
Subject: Character modeling question.

Posted by [Anonymous](#) on Sun, 06 Oct 2002 14:28:00 GMT

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Does the model for a custom character have to be made of only 1 mesh? I have a model that is seperated into several diffent meshes, when I use the "bind to spacewarp" feature to apply the wwskin modifier, it throws the meshes all over the place. This happens whether I add the wwskin to them when grouped,or individually. Anyone know what might make this happen? [October 06, 2002, 14:29: Message edited by: Skint]
