
Subject: Skinning?

Posted by [spreegem](#) on Sat, 19 Jul 2003 16:11:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

What do most of you use to skin?? I am using 3DS Max 5 also if it matters.

Subject: Skinning?

Posted by [xSeth2k2x](#) on Sat, 19 Jul 2003 16:32:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

same except with old reliable chilli skiner

Subject: Skinning?

Posted by [spreegem](#) on Sat, 19 Jul 2003 17:06:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

The thing is I don't know how to skin, so I also need a tutorial of some sort also, sorry i didn't mention that in the original post. :oops: and also isn't the latest version of chiliskinner for 3DS Max 4 not 5

Subject: Skinning?

Posted by [PiMuRho](#) on Sat, 19 Jul 2003 17:13:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

It still works with 5, although the UVWunwrap modifier that's built-in is fantastic.

Subject: Skinning?

Posted by [spreegem](#) on Sat, 19 Jul 2003 17:32:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok then I will use the built in UVW unwrap, does anyone have a tutorial on how to use it??

Subject: Skinning?

Posted by [PiMuRho](#) on Sat, 19 Jul 2003 17:49:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

There's one in the help file, but this: http://sv1.3dbuzz.com/vbforum/uunr_vtmlist.php?c=13 may be better.

Subject: Skinning?

Posted by [spreegem](#) on Sat, 19 Jul 2003 17:51:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yaa I tried the tutorial in the help and messed it up.

Subject: Skinning?

Posted by [spreegem](#) on Sat, 19 Jul 2003 18:00:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Uhhh that link has a whole lot of tutorials and other stuff, what is the name oof the specific one you want me to take a look at?

Subject: Skinning?

Posted by [PiMuRho](#) on Sat, 19 Jul 2003 18:17:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Bottom group, number 2 - UV co-ordinates.
