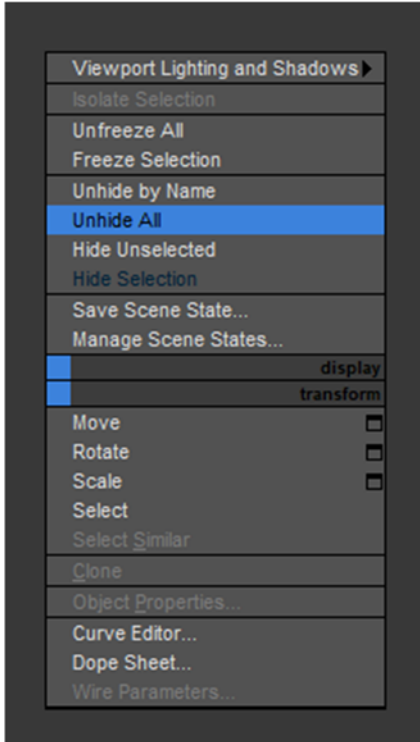


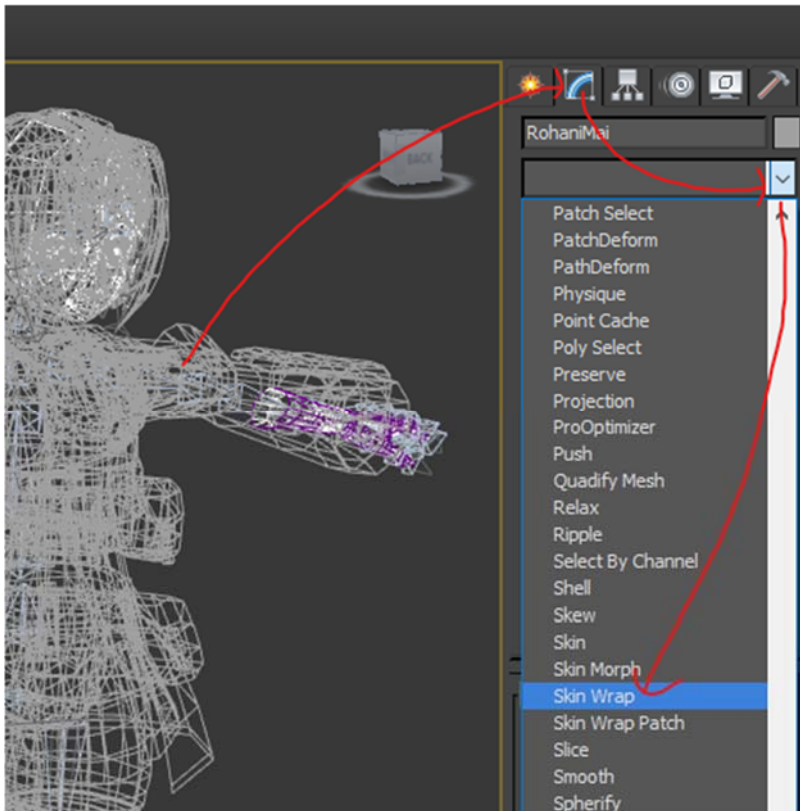
## RIGGING BONES

After bones alignment is all done, now we need to skin it all back to our one merged model. Since we already cloned backup our original mesh, the skin data is still there. We only need to copy it over into this newly merged one-character mesh.

