

How do I Skin my Mesh?

Heh

Boy you asked for it didn't ya?

Okies...here it goes..

You SURE you are ready for this?

"How do I texture my model?"

1: Open Max and load your model up.

2: Go over your model and delete any faces that you don't need. (IE: faces that are inside the mesh, and never seen.)

3: Now make a new save file. Call it (my mesh)-breaking it all up-.

4: Attach ALL the meshes together.

5: Now click on editable mesh, push the button for polygonal selection. Now....you want to break your mesh up by selecting regions of polygon faces. For example: We have a human head. You would want to select all the poly's on the front.

Now you want to detach to element all the polygons you have selected. Then hide the mesh. Keep doing this, until you have the entire model divided up. (For example, for a head: You would want the Front detached, the back detached, and each side detached. All would be detached to element.)

Now once your model is all detached to element, and hidden. Unhide all. You should be able to see your whole mesh now. Now, without editable mesh selected (meaning no vertex editing mode or anything) select your mesh. Hold down shift, and move your cursor, it should produce an exact replica of your model. A pop up box will display. Tell it you want it to copy. Now place that clone of your model off a small distance, so it's not in the way. Now select your original mesh, and add the modifier of morpher to it. Scroll down the morpher options until you see a big old button that says pick object from scene. Click it, and select your CLONE .

Good deal.

Now, save your file in a new slot: name it (mesh name)-making it all flat)

Okies. So far so good.

Now click off of all selections (so nothing is selected) and then click on your original mesh

Go to edit mesh mode, and put it in select element mode.

Ok. Now. In front mode (Front view port) you want to select each piece of the mesh and rotate them until they are all facing you. You also want to arrange them in a square formation, or as close to one as possible. Once you get all your element pieces situated and in the spots you want, then go into Select Vertex mode. Select ALL the vertex's on your entire ORIGINAL mesh. Double check. Make sure ALL of them are selected. Make double positively SURE.

Ok now go up to the scale tool. Select the tool "select and non-uniformly scale". Make sure you have the tool button pushed in. Now with ALL those vertex's selected, right click on the scale button and a pop comes up. Make sure you are in front view!! On the right side you should see 3 fields you can type in.

X
Y
Z

You want to set Z to 0.0

That should flatten ALL your elements into planes. And their flat faces should be pointed at you in the front view port screen.

YAY!

Ok. Go out of vertex mode, after you have click off your selections.(meaning...unselect). Now, apply a uvw map to your flattened mesh. Make it planar.

Coolies!

Now, you will see fields that have numbers in them for length, width, and height. You want length and width to be the same number, and you want it to be a bit more than the number that's already there. Meaning: The UVW needs to be square, and slightly larger than the default. SO if default is: 500x500, we want to make it 550x550

It's VERY IMPORTANT to keep the numbers the same.

Now we have texture map!

Okies. Now you need to assign your flattened mesh a UVW Unwrap Modifier. This will be used later, but we have to put it in right now. Click the edit button on the Unwrap options just to make sure you see the wire frame of your meshes. Close it

Okies. Now click the morpher modifier on your mesh, and scroll down the options until you see a little green light. Next to it should be the clone objects name, and a 0 with 2 little arrows. Push the up arrow until the 0 turns into 100. You should visually be seeing your flattened mesh going back to it's original state.....IT'S MAGIC!!!.

IMPORTANT: Right click on the morpher modifier and **click collapse ALL**. You collapsed right? Right?! RIGHT!? ok.

NOW you can delete your CLONE mesh. Yup, just delete it, we don't need it anymore.

Now. You should have your original mesh, it should be in it's original shape, but it should be still "elements". Add the UVW unwrap back onto your original mesh. **DO NOT ADD THE UVW MAP TO IT!**

SAVE your file. (your mesh name)-welding together-.

Now. select your mesh, and go into edit vertex mode, and select all the vertex's. ALL of them. And under the options, click the button weld. That will weld your mesh back together.

Now. Go make a pure black texture.

Apply to your mesh.

Now click on the unwrap UVW and select edit.

You will see a white wire frame with a pitch black background.

Make the screen as big as possible, within the view screen...you can use the zoom feature for this. Basically you want to see it as close up as you can, but keep it all on the screen. Now move yer mouse to the side corner of your view, and hit "Print Screen" on your keyboard.

Load up Photoshop, and make a new pic. Paste the Screen Capture into it.

With the crop tool, crop the picture so that only the black square with the wire frame of your flattened mesh is visible. It HAS to be exact, and perfectly square. Use the Image Resize to see if you have it perfectly square. **DO NOT RESIZE IT**. You **MUST** crop it to the correct size.

Once it's perfectly square set the layer containing the SS to screen, and set the transparency to about 57
Fill your background layer with solid black.

Basically you should get a perfect wire frame overlay of your mesh, broken down, and flattened.

Now all you have to do is create a layer on top of background, underneath the SS layer, and draw what you want your mesh to look like

Make sure you duplicate the image when you are done, and resize it to the power of 2. Save it as a .tga.

When you load this texture in-place of the black texture, on your mesh, it will line up perfectly.

Use Physique and Biped or Bones and Physique to animate your mesh!

Have fun!

-Lady E