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Subject: My models,,, and skinning

Posted by [Anonymous](#) on Sun, 15 Dec 2002 19:22:00 GMT

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There are two ways i know of to attach a skin to a model, but they aren't easy. You start off by attaching a material to your model with your appropriate skin. Now, there are two ways to skin the different parts of your model. You can select the polys you want and "detach" them, and then apply the appropriate UVW mapping, and keep doing this for the different sides/parts of your model. This way, however, doesn't always look the way you want it, and you can often see in the game where you have detached certain parts of the model. The second way is the way i skin and even texture:

1. Firstly, select your model and apply the material with your skin to it using the material editor, then select the basic UVW mapping you want to start off.
2. Now you want to get all the angles and mapping right, without detaching polys. Select "mesh select" under the modifier list. Then choose polys, and select the polys you want to change the mapping on.
3. Then select another UVW map modifier on top of the those polys (leave the mesh select on polys! otherwise it won't work). Then you can change the UVW parameters for only the polys you selected.
4. Repeat steps 2 - 3, as many times as you need to. That's it!!!

NB: Remember, if you change something (like changing the shape of your mesh) that is lower down in the stack of modifiers, it can have undesirable effects.

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