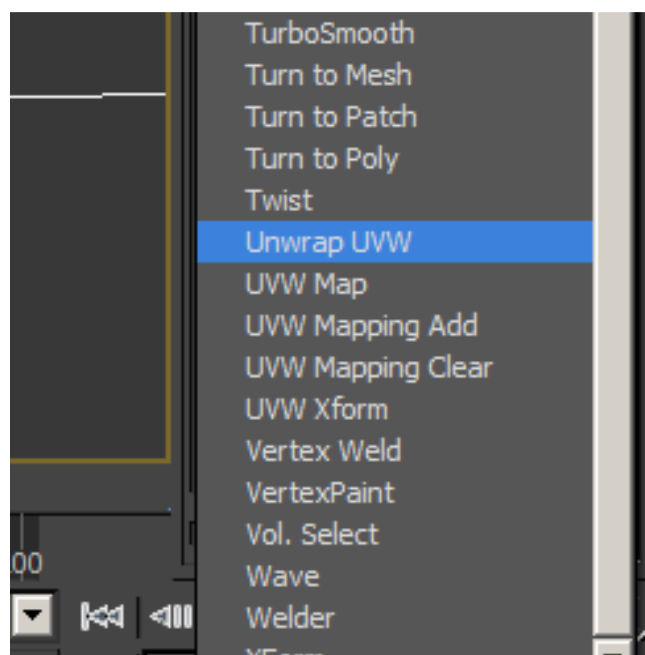
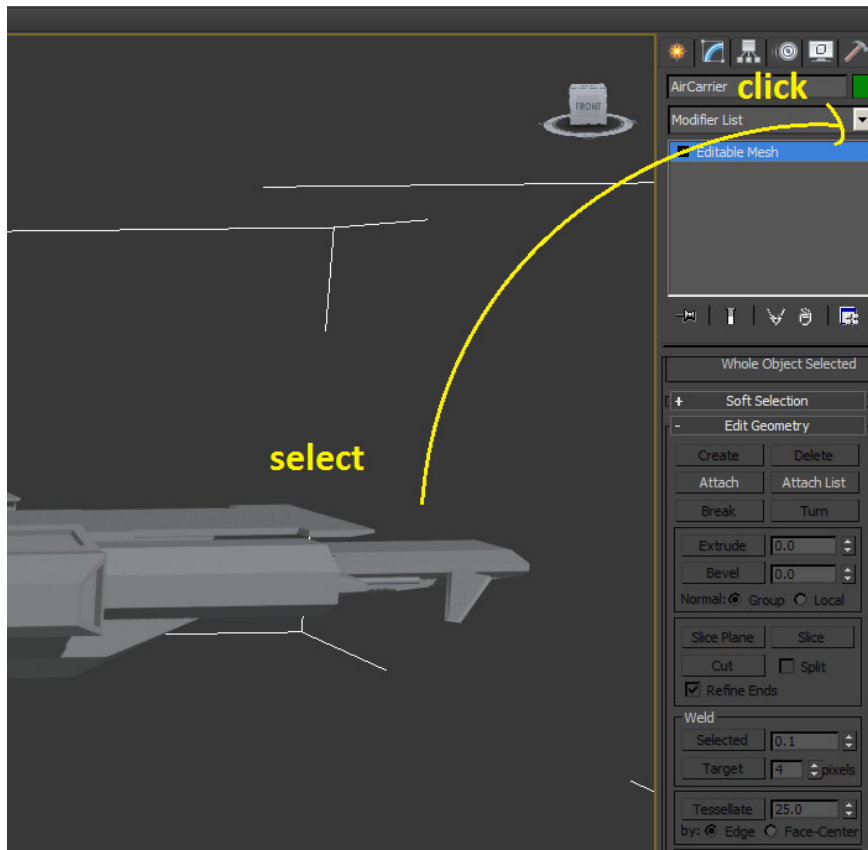


