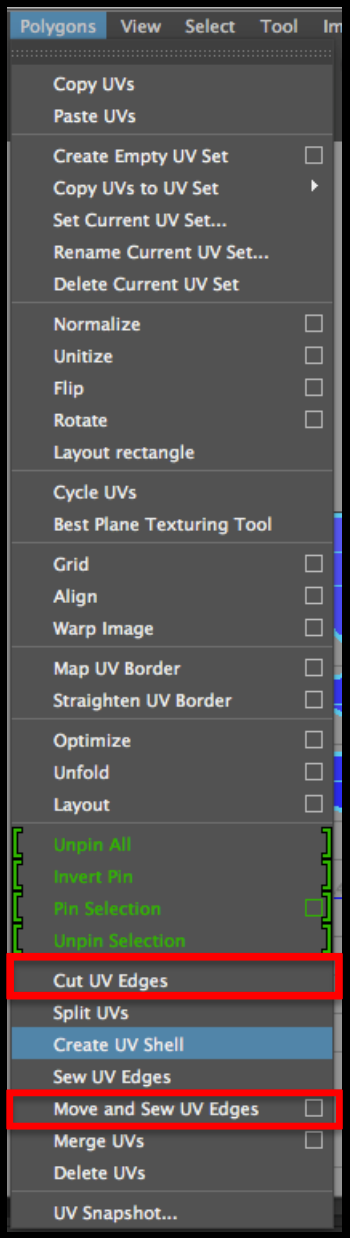




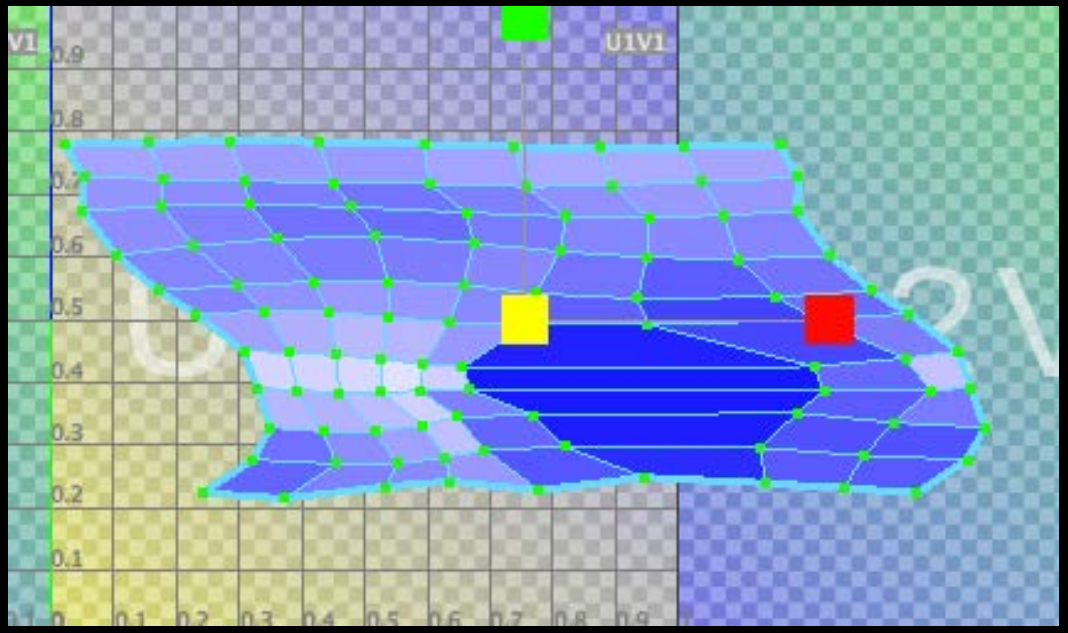
Then go to the UV drop down menu
Again
And click Cylindrical to cylindrically
map those faces

