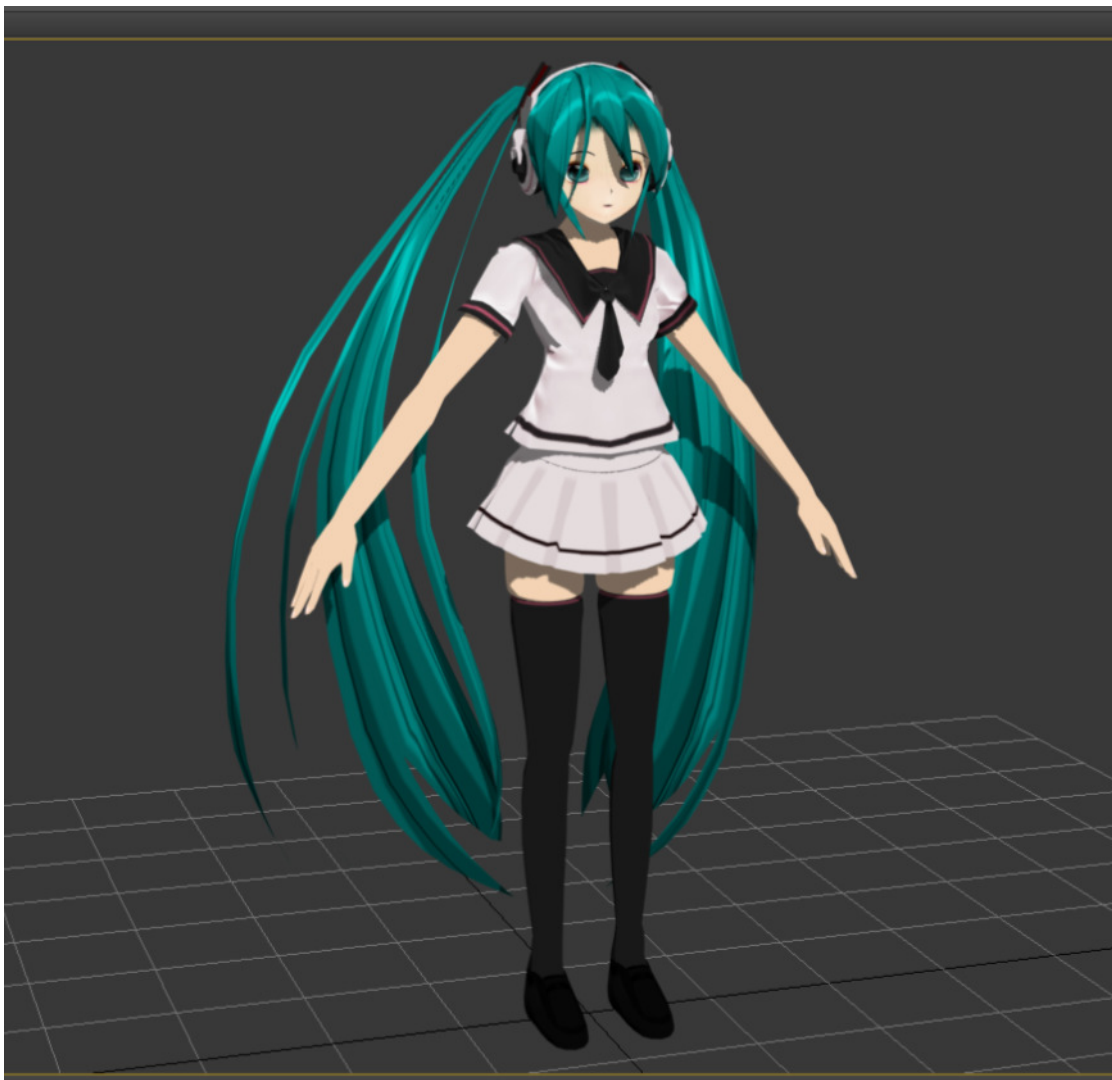


## Step 6 : Character Model Process

From last tutorial we have learn the basic of compiling model which is use for props or none animated object. Now we're continuing with the process of compiling character model. Make sure you remember what have been taught in the last few tutorials because I'm not going to repeat the step again.

Now we're using a new model! As usual I hope you have mastered the 3Ds application because in this step, we have to apply/rigging skin to our model. I will not teach the way to do it in depth but I hope you know about it more! I only teach basic here.

Assume you have your custom character model ready and please load it into 3dsmax!



Above picture is example of my new custom model in 3ds Max. In this appearance, make sure you have:

- All model is merged into one (refer this tutorial <http://xenoaisam.files.wordpress.com/2007/11/step-4bmerging-assignment.pdf> )
- Applied Multi/Sub-Object material to the model (refer this tutorial <http://xenoaisam.files.wordpress.com/2007/11/step-4ctextureassigning.pdf> )
- No custom bones created, if exist, please delete those custom bones.

Next step we're going to extract bone from default hl2 character.