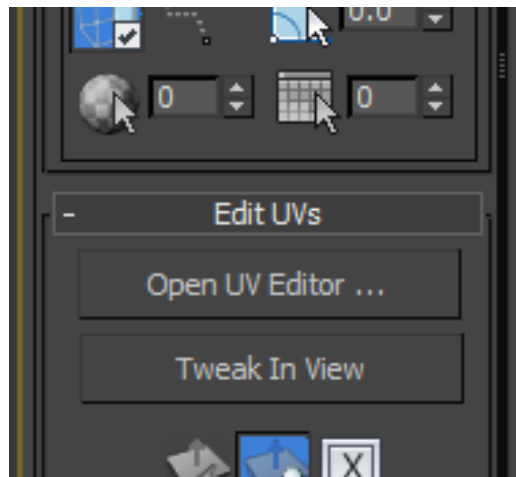
Applying UVW

The real artist procedure is very complex for assigning UVW into model. I will teach you the simple way as long the texture could be seen clearly.

Select the model and select modifier list. Then select “Unwrap UVW”

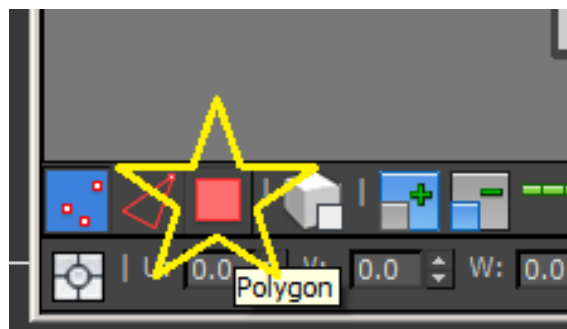


Then go into “open UV editor”

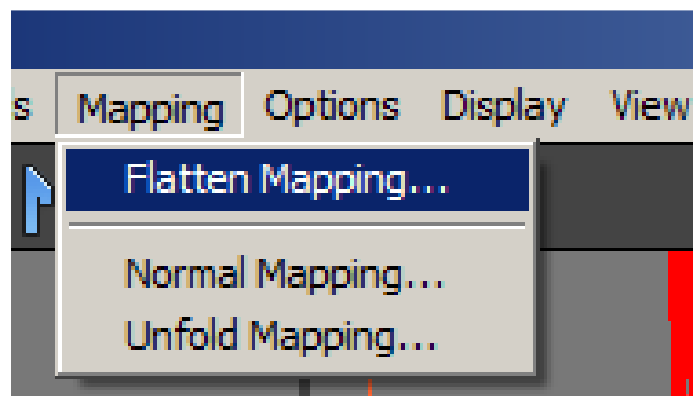


UV editor window will appear. This UV editor is function to rearrange the coordinate of your model polygon layouts to fits with your texture composition. If you're an artist, you may need to do your own texture base from the polygon layout but not we do some simple lazy work.

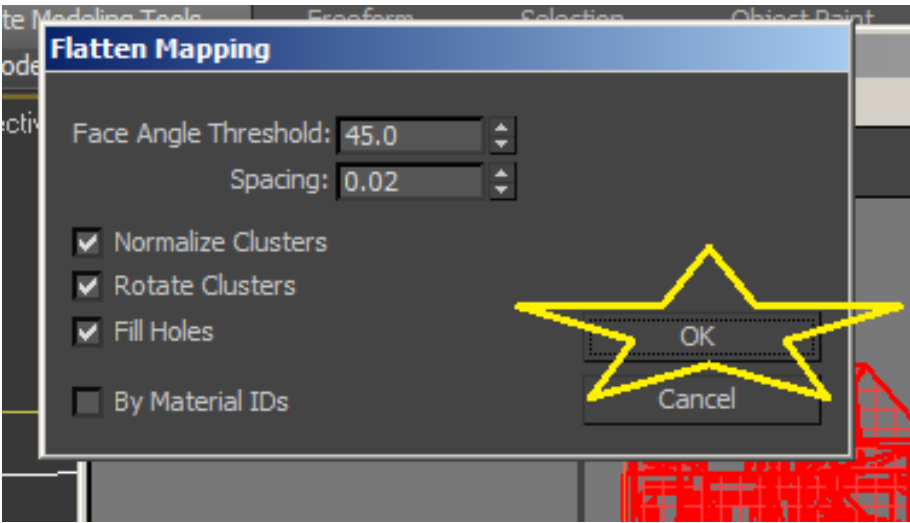
Next, by clicking at “polygon” button;