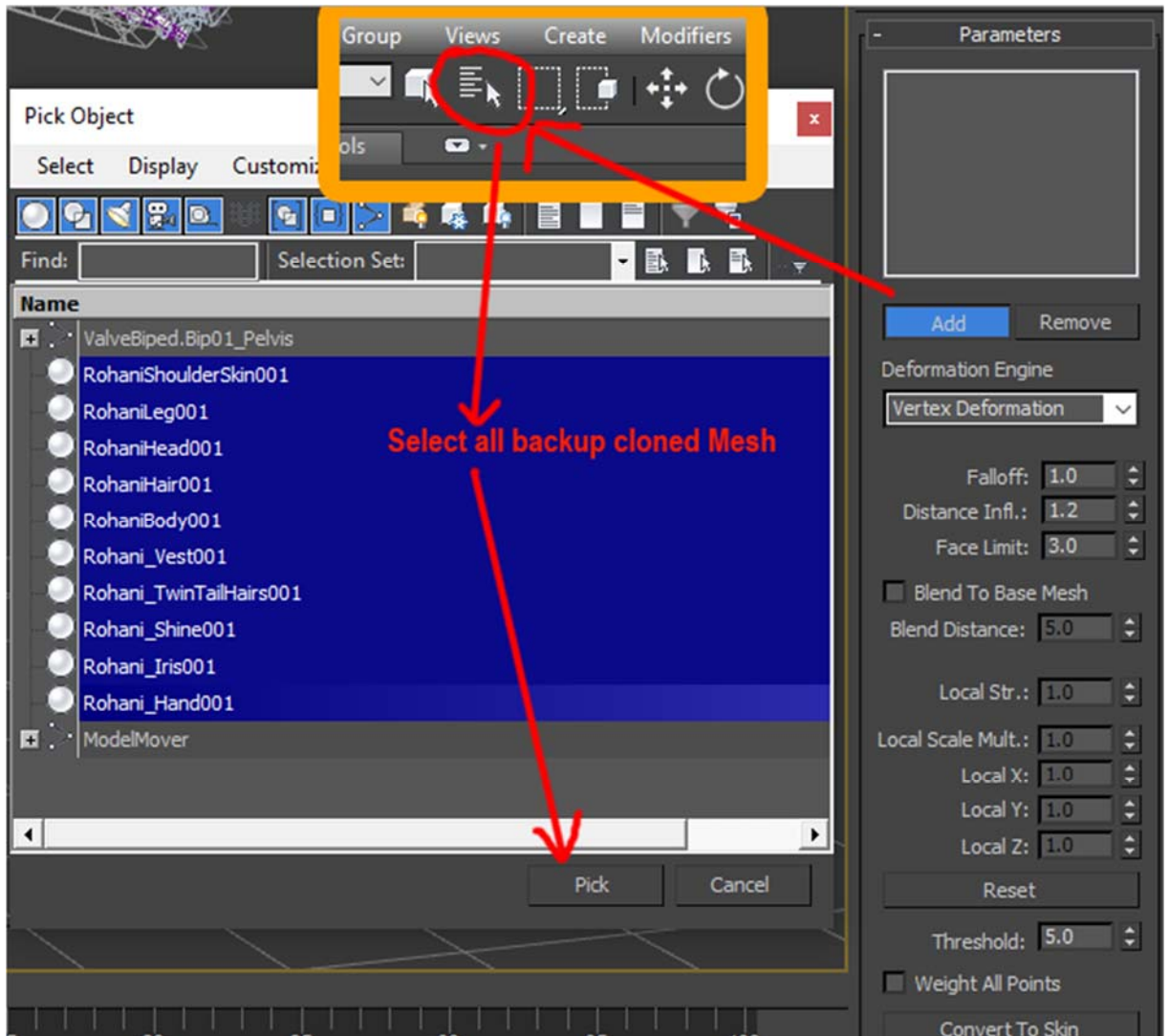
1. Unhide all by right click and select Unhide All



2. Select your merged character mesh only. Then go to Modify tab > Modifier list > Select "Skin Wrap"

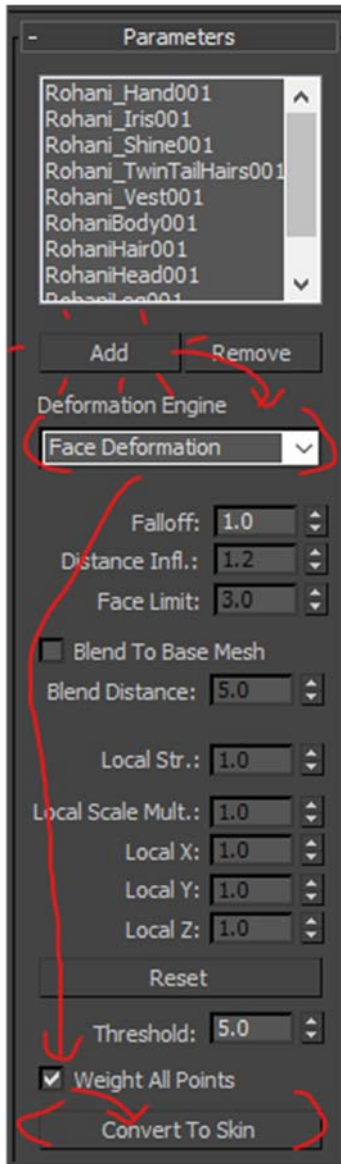


3. In the parameters, click “Add” then select all the cloned mesh we have! It will take time to process all mesh, so be patience.