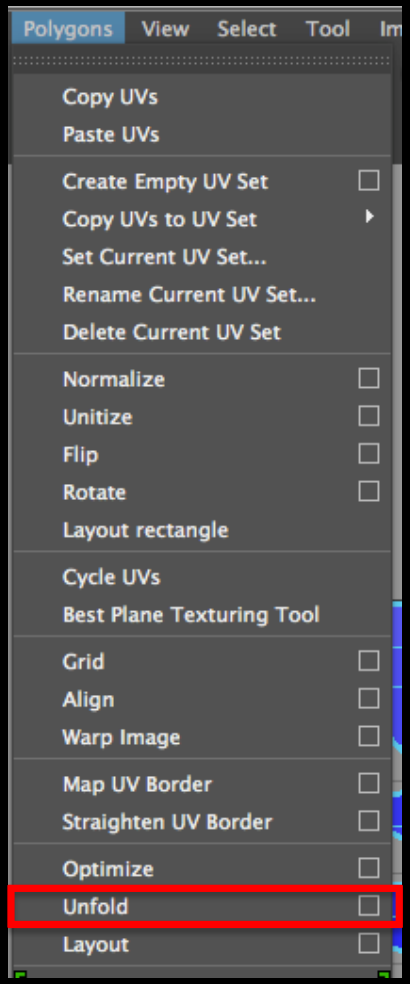
This is how it looked in the
UV editor
After I cylindrically mapped
The faces





In the UV Editor
Go to the Polygon drop down menu
and Use the Cut UV Edges
And
The Move and Sew UV Edges
To clean up the UVs and to appropriately place
The seams on the model

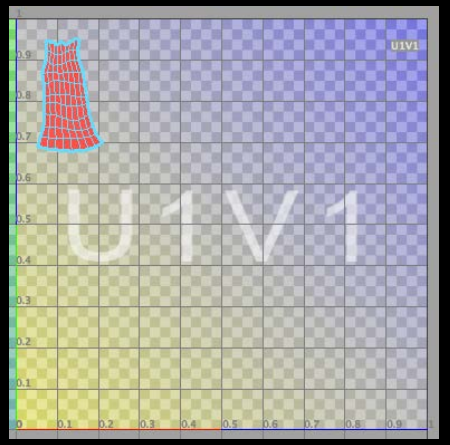


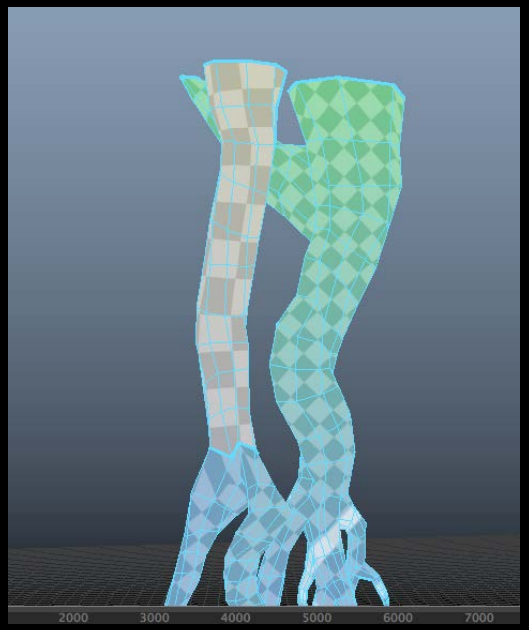


Select the UVs
And go to the Polygon drop down menu
And Click unfold

This helps even out the
UVs and give it
A form that is best for that
part of the Model.
But It may need some edits
Maya isn't perfect

