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GTA Skin guide

This simple pdf will explain how to make the perfect gta sa skin mod with short and easy tutorial let's begin

Make sure you have these requirements without em don't continue

- **GTA_SA** (The game it self)
- **3DSMAX + KAM script**
- **MagicTXD by DK22Pac**
- **Rigging skills** (Without rigging skills don't make skin mods sorry you should learn this first) ▪

There is more software could be used but we go for the basics

Here in this dir you have **Mod Main and **Base.max****

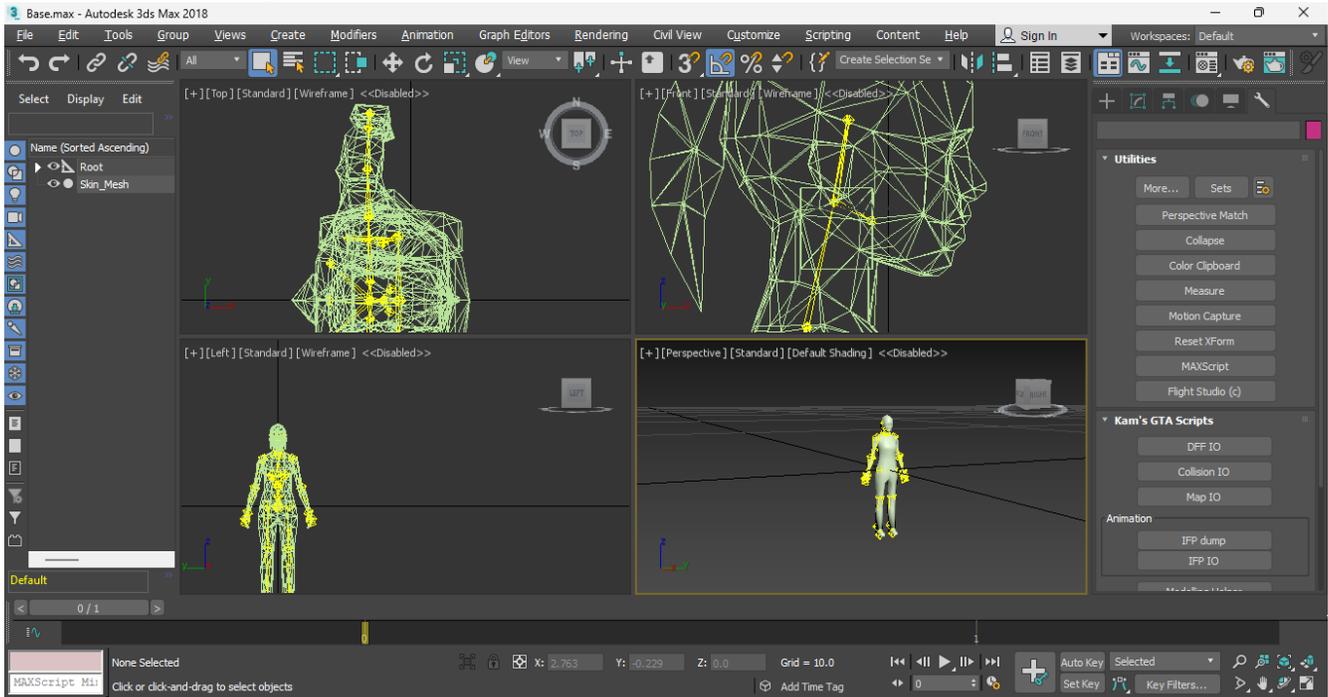
And we will use this as the root for all upcoming skins mods

I give you simple obj so we can work and practice on it for our guide but you can replace it with your own desire Model.

