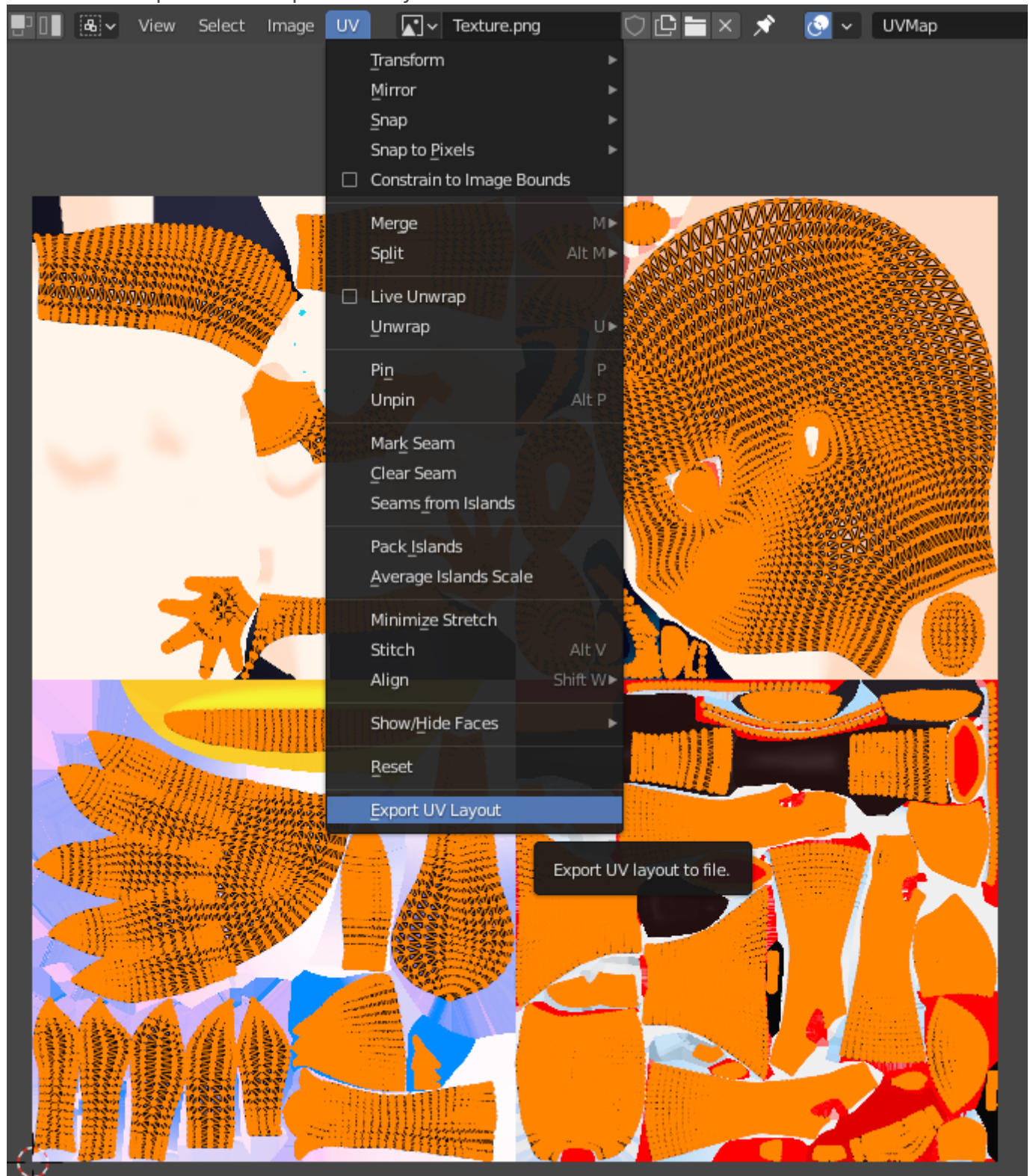
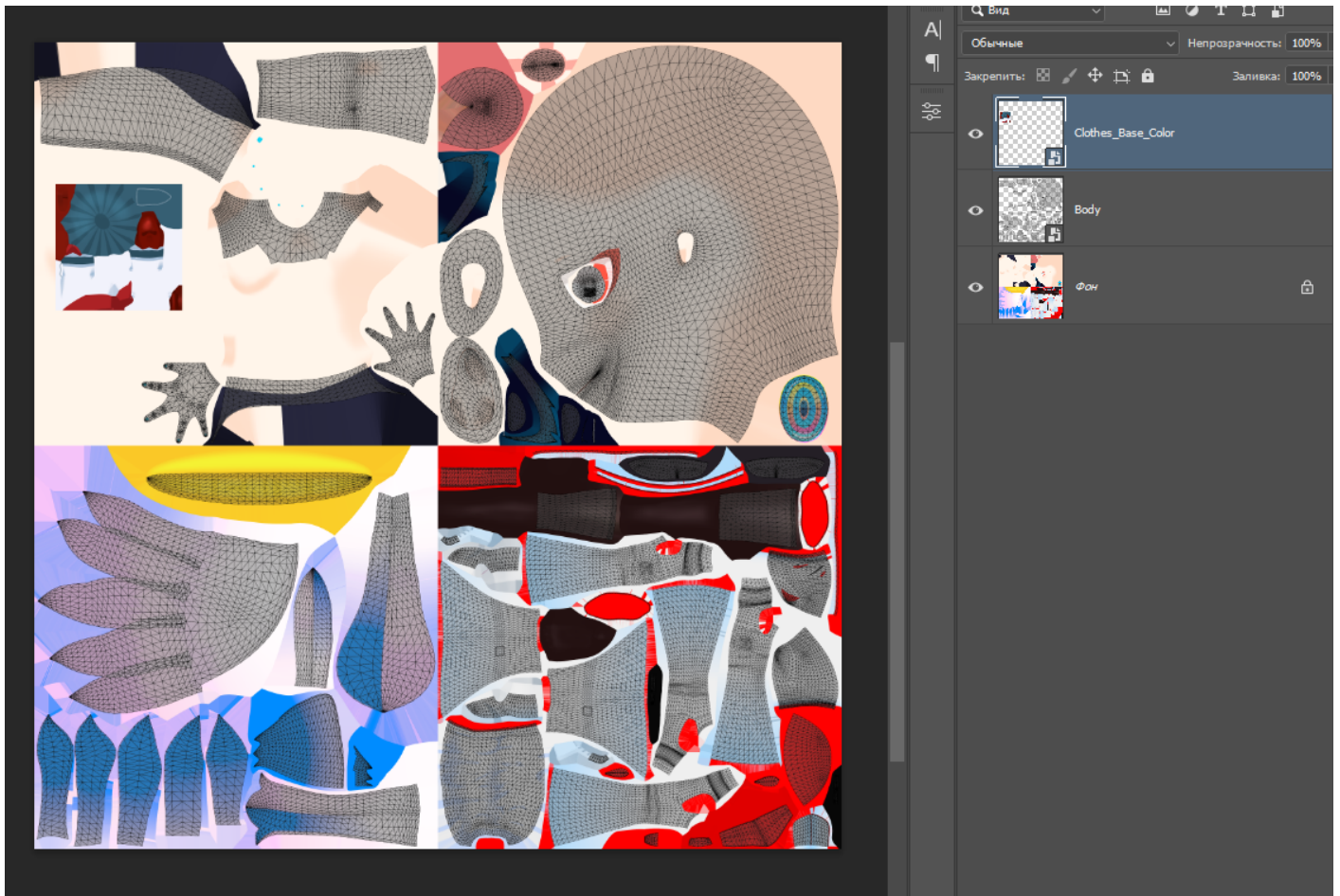
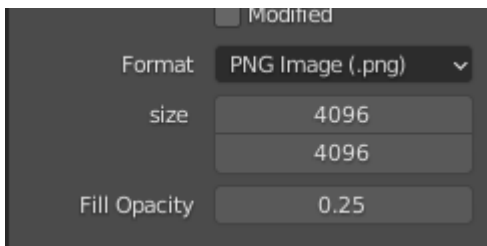


If you need to add any other  
little things

Select all and press UV>Export UV Layout



Set the size, transparency and select a save location



Now you can easily determine the free space for other textures. In the blender, the UV will need to be adjusted manually though

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