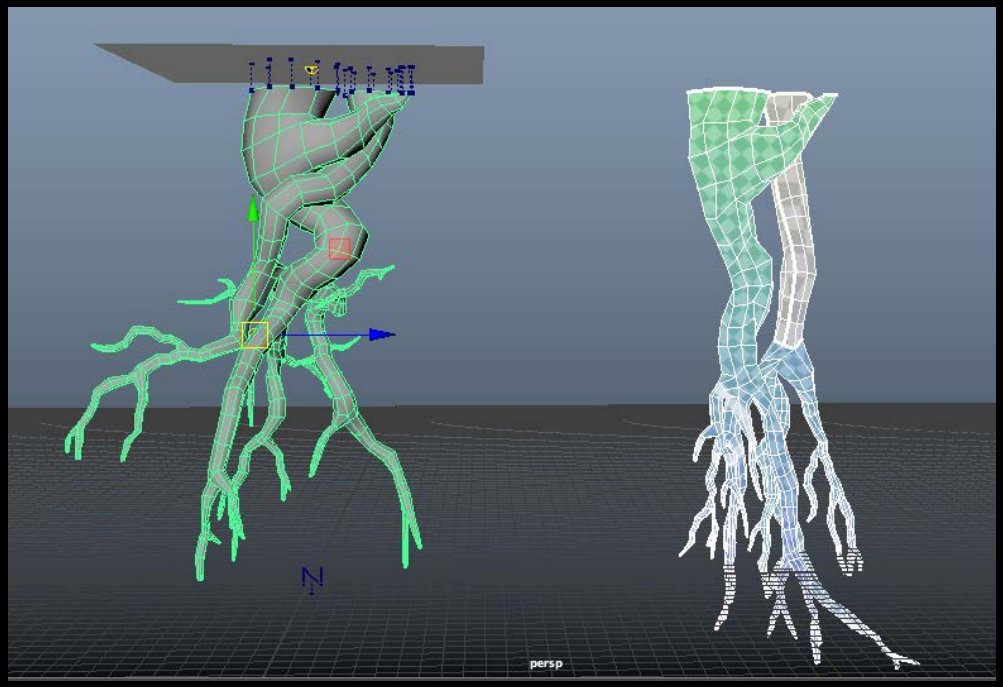
Now shrink down and place
The unfolded UVs someone
on the Grid of the
UV Editor

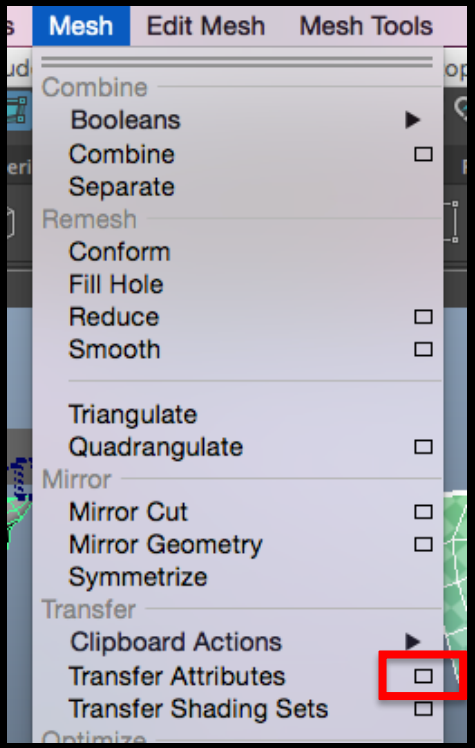




Now that the trunk of the tree has been UV’d

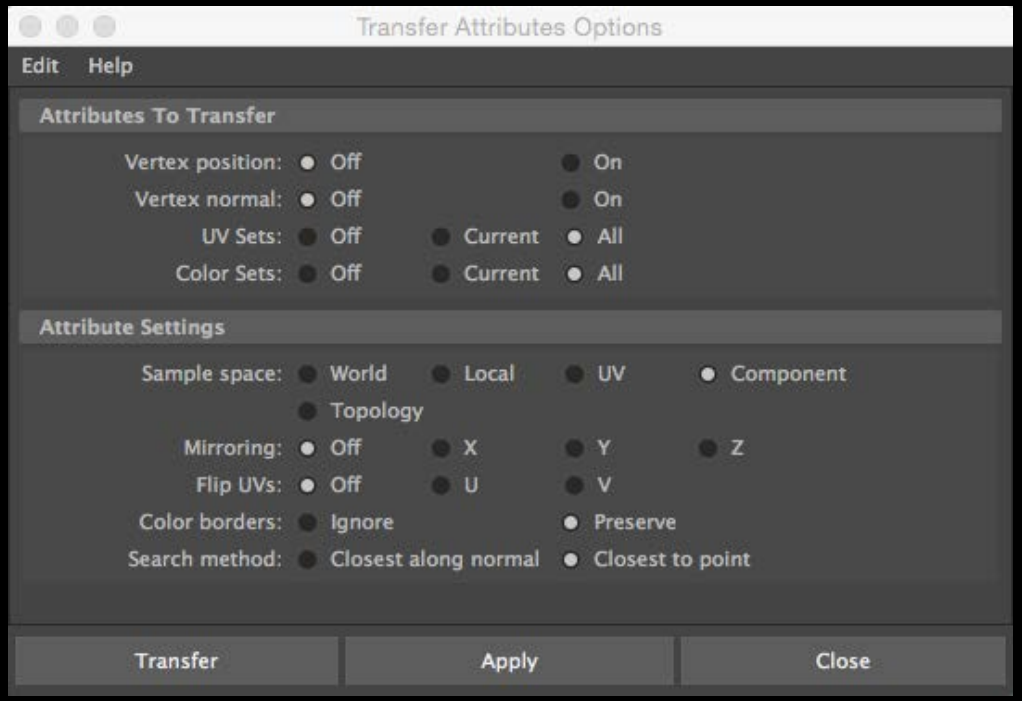
Select The Duplicate model that has been UV’d and then select the original model