Reminder: F3 to toggle wireframe mode

4. After all process done, deselect “Add” button, go change Deformation Engine to “Face Deformation”. Then tick “Weight All Points” checkbox, “Convert To Skin” Afterward

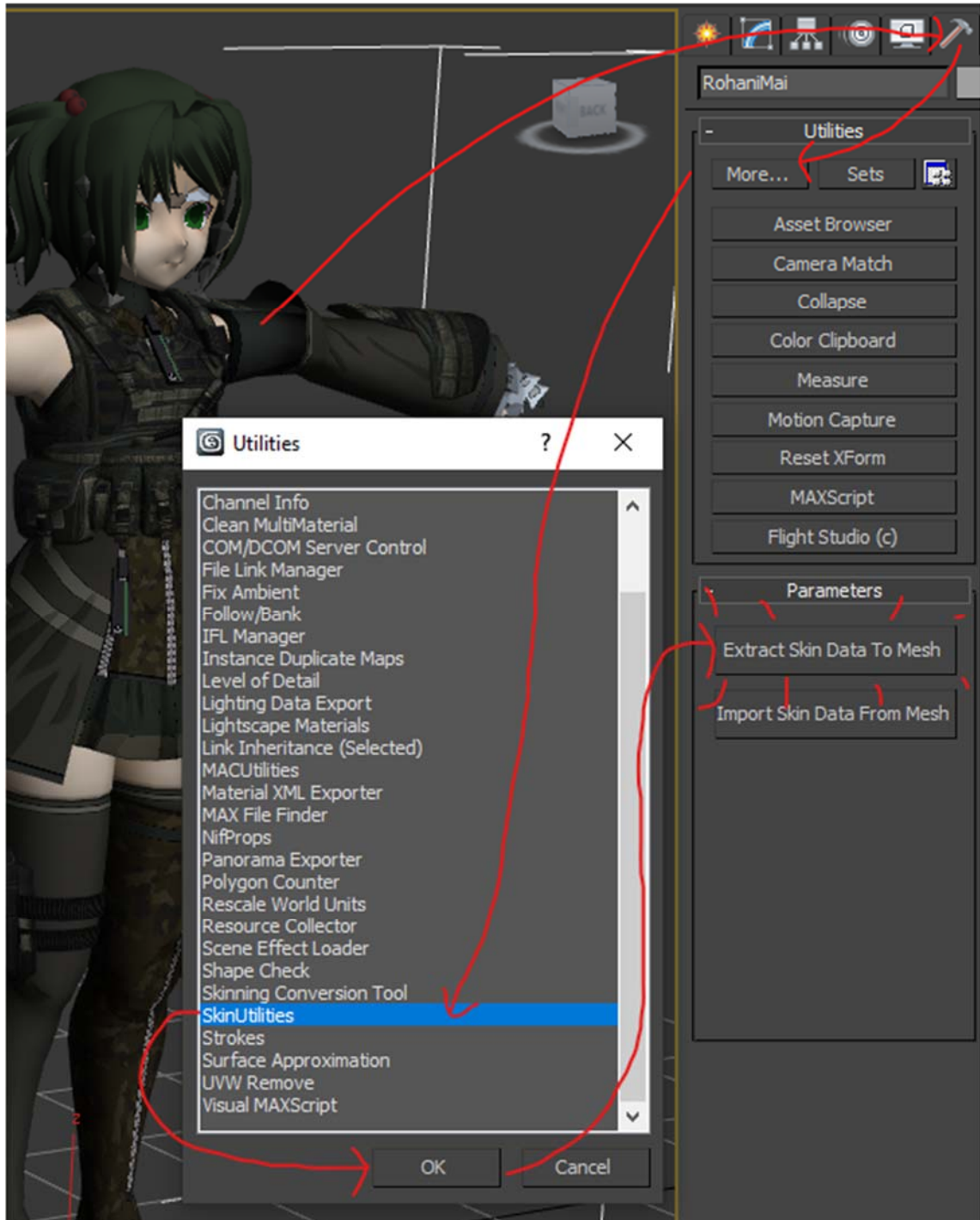


5. Save your file Often
6. You can delete cloned backup mesh.
7. Test rotate your custom bone to see its copy rigged properly. Make sure to Undo afterward after messing around.

