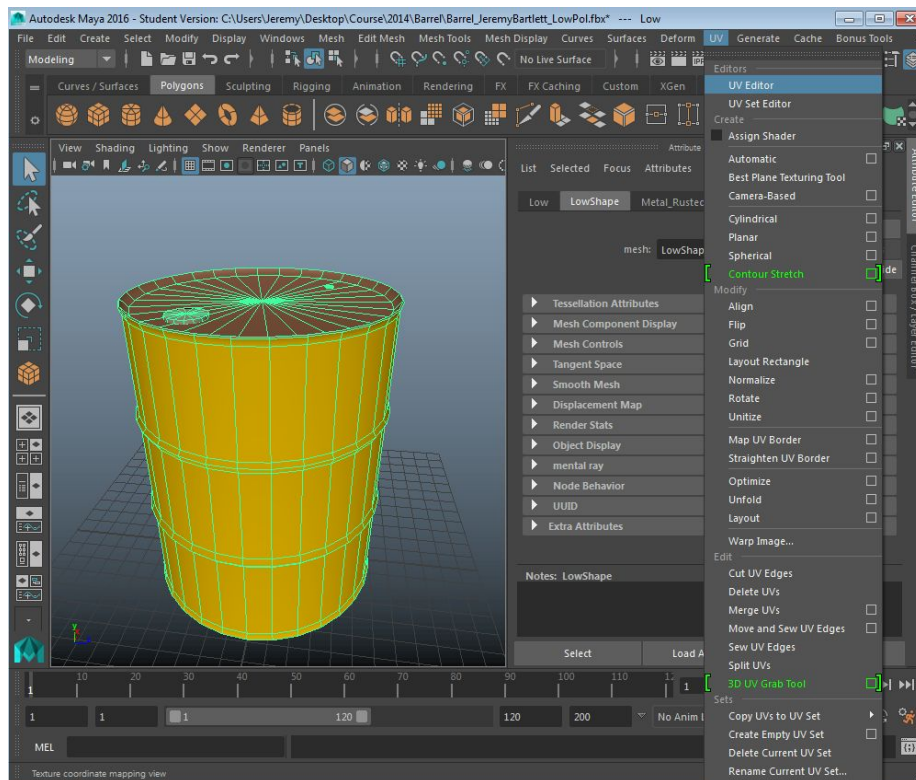


Exporting UV Maps from Maya

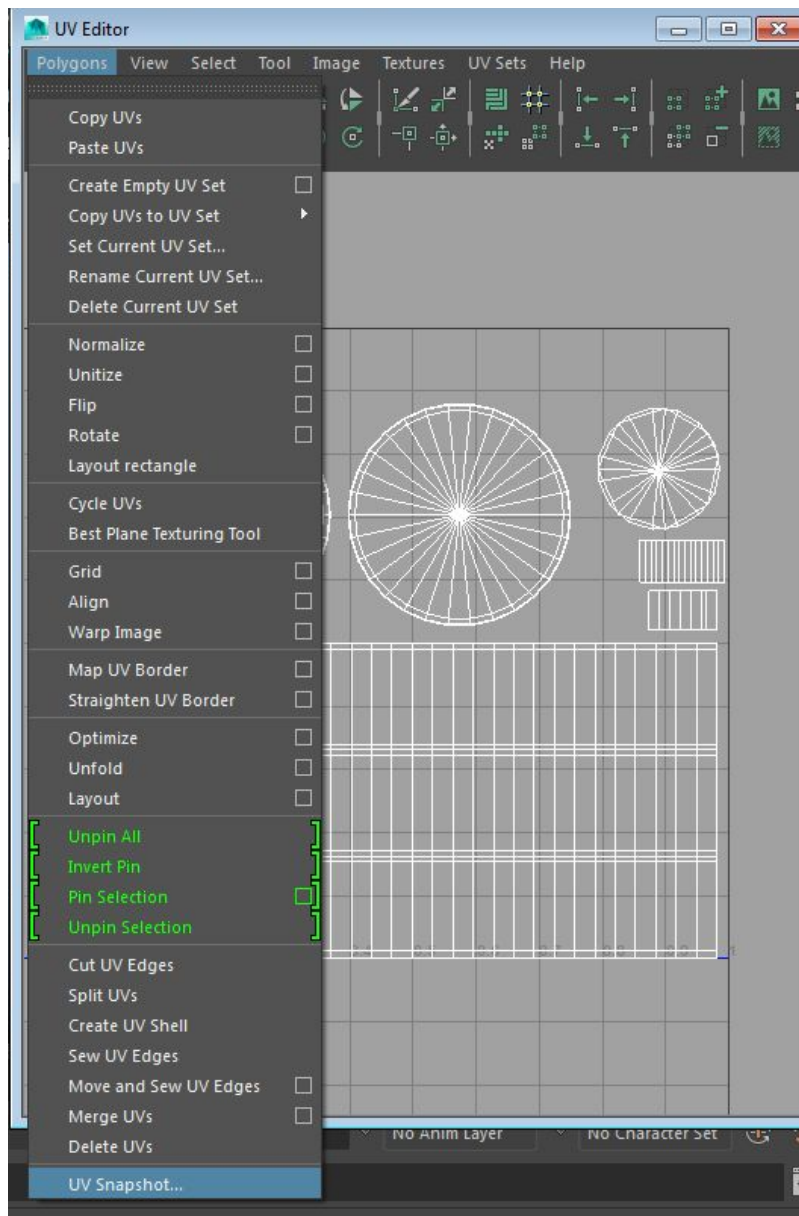
Make sure you are in Modelling Mode before continuing