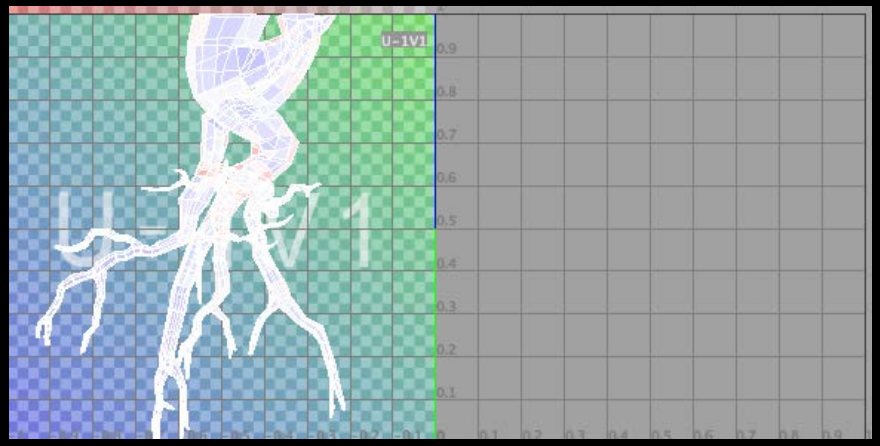


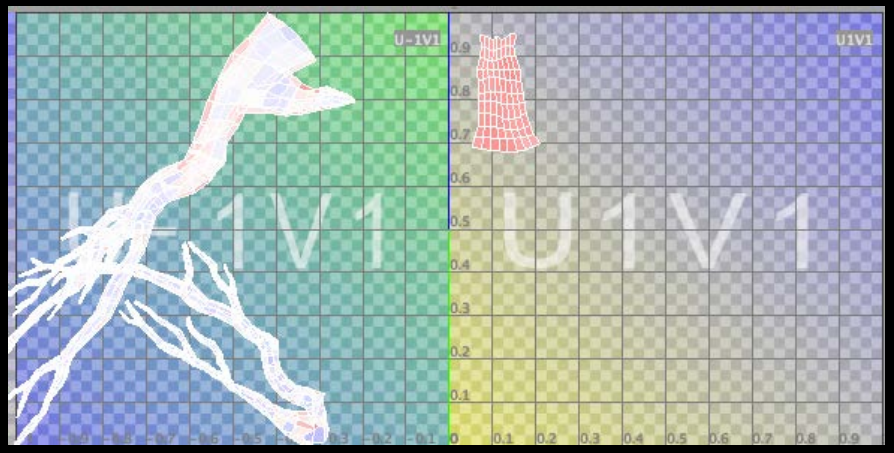


Go to the Modeling menu set
Go to the Mesh drop down menu
And click on the Transfer Attributes option box

