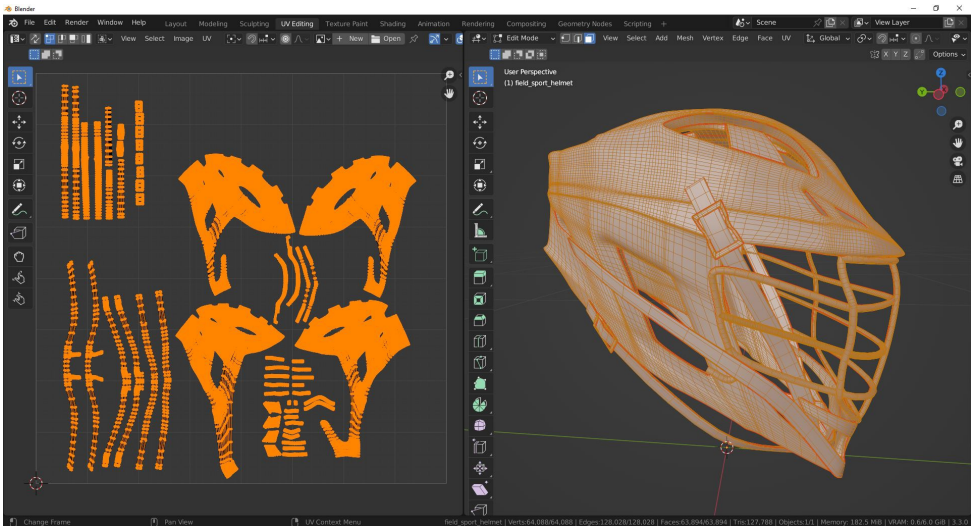


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Hello everyone!

In this short tutorial, we will see **how to retrieve UV seams in a 3D model** that does not display edges marked as **Seams** in Blender.

This is a basic tutorial, made with version 3.3 of Blender, but the tool shown here has been available for several versions of the software and is likely to be available in the future as well.

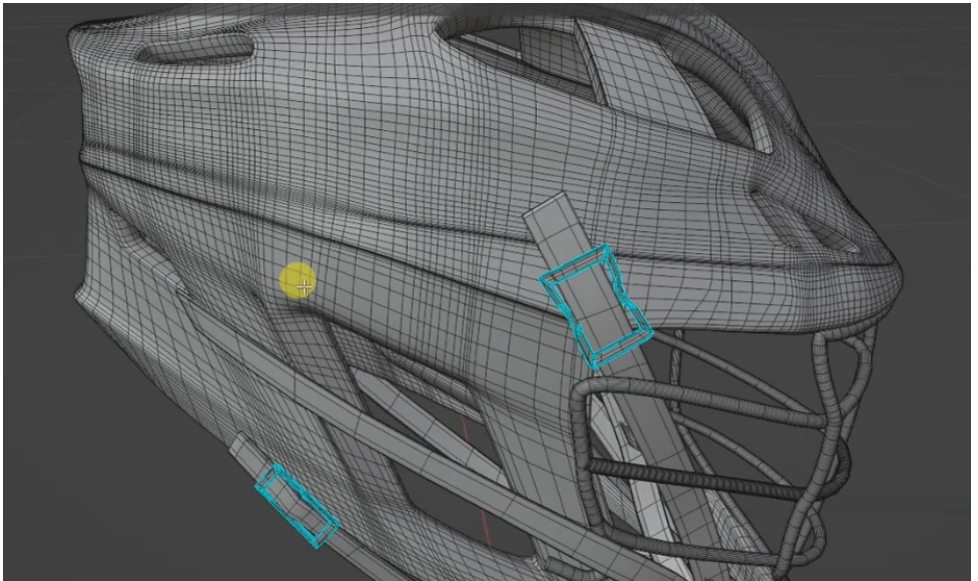
In some cases, you might need to fix the UV seams of a 3D model that has been **provided to you as properly unwrapped**, but you cannot find the UV islands in the 3D model imported into Blender.

UV islands, bounded by edges highlighted as **Seams**, which appear in red in Blender's 3D Viewport in Edit Mode, are not only useful for unwrapping the UVs of the model but also as a selection tool.

Let's import a 3D model using **File - Import - OBJ**.

The issue with 3D models in OBJ format is that they do not contain information about **the Seams originally used to unwrap** the UVs of the geometries.

