

SKINNING TUTORIAL - 6 SIDED IN MED 6.911

There are one or two things to point out for those who are new to this sort of thing:-

1. *Each face of the object* must be selected and the corresponding dot put into the appropriate section (front, back, side, top etc.) in the '6 sided mapping' window.
2. It would seem that the left and right side of the object has been transposed - in fact when the view was chosen it was from the object looking out towards the computer operator. So this means that looking at the object on the screen, *the left side is the right side with regard to skinning, and the right side is the left!*
3. There are two ways of selecting the faces, depending on the complexity of the object. You can select the required face by left clicking in the 3D window, holding down the CTRL key while doing so, until you have selected all the faces you want. *Be careful not to select hidden faces behind the object.*
OR you can click the 'select' button and draw a small section around the face you want (easiest in top view for sides, left or right view for top and bottom faces). Release mouse - selected section is in red.
4. In the 'six sided mapping' window, the 'tolerance' *must be set correctly*:-

Face, set to 90. Back, set to 180. Sides, top and bottom, set to 45. (reason explained in manual)

5. Your texture should be in the power of 2. i.e. 128x128, 256x256 etc. If you wish to 'stretch' your 'selection' beyond the texture map in the 'skin editor', press the green 'tile' button to see the texture extended, BUT you must make sure that the texture is tileable, that is, when copies are placed next to each other there are no visible seams, otherwise, they will show up in the finished model- glaringly!

Having set up the 'face' you wish to texture, select 'manage skins', select 'set skin' and then 'skin editor'. A window will open showing the 'face' on the texture. You can then alter the shape of the 'face' against the 'texture should you wish. When you do the next 'face', the first 'face' (you have just done) may also be selected. Deselect all 'faces' and then re-select the new face. You must do this otherwise any other 'face' in red will be altered. *(I use the 'green' cross in skin editor to increase the texture field, and then move the 'old' skinned 'face' up to the next section above, otherwise it will be covered by the next 'face'.*

A BENT BEAM

To make anything bend or distort, you will have to make it in sections such that the 'vertex' points can be moved. In this exercise we will make a 'wooden' beam; but you can, if careful, use a cylinder or anything else - even a collection of shapes. I usually keep each shape separate, texturing each in turn, and then assembling to make the complete model.

Using the 'square tool', place a square on the 'L' centre point of the lower left window in MED.

Now it can be stretched to about twice it's original height using the 'scale' tool.

Leave it selected (or reselect if the red lines have gone) and go to 'edit' and then 'copy selected', followed by 'paste'. You won't see any difference until you use the 'move' tool to move it up until it is lined up the the original block below. Repeat this as many times as you like to make the beam.

(What I sometimes do is make one block, texture it all around and then copy and paste it, but you must use good tileable textures for this.)

We will assume you have made a column of blocks. Now select the whole collection and move them down so that the 'L' marker is half way up the column in the bottom left window. (this makes it easier to move and turn the blocks in the 3D window).

Go to the 3D window, and enlarge (blue square in black box - left side of screen). Click 'vertex mode' and yellow dots will show all the vertex points. Using right mouse button, tilt the column forward a little, and rotate if necessary so that you can see the vertex points clearly. (you can use either of the two texturing methods, i.e. Texture one block and copy, or make a column and texture each line of faces)

Now we have to 'weld' all the pairs of vertex points to make one complete column. If you have placed the blocks carefully, you may not see pairs of vertex points, but they are there, believe me! You do not need to weld the bottom and top set of points, only the ones where two blocks touch.

Using the 'select' tool, draw a very small square around the first set of points and then touch the 'weld' tool (pyramid on it's side with one yellow dot). Move around the points one level at a time, making sure you weld all four at each junction of the block, rotating the column as necessary. And then go on to the next set...

If you have not textured the first block before copying and pasting, texture the column now, following the rules set out in item 4 above. (you will have to stretch the selected 'face' upwards or the texture will be distorted).

After texturing, go to 'vertex' mode. Select one 'plane' of vertex points, and using the 'move' tool, move them a little to one side. You can do this in any window, getting a really 'twisted' look to the beam. Even the top and bottom vertex points can be moved - even single points - you will be surprised just what you can do with this simple tool. Comments and suggestions welcome. David Moreton 5-03-2010