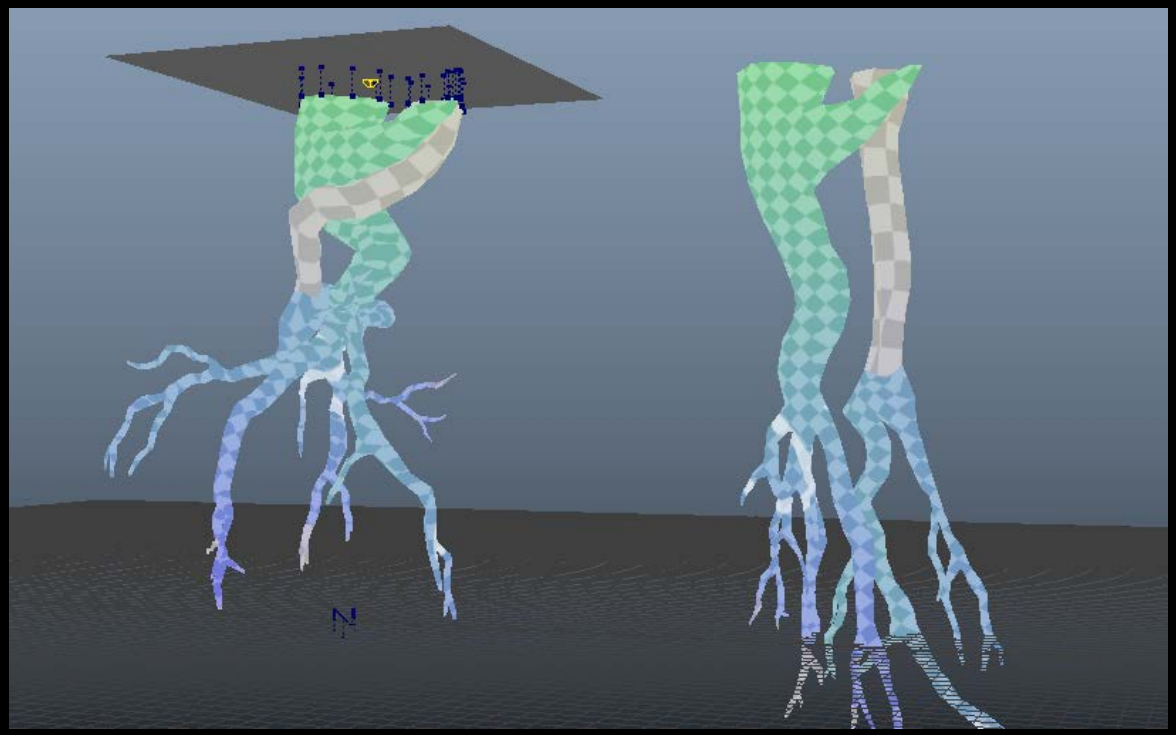
Make sure the Transfer Attribute Options window
Has these exact settings



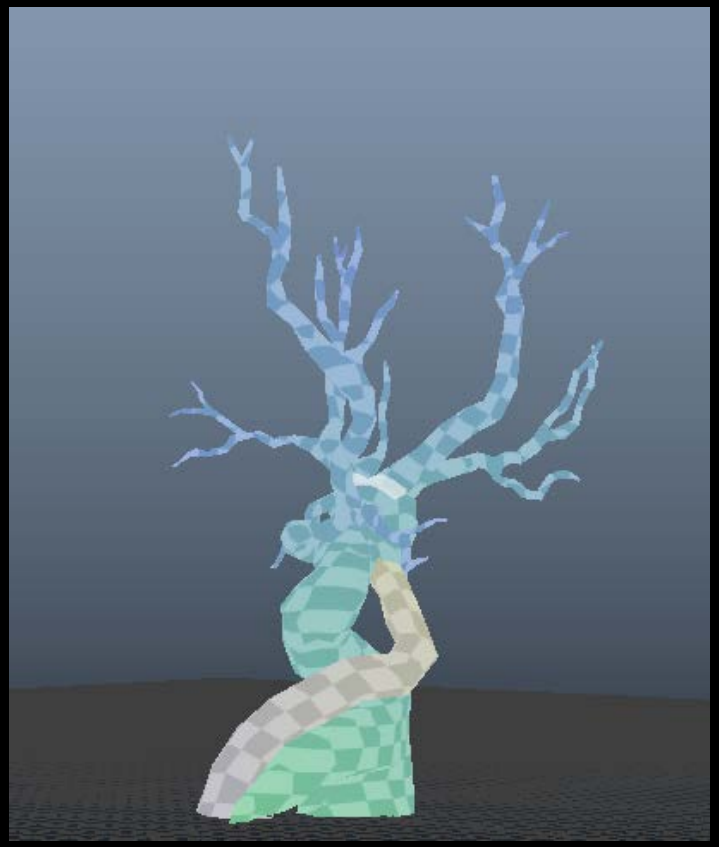




Apply the Transfer Attribute Options and with those setting it
Will transfer the the UV's from the duplicate to the Original model

