Subject: Boning Characters in 3DS max
Posted by nope.avi on Sat, 18 Jul 2009 23:57:13 GMT
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Is it possible, I can get the characters all lined up etc, but when I get to the point where you have to link the character model to the bones I'm lost. 1000 pies to anyone who can help.

Subject: Re: Boning Characters in 3DS max
Posted by LR01 on Sun, 19 Jul 2009 08:02:20 GMT
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which tutorial are you using and which point are you stuck on it?

Subject: Re: Boning Characters in 3DS max
Posted by nope.avi on Sun, 19 Jul 2009 14:54:02 GMT
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I'm not using a tutorial for this, and I'm stuck at the part where you have to link the bones to the model.

Subject: Re: Boning Characters in 3DS max
Posted by Veyrdite on Mon, 20 Jul 2009 07:22:54 GMT
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I assume it is similar to the RenX method

Subject: Re: Boning Characters in 3DS max
Posted by nope.avi on Mon, 20 Jul 2009 20:03:47 GMT
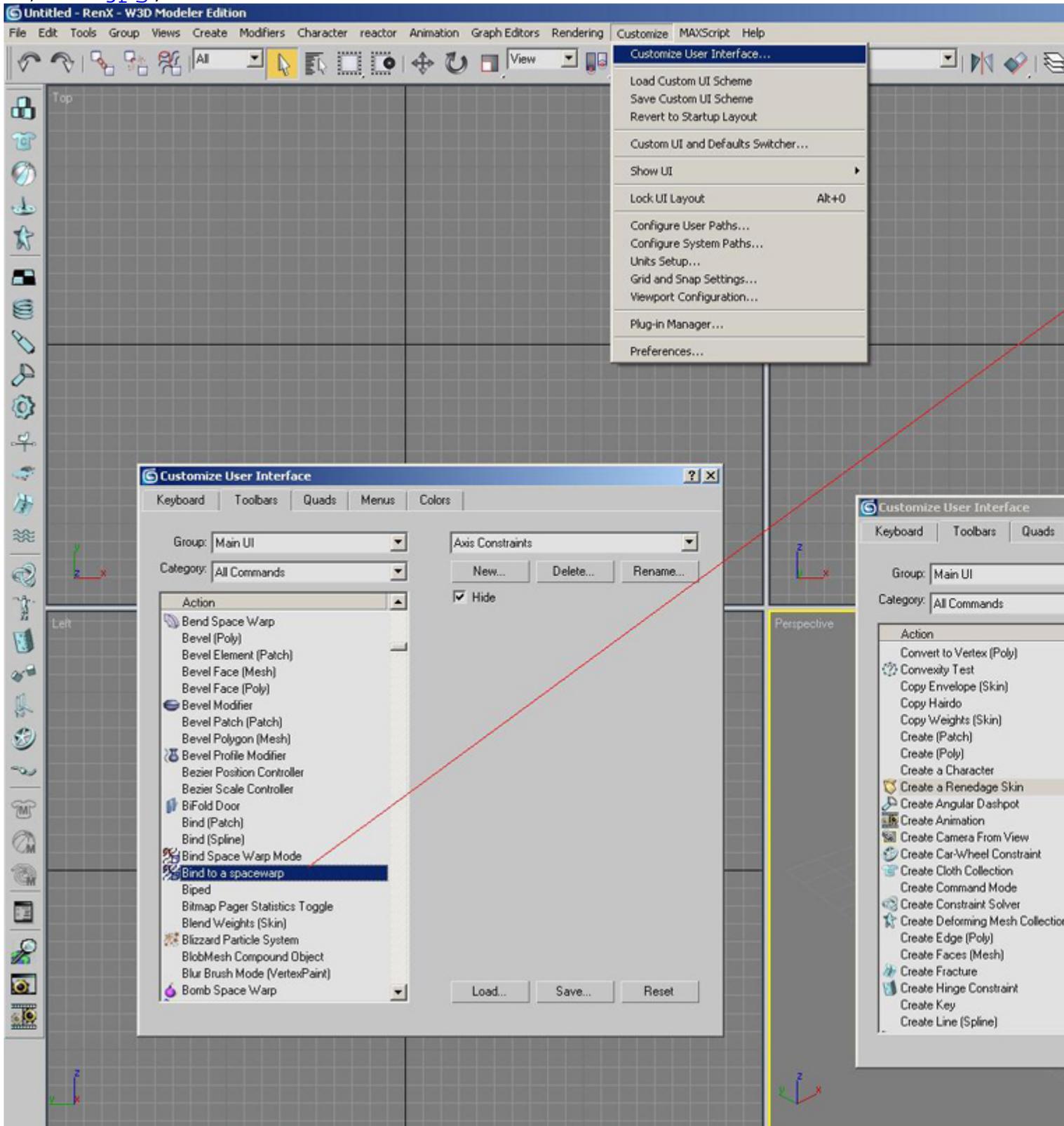View Forum Message <> Reply to Message

Dthdealer wrote on Mon, 20 July 2009 03:22I assume it is similar to the RenX method
Yeah probably but I can't find the tools or the large "X" that goes next to the character bones

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Subject: Re: Boning Characters in 3DS max
Posted by Gen_Blacky on Tue, 21 Jul 2009 02:38:14 GMT
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add the wwskin tool to your toolbar also add bind to spacewrap so you can link the mesh to the wwskin or you u can add a hotkey for each tool.

Subject: Re: Boning Characters in 3DS max
Posted by nope.avi on Tue, 21 Jul 2009 02:55:48 GMT

Thanks =)