Select the Object in Maya's main viewport
Then go to UV -> UV Editor



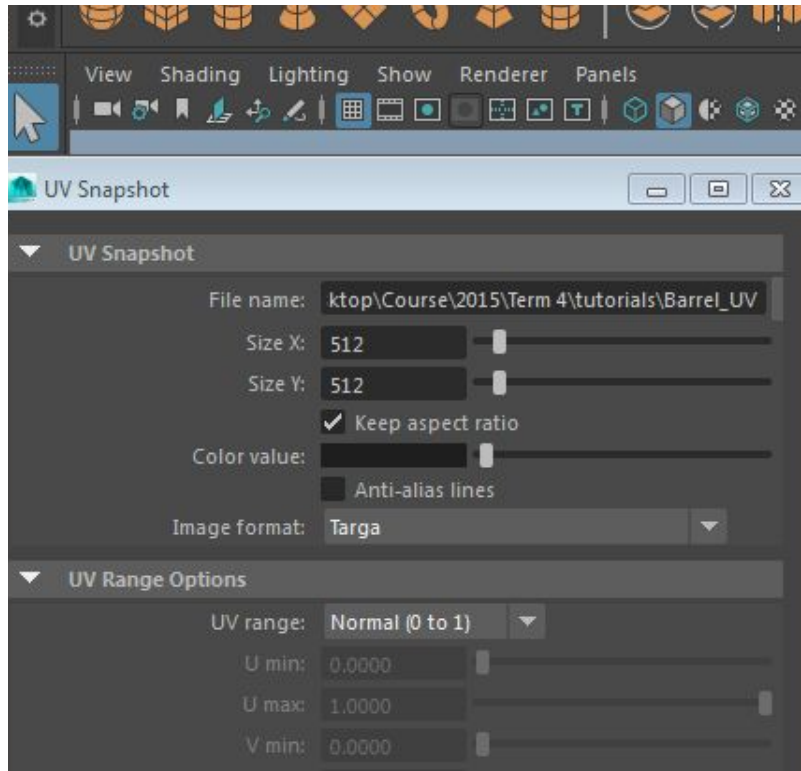
UV Editor Window

- Polygons -> UV Snapshot...



UV Snapshot Window

- File Name: Save Directory and Name
- Size - Select Export Size, in this case 512.
- Colour value - Colour that the lines will be
- Image Format - Targa (or other preferred image format)



Press OK

Result