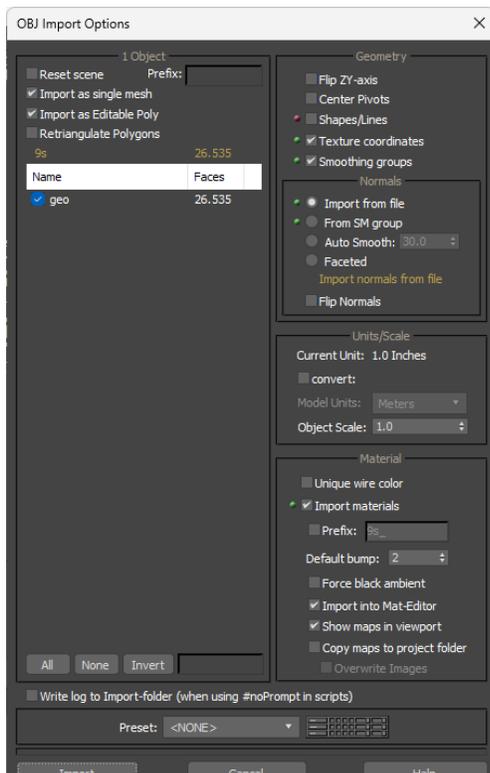
Chapter 1

Importing

after you open your **Base.max** it should look like this



now head to **File > import** and select **9s.obj** inside **Main Dir**



Import the model with these options if you newbie to max.

Now let's continue.

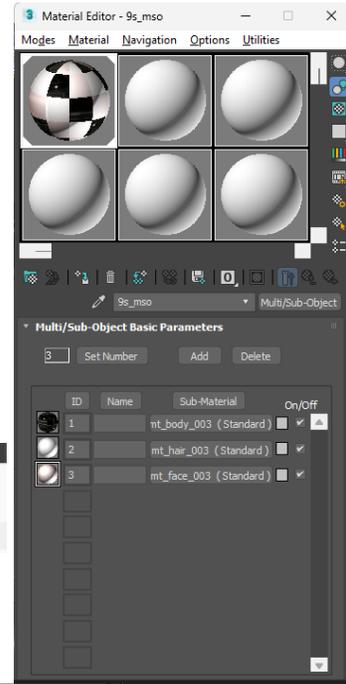
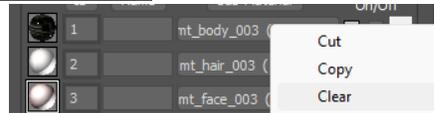
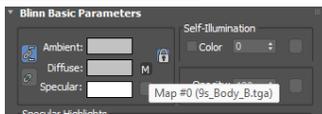
Chapter 2

Materials

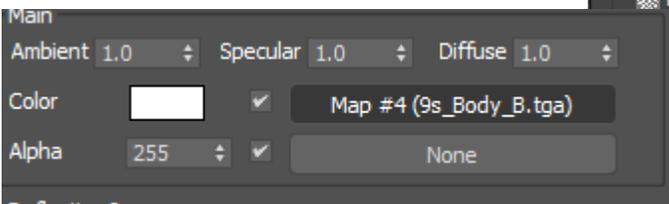
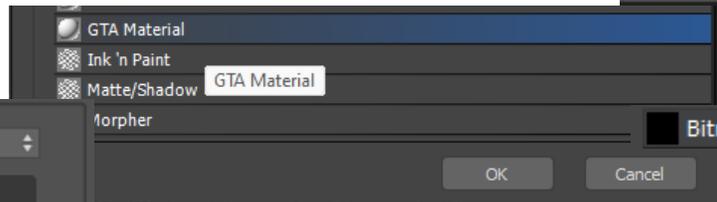
Now Open the Material Editor



it should look like this
but we will remove the Standard mat
and replace it with GTA MAT before
you remove you should know what diffuse map
has been use in ID 1 that model use's open it up
by press on the label  mt_body_003 (Standard) 
now we know that ID 1 use
[9s_Body_B](#) Now go back
to main mat lib by press
this button  Go to Parent
Right Click  on ID 1 and press clear
now click on none label and select
GTA Material , in color map inside
GTA Mat, select the texture
used to be in ID 1



