

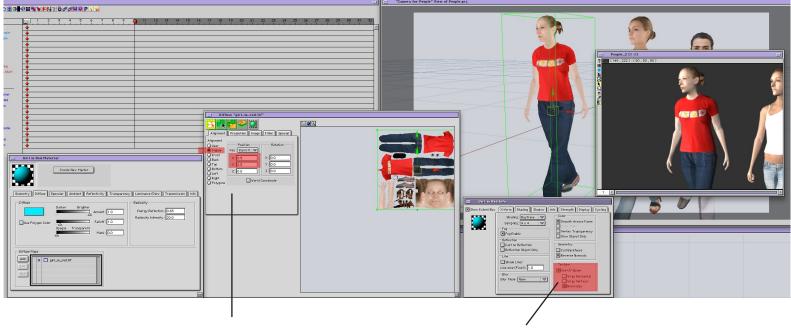
Say you get a person with UV maps from Got3d.com or somewhere else, how do you get it into EI?

Can bring the UV mapped item into FormZ (or EI Modeler however I have not tested).

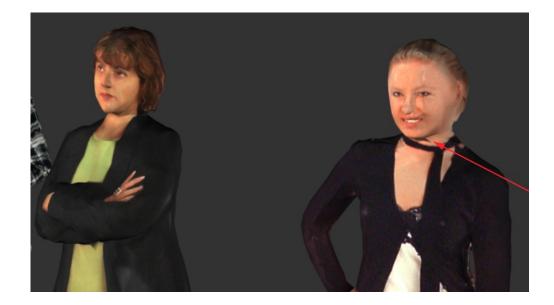
Export to Fact with textures on and wrapped.

Decomposition	Attributes	Sunday, September 18, 2005 11:49 AM
Connect Holes To Face Edges	✓ Preserve Face Colors	Sunday, September 18, 2005 11:44 AM
Subdivide Concave Faces	Include Normals	Sunday, September 18, 2005 11:39 AM
Triangulate Faces	Fix Smooth Shading	Wrapped Textures Options
FACT Options	Angle 40° Textures: Wrapped	Image File Format: TIFF Options
Electric Image Version: v 2.9 🛊	1	
 ✓ Include Hierarchy ✓ Include Face Decomposition ✓ Include Group Centroids 	,	

import the fact into EI



align map by setting these in red.



Encage 1.0.1
Subdivision Steps
Animator : 2
Camera : 2
Surface Options
Style : Auto 🗸
X Merge Unshared Vertices
🗙 Use Child Material in Camera
Triangulate Output Model
Smooth Control
Use Smooth Radius : 0.5
Control with Vertex Color
X Cancel

If a smoother model is needed, use Encage. Have to set the smooth radius to .5 or so to minimize the distortion of the smoothing.