Subject: Mesh skinning
Posted by Gen_Blacky on Sun, 06 Apr 2008 20:30:05 GMT

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when I mesh skin like a plane and detach an object from that plane the object will have the skin settings of the plane. When i try to change materials for the object it changes the plane to that skin to. How do i stop this.

Subject: Re: Mesh skinning
Posted by Slave on Mon, 07 Apr 2008 12:20:26 GMT

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What I would do is try this:
Select the detached thingy, press M, and find the button that says something like "new material". I believe this resets the material of the selected mesh, and seperates it from the one used by the old mesh.
Might not work.

Subject: Re: Mesh skinning
Posted by Gen_Blacky on Mon, 07 Apr 2008 14:05:36 GMT

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I tried that but didn't work so i just deleted material and redid it and it worked fine