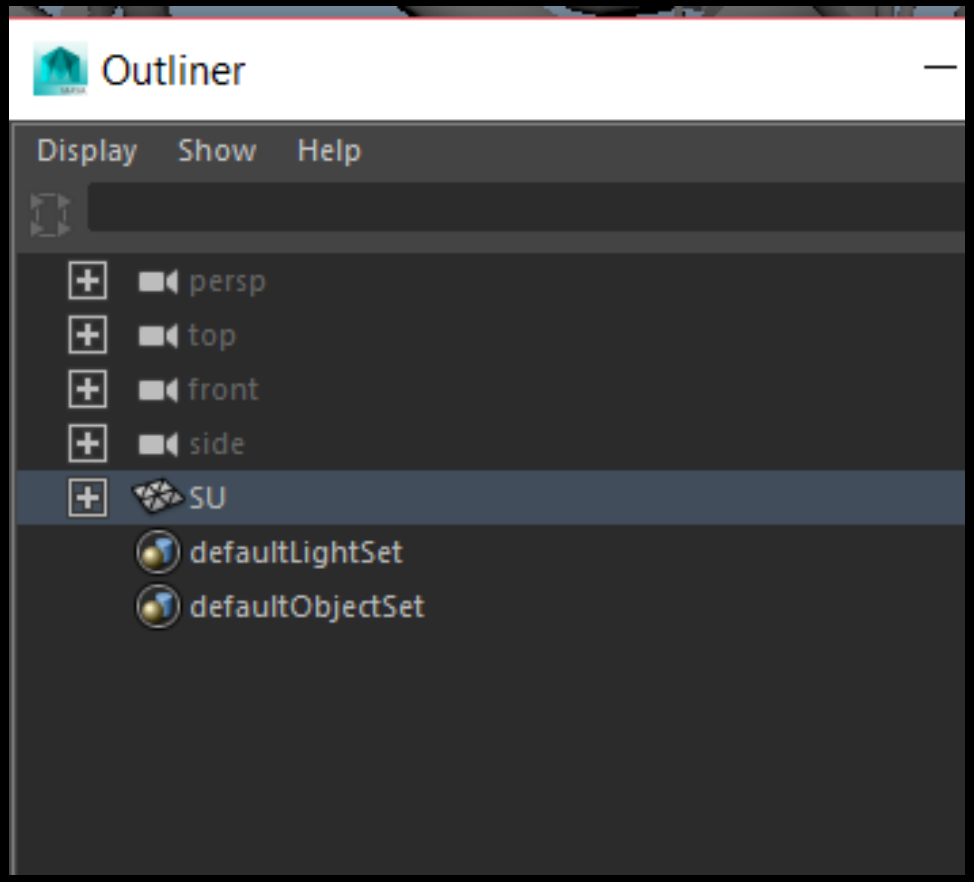


Delete the plane
Delete nCLoth Influence on the original model
(It can be done through the Outliner)
rotate it right side up
And the UV is still there !



