Subject: My models,,, and skinning
Posted by Anonymous on Sat, 14 Dec 2002 18:58:00 GMT
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Okay I have recently made some models and I want to know:How to skin the models using a material from renegade. E.G I might want to use the assault rifle skin...I will rate anyone who tells me EXACTLY how to. (and yes I am desperate)

Subject: My models,,, and skinning
Posted by Anonymous on Sat, 14 Dec 2002 21:58:00 GMT
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ONce again- Renhelp is your best friendhttp://www.dante.havocide.com/modX

Subject: My models,,, and skinning
Posted by Anonymous on Sun, 15 Dec 2002 04:15:00 GMT
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I think he wants toknow who to use SKINS for his Model. thats not an esasy way, but possible.U must attach the skin as an normal material to your Model, then select the UVW Unwrap Modifier and selcht the parts of the skin you need.Maybe you must spilt your Model into multiple part to make this work!Open the Humvee Model that is given out by westwood to have an example.

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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 the 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 you skin to it using the matirial 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 wont 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. Thats it!!!   NB: Remember, if you change somthing (like chnging the shape of you mesh) that is lower down in the stack of modifiers, it can have undesireable effects.

Subject: My models,,, and skinning
Posted by Anonymous on Sun, 15 Dec 2002 21:18:00 GMT
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Thank-u people...