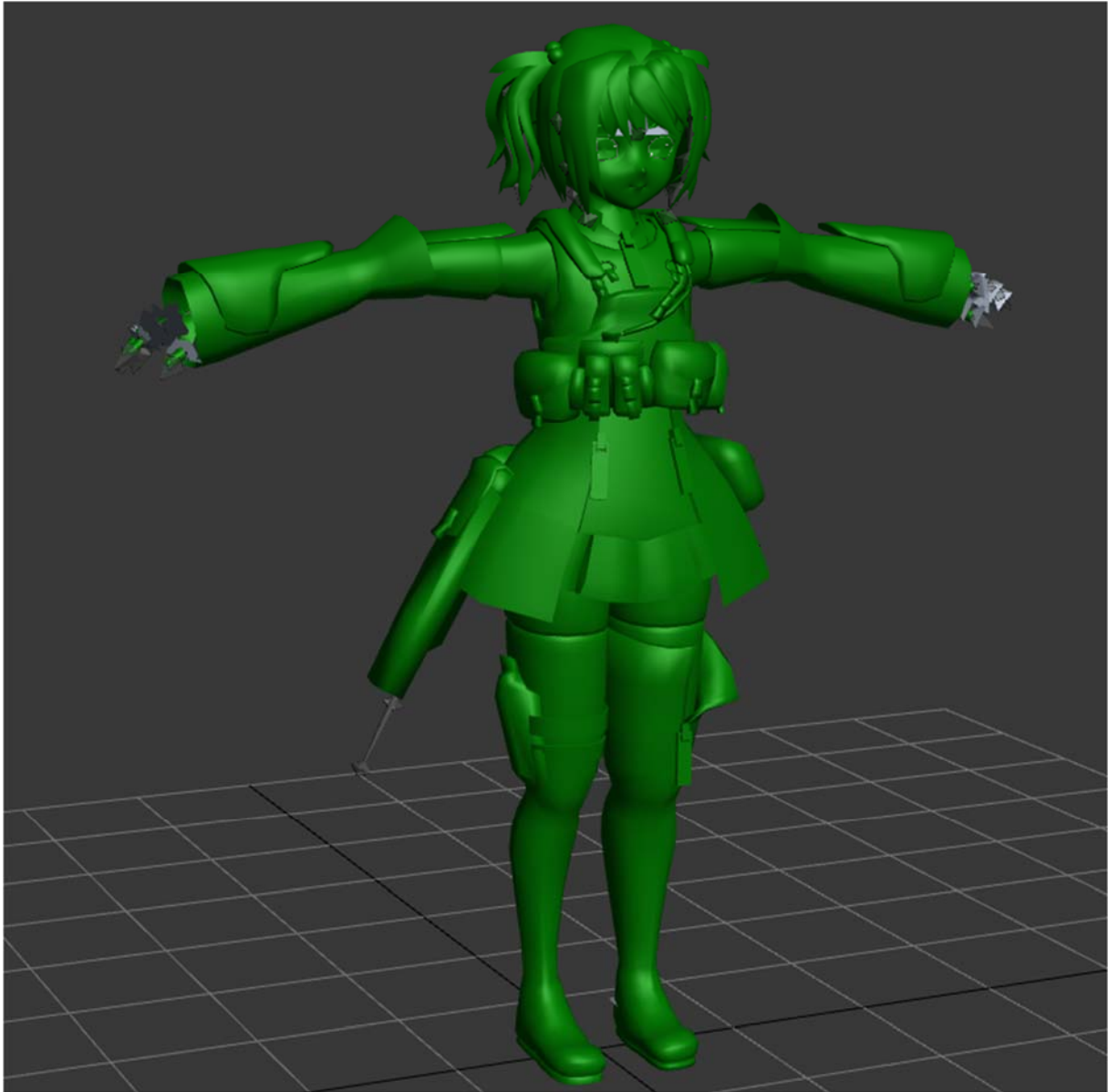
Result:



- Now we need to clone our custom bones rigging data to implement default bones skeleton instead. In order to do that, while the character mesh still selected, go to Utilities tab (the one with hammer icon) > Click at More Button > Find and select Skin Utilities, click Ok > On Parameters appear, click Extract Skin Data To Mesh.