Now we must fully delete the nCloth influence that is on the model

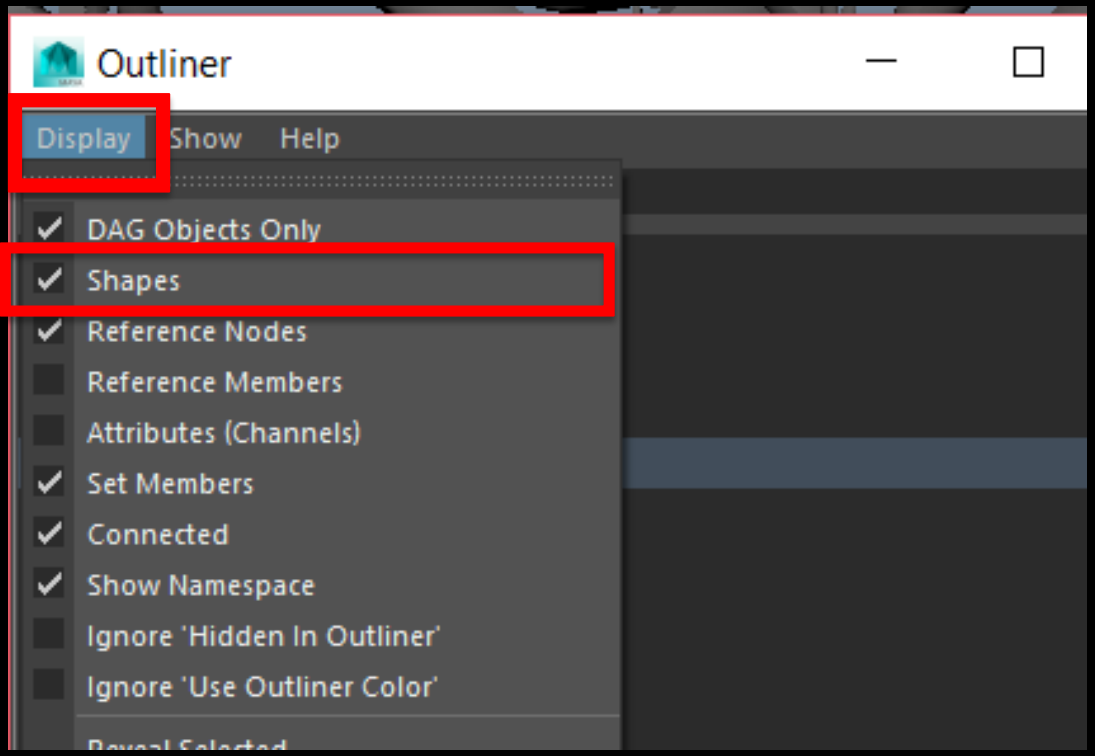
Just deleting the nCloth from the outliner doesn't fully delete it from the Model.
And if you do not fully delete the nCloth it can effect any work you do on the model in the future.



So to fully delete the nCloth from your model
Go to the outliner

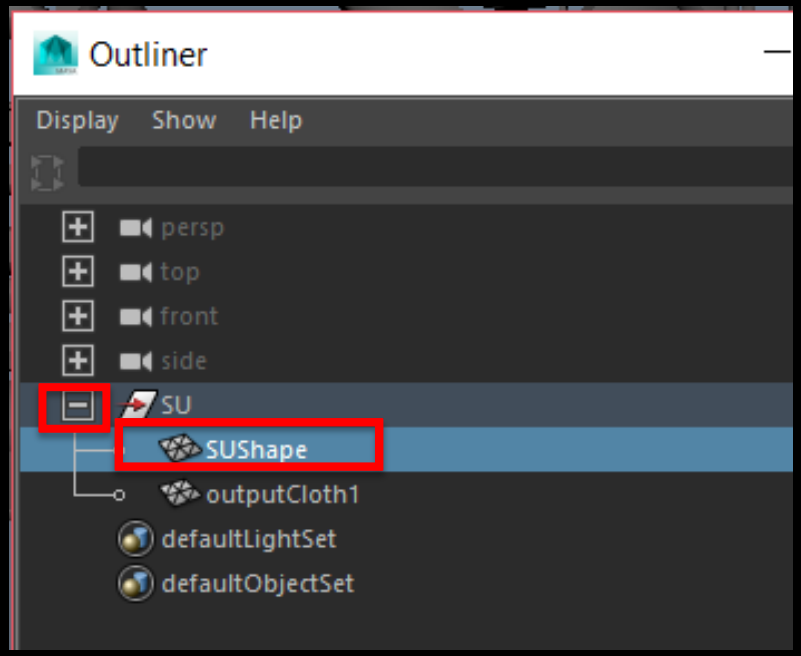
Now go to the Display Dropdown menu in the Outliner

