

Texturing Guide

Very Important - Piñata Colour Textures Must be Made With Completely Sharp Edges

Unwrapping

Under Object Data Properties, create two UV maps for the color map and fur direction. Name them "UVColor" and "UVFur."

Next, download the [Shell Fur Tool](#) for Blender. Don't unzip the file, simply install and enable the addon in Blender preferences.

Pinatas will have a texture for their mouth main body. Each are unwrapped separately. Rename this UV map "UVColor"

Eyes will be made in Unreal Engine, but we will need to know what color the pupils will be. Just be sure to specify that somewhere so that we can generate the correct eye color in engine.

For the main body, assign the mouth to a new material and unwrap it.

While in edit mode, hide the mouth, then start to unwrap the rest of the body. The wildcard parts (and original parts if a replacement part) must also be included in the texture, so be sure to make room for the relevant parts on your UV map. The goal is to make sure the map has minimal stretching and takes up as much space on the image as possible.

Once you are done unwrapping, you are ready to create the textures.

Resolution for the main body texture is 4k, and the mouth 256x256. For the body, only make one texture that has one of the resident color sets; you'll see why in just a moment...

Textures should be named with the following convention:

RTP(since the pinata is for the Return To Paradise)_PinataName+TxtrType+Txtr

Whenever you assign the material to your pinata model, be sure to name it using the following convention:

RTP_PinataName+TxtrType+Material

The paper shader in UE works based on UV direction. When UV unwrapping, make sure you switch the UV map to “UVFur” in object data properties.

Use the Fur Shell Tool as a guide and orient the UV islands so that the ‘fur’ flows downward/backward, and the paper strip size is consistent throughout the model. Because of this, it is highly likely that the orientation of your UVFur map will wildly differ from your UVColor map. Since the mouth will NEVER have fur, you only need to orient the unwrapped body segments.

As you test the fur, set your viewport display to material preview.

If the Fur Shape and Mask images were packed inside the Blender file, you may need to reopen them.

Create a black and white texture to tell the shader where not to put fur on the model, where:

black = fur

and

white = no fur

You can test this mask with the Fur Shell Tool. Reference the image in “Mask”. Name in the following convention:

RTP_PinataName+FurMask

In every piñata, the eye rings and mouth should have no fur. In certain insect or bird piñata, this will also apply to the legs or antennae. If you’re unsure, ask.

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