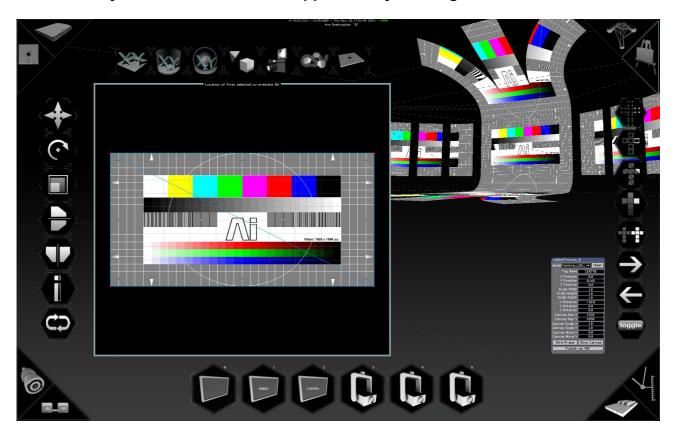# Canvas Editor Page

VERSION 8.X

By Arran Rothwell-Eyre December 2014

with Additions by Dave Green & Ciaran Abrams

Canvas editor page

Decide how your media should be mapped onto your Stage

When making use of a 3D model for a screen, there are two important parts to the process – the 3D geometry of the model itself and also how your image is applied to this geometry, also know as the UV Map. UV mapping is a term used to describe the process of placing your screen shape within a defined texture area and generating coordinates for it based on this information. The U and V are used to mean horizontal and vertical as X and Y are already used for referring to position.

The advantage of using this approach is that it allows you to have absolute control over which part of your image falls on which surface of your screen model, which in turn allows for a much greater level of accuracy and placement when creating content, leaving your team more time to focus on making beautiful content and less on trying to make it work.

The main uses for the Canvas Editor will usually be in a situation where you are working on site and an update needs to be made to your mapping due to either a change in plan or a new update from your team, but it is also commonly used when generating a new screen model from the Surface Modelling page as any newly generated screen will most likely not have the appropriate UV map layout for your requirements.

On the left side of the screen we have the tool bar for modifying how your canvas is applied to the model, allowing you to translate, rotate, scale flip horizontally or vertically, invert your selection or revert to the last saved state and on the right side of the screen we have the selection methods which allow you to work with either vertex points, edges , polygons faces and toggle object mode. When in object mode, the two arrows let you

select which mesh you are working with and the toggle button swaps the screen focus between your canvas layout and your 3d preview of how the canvas will appear.

The bar at the top of the screen offers some useful and interesting layout options. The first 3 buttons let you apply either a flat, cylindrical or spherical mapping to your object. By right-clicking these buttons it allows you to change the axis of the unwrapping. The fourth button, remap from projector, will automatically map the object from the point of view of a selected projector. This allows for the creation of perspective illusion mapping from the sweet-spot point of view (generally the audience). This function is particularly useful if you cannot put the projector in exactly the same place for each show, meaning that your content doesn't need to be re-rendered each time.

The button with the camera icon allows you to export the current layout as an image file, which can then be provided to content makers as a template so that they know where the different elements of their work will fall on the model. Next we have the CSV export option which can look at the geometry of your screen model and based on its UV coordinates, generate a list of values which can be used for advanced programming with the modular led fixture and finally we have the save button which lets you export the modified screen and layout data. New in version 8, when using your screen models with projectors, any changes that you make on the canvas editor will be automatically updated on your projectors. It is important to note though that the model will have to be saved before you quit and start Ai again otherwise your changes will be lost. When saving the model, Ai will automatically load the new model and add it to the list of the chosen fixture.

A nice way to make use of canvas layouts, especially when using a modular screen set-up made of multiple sections, can be to have several models with differing UV maps which can be used to develop a show by swapping between them during the performance instead of sticking with one static look throughout the event - this can add interest and a real feeling of development to the overall performance.