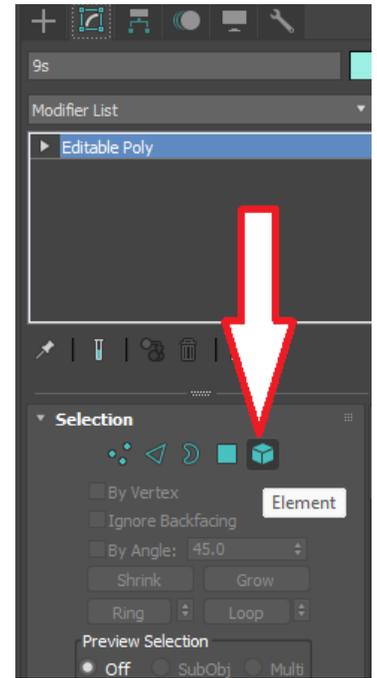
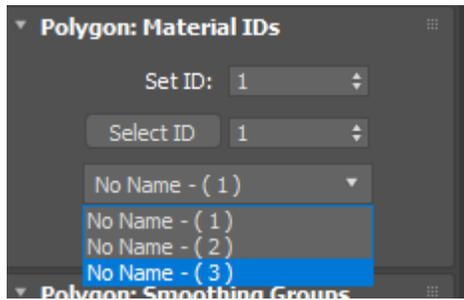
it should look like this at the end



now do the other ID's 2 and 3 like we did with 1 (:
and by that now the model use gta material that kam script need while
exporting the model

Duplicate Textures Manipulate ID

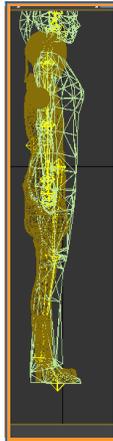
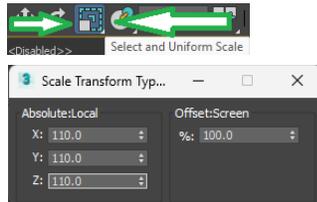
Skip this page if your model didn't have duplicate texture
or don't you want to change model ids



Chapter 3

Transform

Here our model in middle of viewport
his time to get transformed
Now we **rotate** our 9s model
90° 90° degree to match
our base make sure
that our model **feet** has the same
position as base
you can scale it (if you want)
to scale within xyz
right click on



Now we rotate and position the model even we scale it
but we **didn't** transformed it yet so how we do ?

To transform go to **Hierarchy Panel**

Select 9s then press (**Affect Pivot Only**)

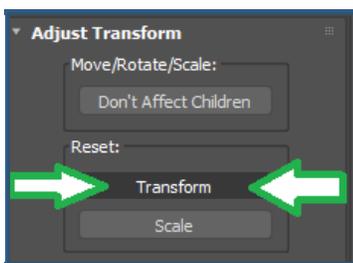
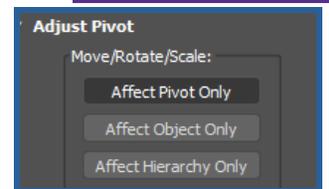
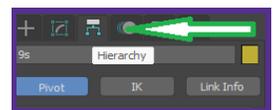
set 9s position to 0.0 on xyz

