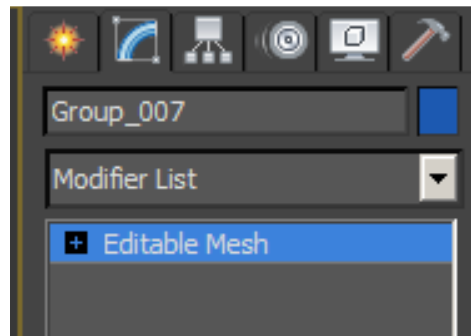
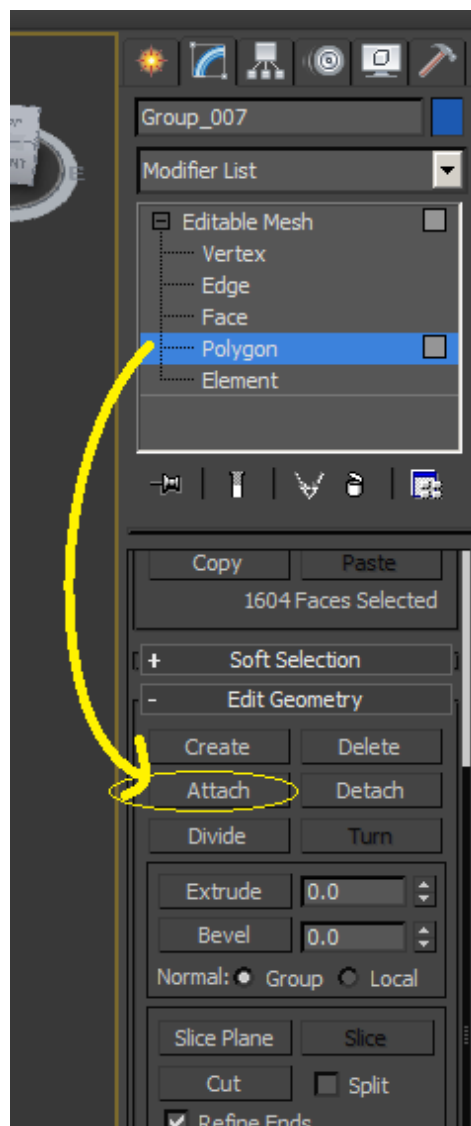


Merging Assignment

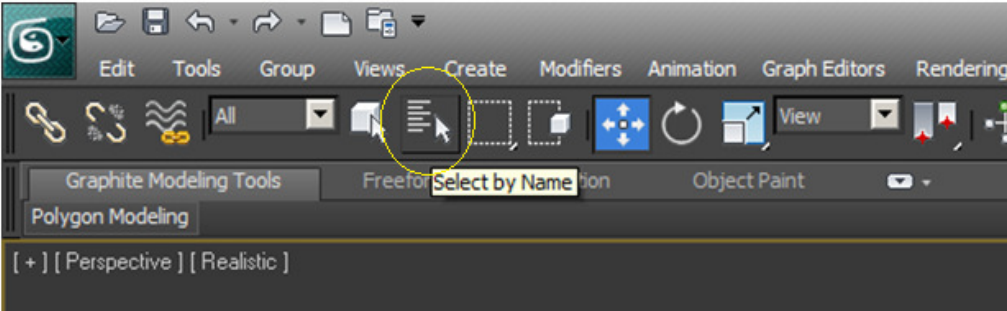
In this step, you need to do clean-up. You need to merge all the model parts become only one. To do this, please select on any part of your model, then Select “ + “ on “editable mesh”



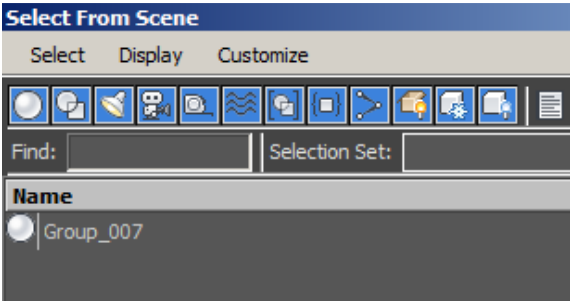
Click at “Polygon” then “attach”



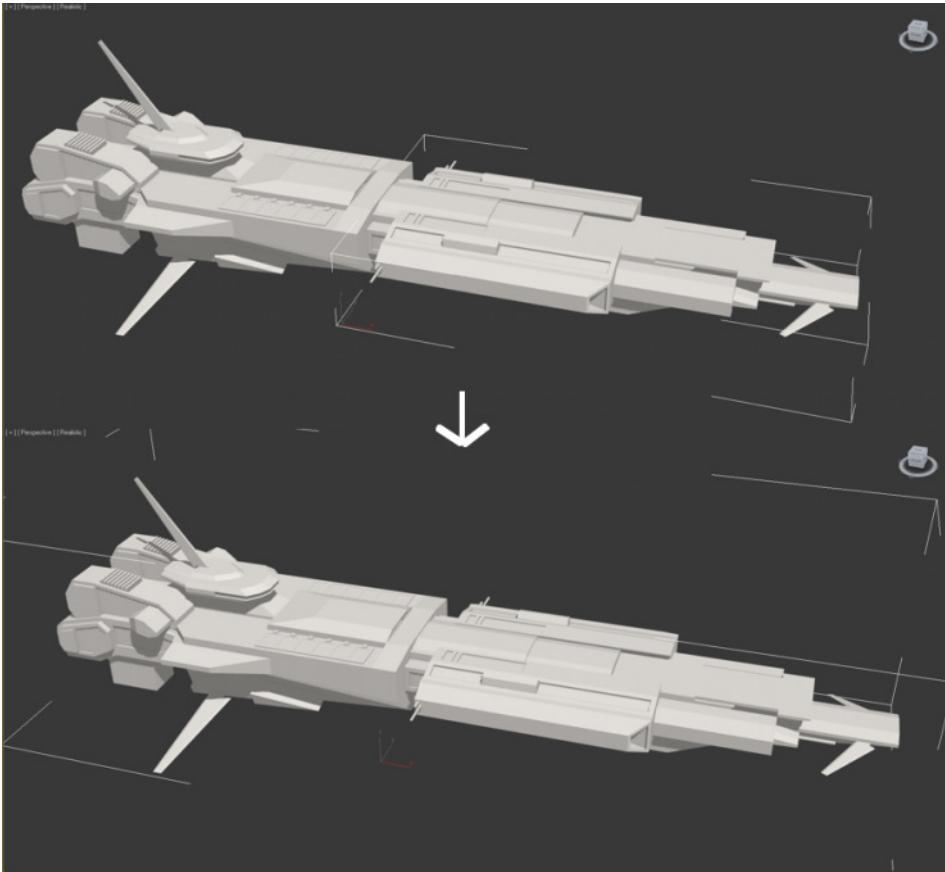
Then click all parts on your model until it becomes one. To check if your model becomes one, please check by click here:



Make sure only one name exist:



Result:



Why we need to merge it become one?

This will simplify the exporting and texturing work later. Sometime the hl2 exporter didn't work right if there's many part of model separate from each other. So that's why we need merge it into one.