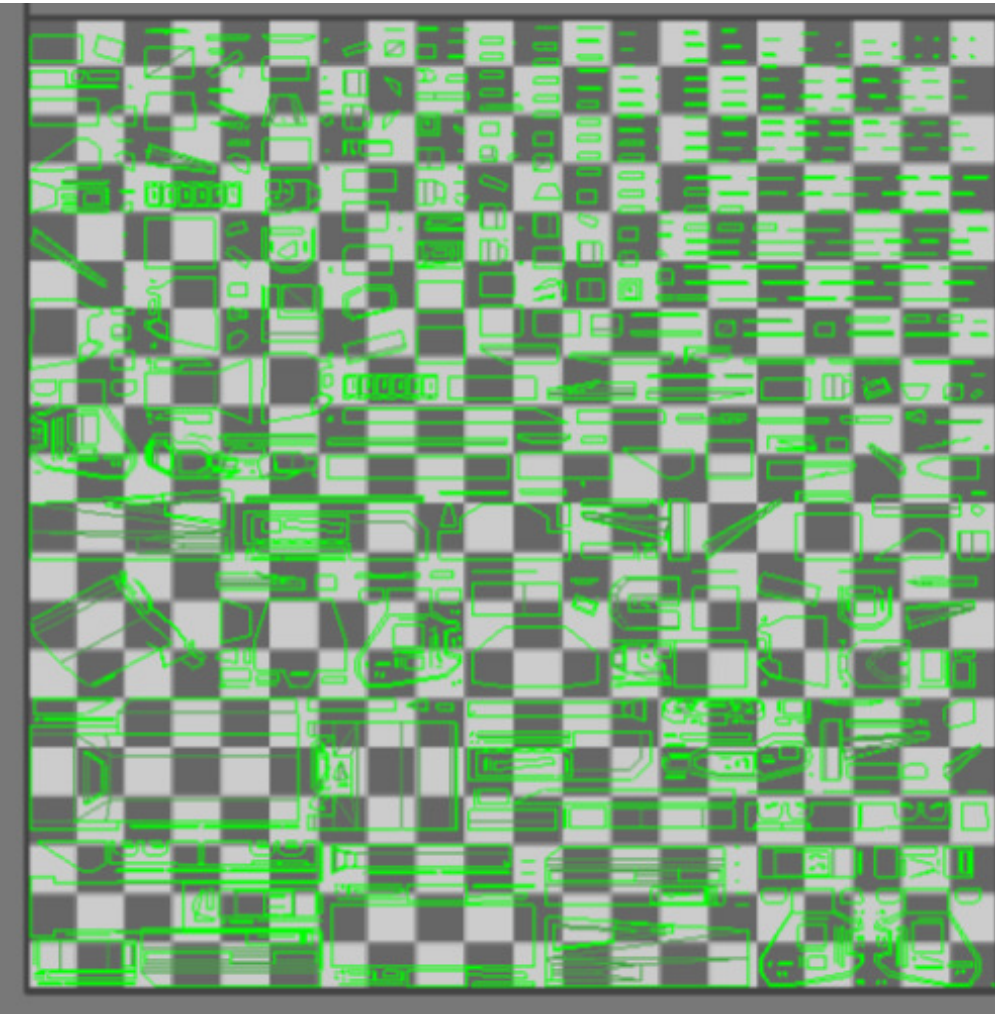
Then select all layout or shortkey “ctrl + A”. This will highlight all layout into red. Go into “Mapping” tab -> “Flatten Mapping”.



