
Subject: Re: Mod-related changes in scripts 4.1
Posted by [Jerad2142](#) on Fri, 06 Dec 2013 23:25:11 GMT
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Is smooth skinning like what modern games are able to use where one bone can apply different "weights" to a mesh point, like so you could have a bicep that is affected by the rotation of the lower arm and shoulder? Or is this something to do with texturing?