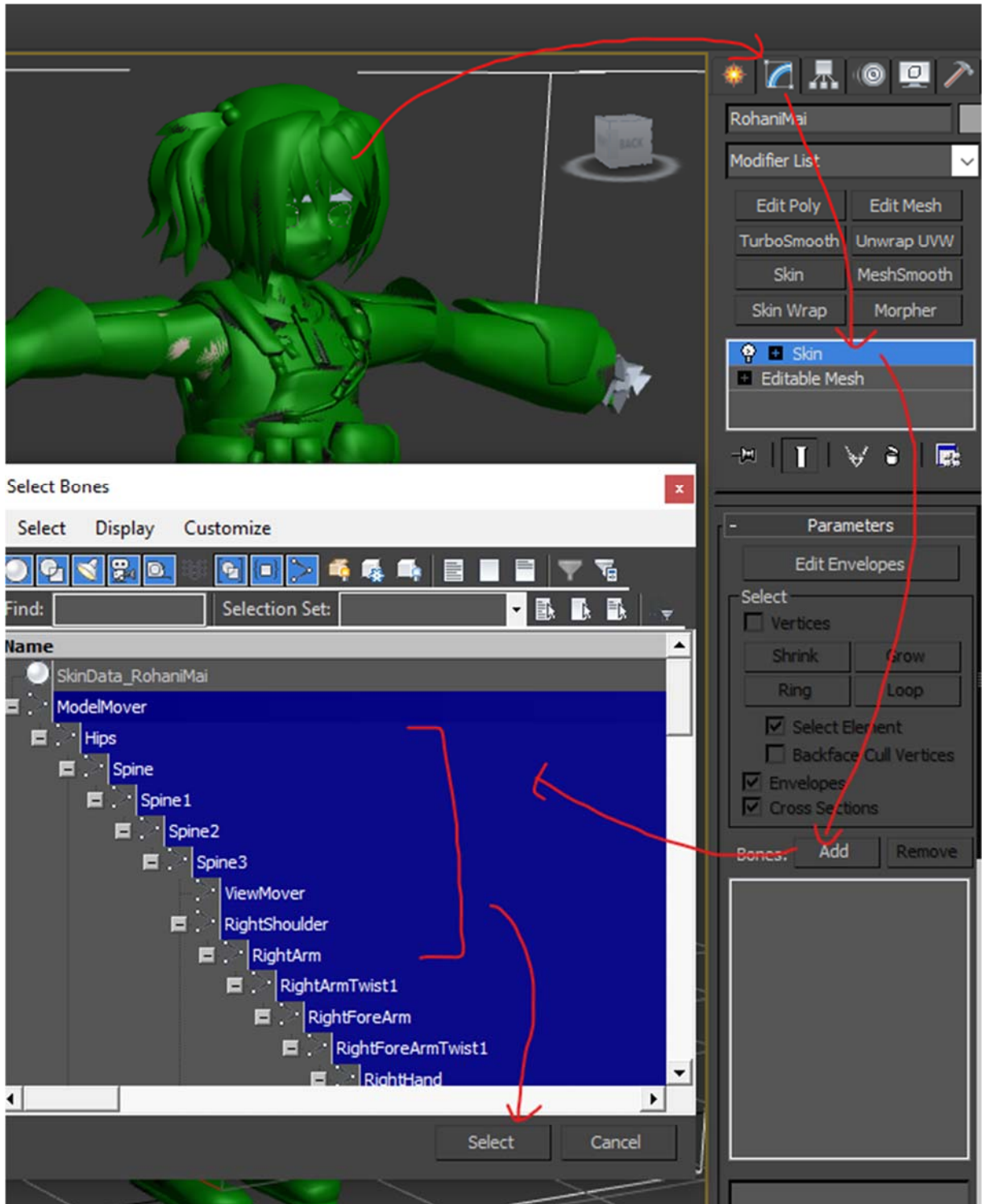
Result (Color extracted mesh will be random):