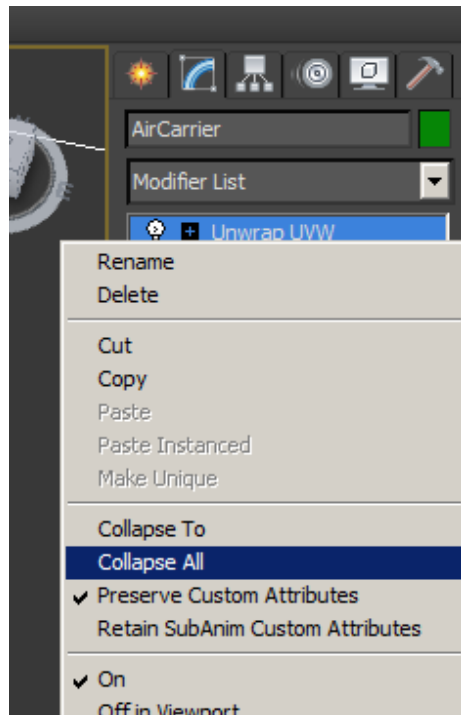
New window will appear and just click "OK"



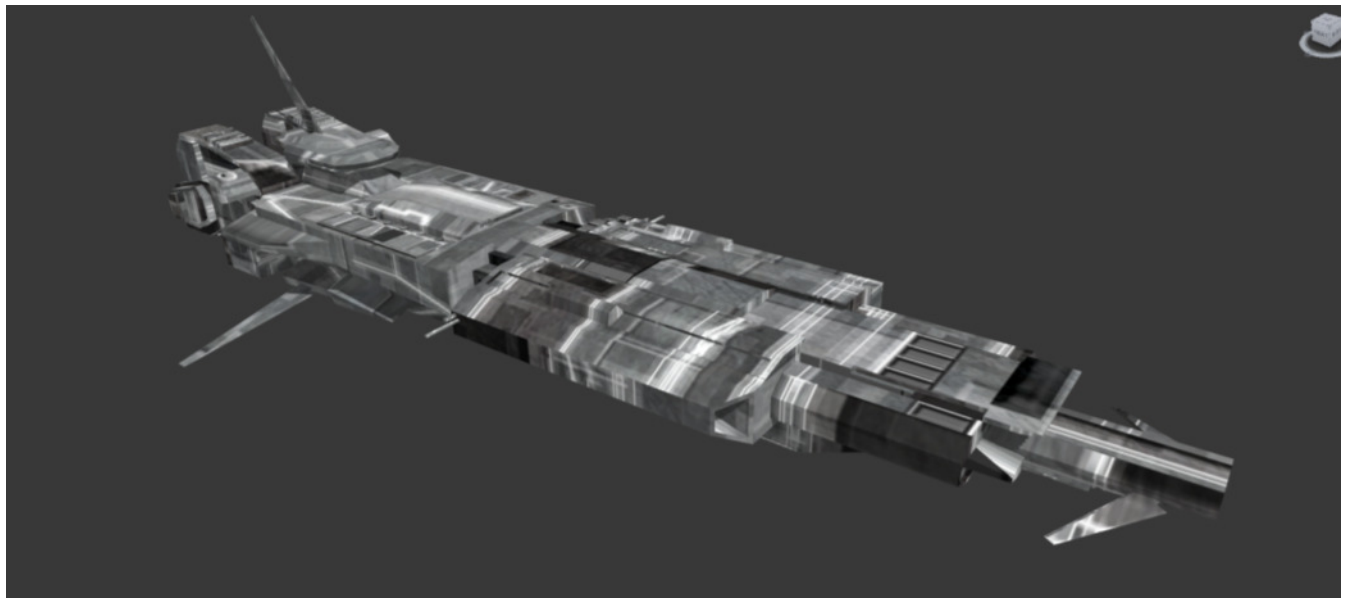
Finally, all the layout will separate from each other and produce some space.



Now you need to right click on “Unwrap UVW” and collapse all. This action will apply the texture into model.



So we got the result of the model, a simple and lazy texturing. At least the textures appear:



You may want to learn more about UVW and I suggest you dig tutorial on somewhere else on the net. There's ton of tutorial about it and you will learn to master it one day.