And then click on Shapes

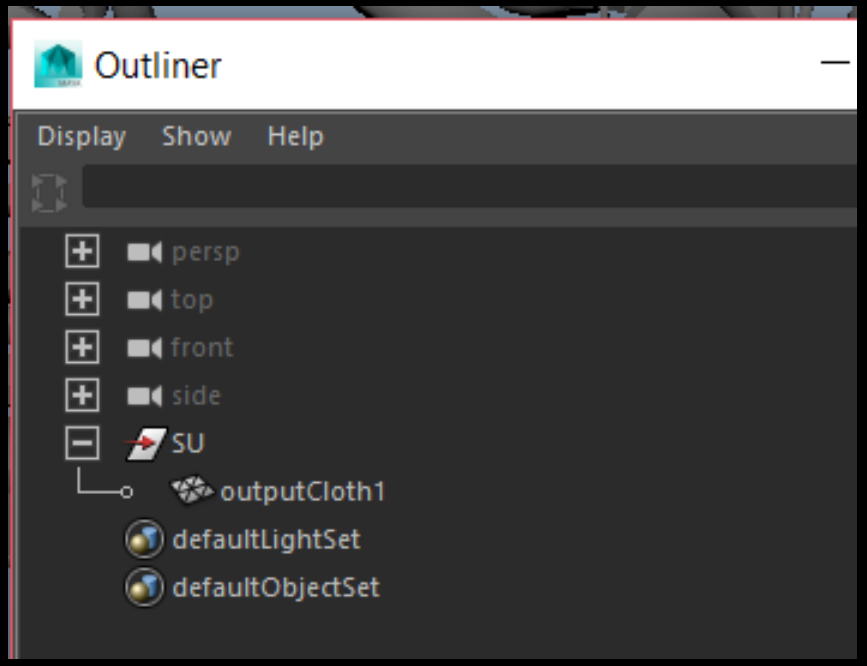


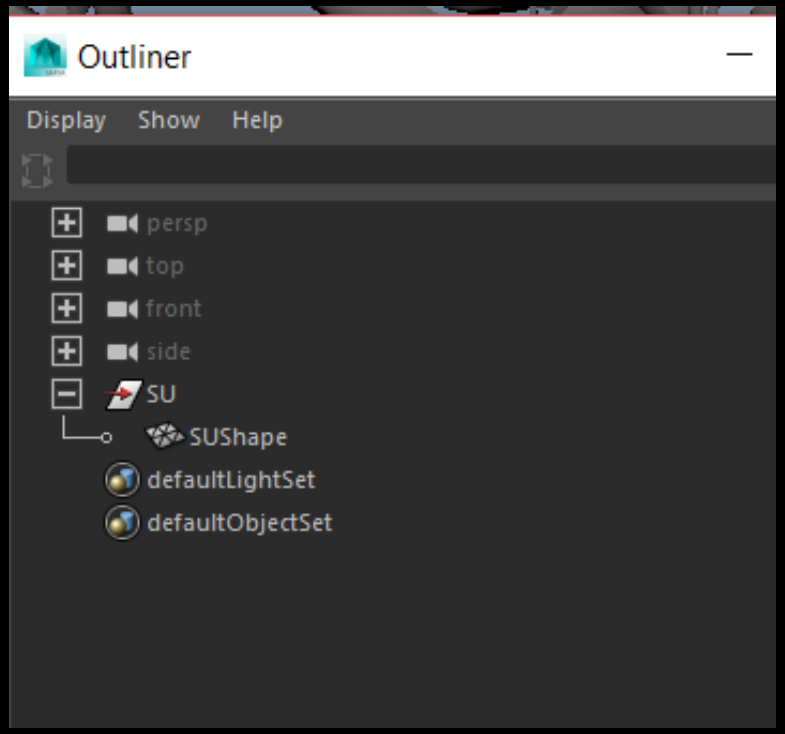
Then click the + symbol next to your object name in the outliner

From the items that dropped down after clicking the + symbol delete the model's Shape



So the outliner should look like this afterwards





Rename outputcloth1 the name of the Item that your previously deleted because this how now taken it's place

Then go back the Display drop down menu and uncheck Shapes so that the Shape items for your model are no longer visible

And now you are done!

Hope this made Uving your curvy trees a little bit easier!