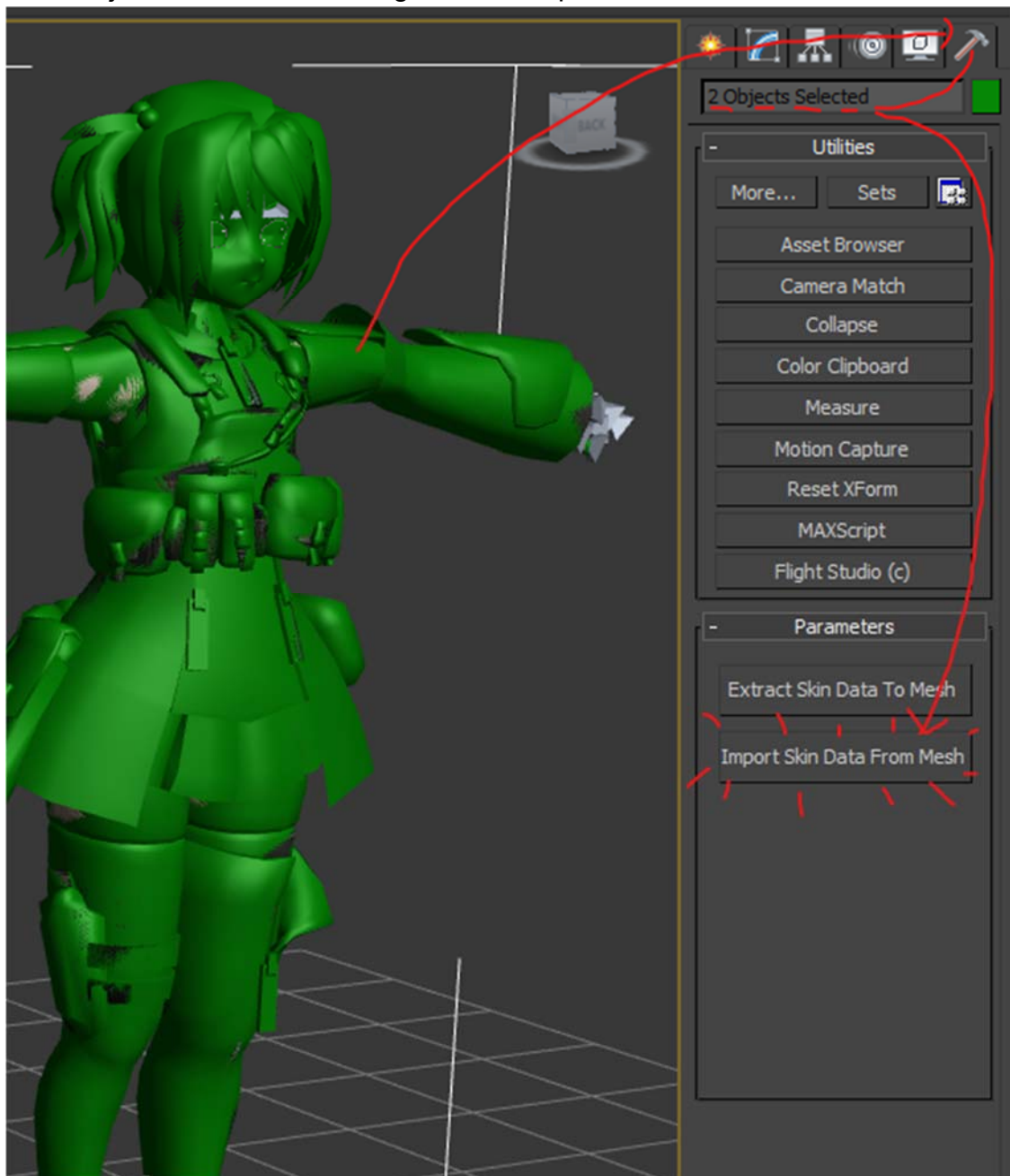
9. Save your work!

10. You can delete your custom character bones! **DO NOT DELETE DEFAULT BONES**

- Next, select your merged model (not skindata one). Go to Modify tab > click at “Skin” modifier > Under parameters, click “Add” then select all Default Bones Skeleton > Click at “Select” button

