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Subject: Re: Skinning!

Posted by [danpaul88](#) on Sun, 30 Apr 2006 09:20:05 GMT

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well thats fairly straightforward then.

- 1) select all the parts of the model that you want to apply the texture to
- 2) click M, select the Pass 1 tab at the top, and then the textures tab.
- 3) Tick the Stage 0 Texture tickbox, and click where it says None, navigate to the texture and click open.
- 4) Click the Display button to highlight it, and then hit the bottom button on the right ( hover over it and it should say 'Assign Material to Selection' )

Here is a screenie with the buttons you should be pressing for 1-4

Now close the materials editor window, keep your model selected and go to Modifiers -> UV Coordinates -> UVW Map (on main toolbar at the top). This should add the modifier to the stack. I would suggest starting with Box mode, with width, length and height set to 6, and then resize to suit your needs.

EDIT Btw, theres a bug in the materials editor on sundays for some bizarre reason, so if you get crashes when using it wait until monday...

### File Attachments

1) [ss\\_4.jpg](#), downloaded 556 times