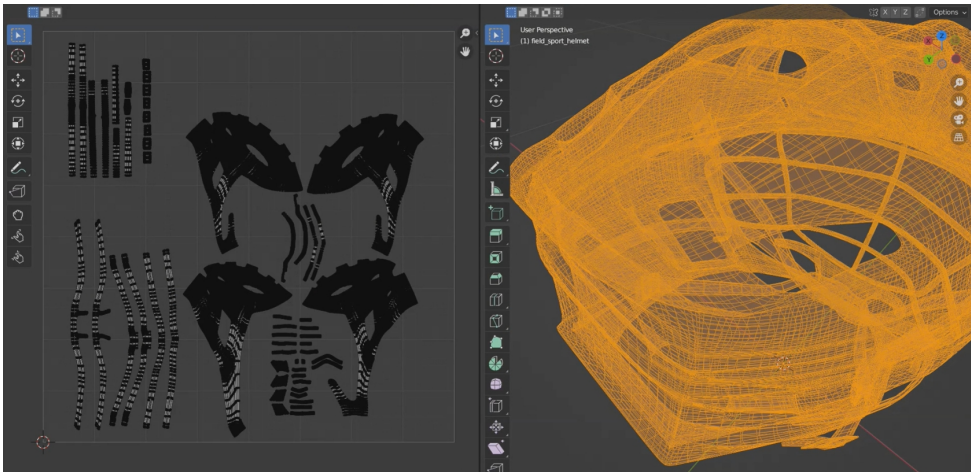
Switching to Edit mode with the model selected, we indeed notice that there are edges highlighted as **Sharp**, but the **UV islands' Seams are not present**.



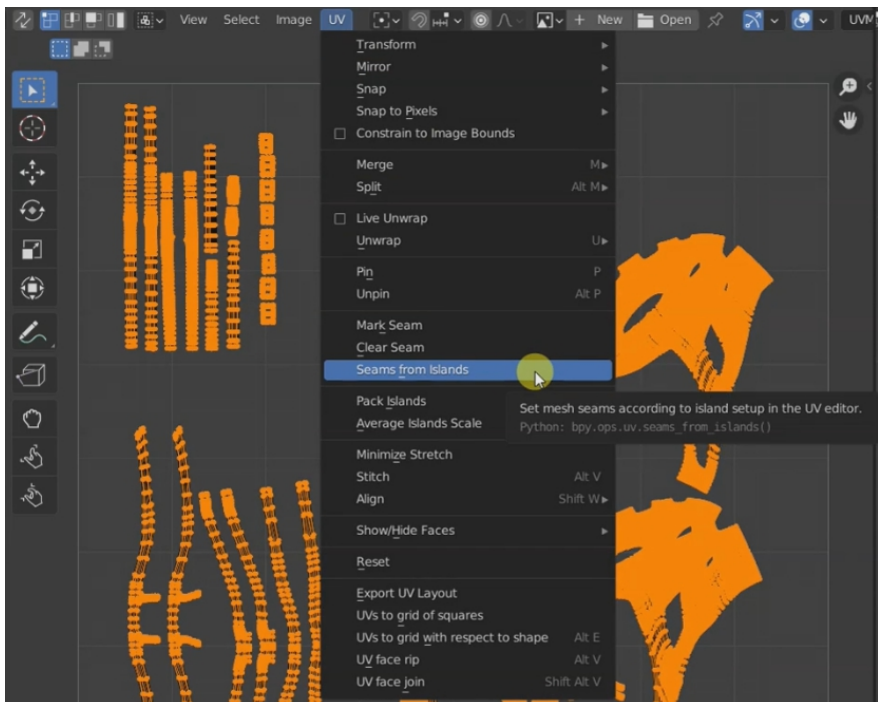
*As a side note, you can **remove the Sharp marking** by selecting all the vertices of the model and pressing the key combination **CTRL E**, then selecting the **Clear Sharp** operation from the menu that will appear on the screen.*

In Edit mode, let's switch to a UV Editing type display layout, so as to have both the view of the model's UV seams in a UV Editor window and the 3D model in a 3D Viewport view.

As you can see, the model's UV unwrapping has retained the subdivisions into islands of the original model, but **the geometries do not display Seams**.



To retrieve the original Seams, all we have to do is **select all the elements in the UV window** by pressing the A key, then **open the UV menu** and click on the **Seams from Island tool**.



It's very easy, isn't it? Now we can modify the original UV seams. In fact, it is also possible to **select a UV island** very quickly **in the 3D view** in this way:

- switch to the **Faces selection mode**, in Edit mode;
- position the **mouse cursor over a face** or an edge of the island you are interested in selecting;
- finally, press the **L key**, which is the shortcut for the **Linked** operation.

This will allow you to **quickly select the island**, which you can then isolate from the rest of the geometry and modify as you like.

Alternatively, we can select the islands as I showed you earlier, for example, to hide all the rest of the geometry and **perform operations only on the UV island that interests us**.

Or, we can simply **arrange the same islands** on the UV plane according to different criteria, depending on our needs.

I hope this short tutorial has been helpful! See you soon!