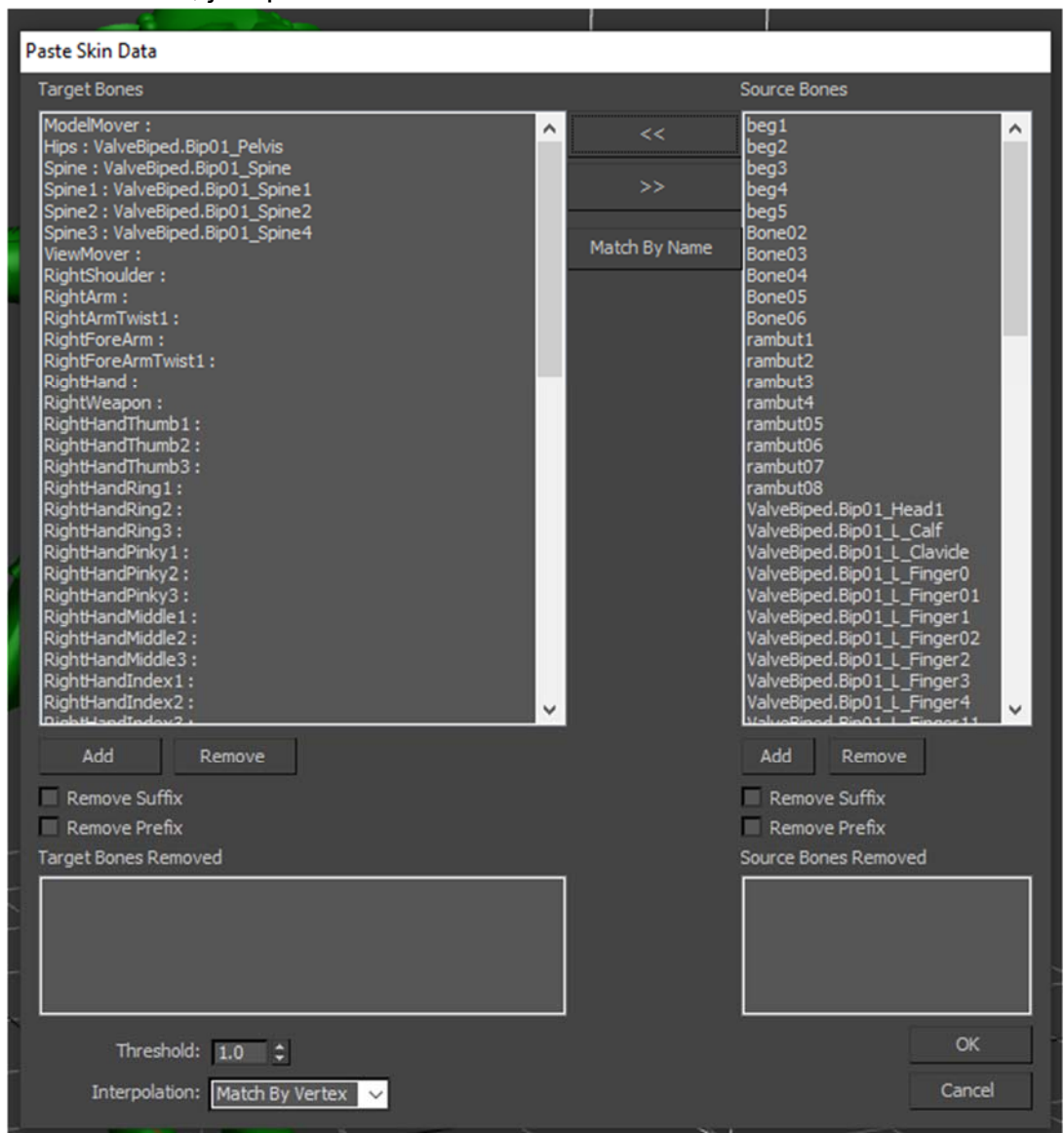


12. Now **select both merged mesh and skindata mesh**. Go to Utilities tab, see the 2 objects is selected, then go select "Import Skin Data From Mesh"





13. New window appears! In this setting, you will need to match the source bone into target bone.
- By clicking at any bones at right side list and click also the matched one at left side then click at middle top button (with left arrow) to assign data to our default bones.
  - Please take time to fill it up. If got extra sources bones, please try to merge into one target bones.
  - Example: my custom model got 8 hairs bones but the target default bones don't have hair bones, so the nearest is to match into root of it which is head bone.
  - After all done, just press OK.



14. Test rotate and mess around the default bones to see if skin data successfully copied over. You can delete skindata. If some part of skin not copied over, manually skinning that part



15. Don't forget to undo back to T-pose after messing around.
16. Save your file