set 9s rotation to 0.0 on xyz

Now exit (**Affect Pivot Only**) by pressing it again

Press **Scale** button at adjust Transform to transform the scale
back to 100.0

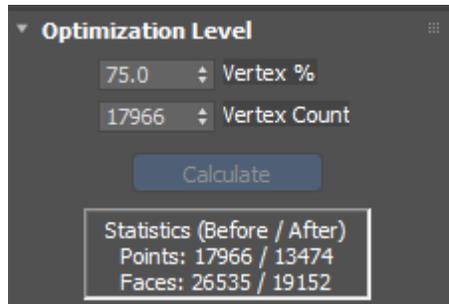
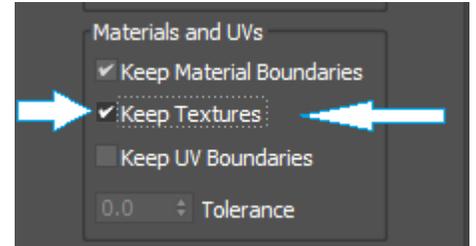
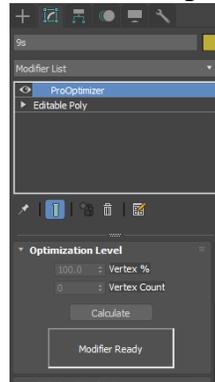
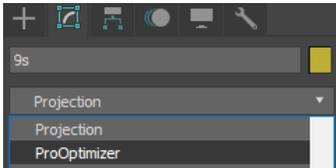
at last step press **Transform**



Reduce Polygons

**Skip This Page if you don't want to reduce any polygons or do optimizing
nor good or bad
we need this for very High polygons meshes**

**to optimize the mesh we need built-in max modifier name ProOptimizer
which low the poly count at cost of Quality but more stable in game**



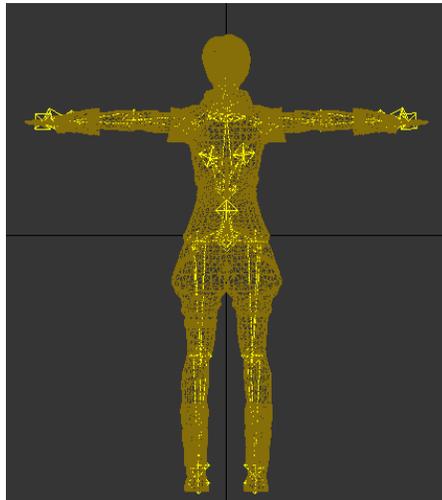
Chapter 4

Bones Structure

now you can rotate and move bones to match our base model perfectly expect do this :

Don't (scale the bones) **Don't** move or rotate (Root, Pelvis) Bones don't come near root and Pelvis bone

Here simple view after we Structure our bones :



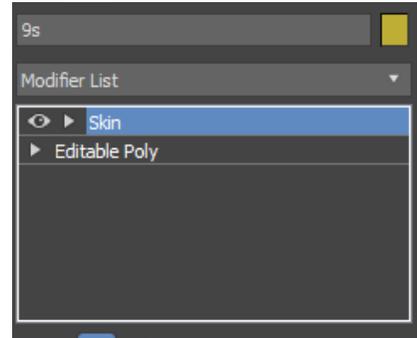
Chapter 5

Rigging

After we transformed & Structure bones our model now ready to rig
 First we Add skin modifier to our model
 Next we add all the [32] bone press Add button in skin modifier
 Then select all [Ctrl + A]

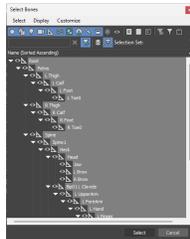
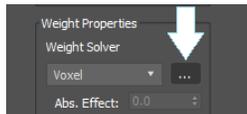
Now you have 3 method of rig (Only pick the one method that suit you)

1. noob rig
2. Voxel rig
3. Vertices rig (Personally I use this one)

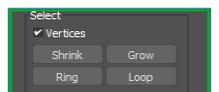
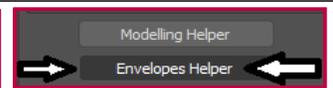
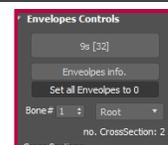
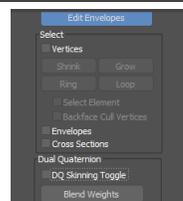
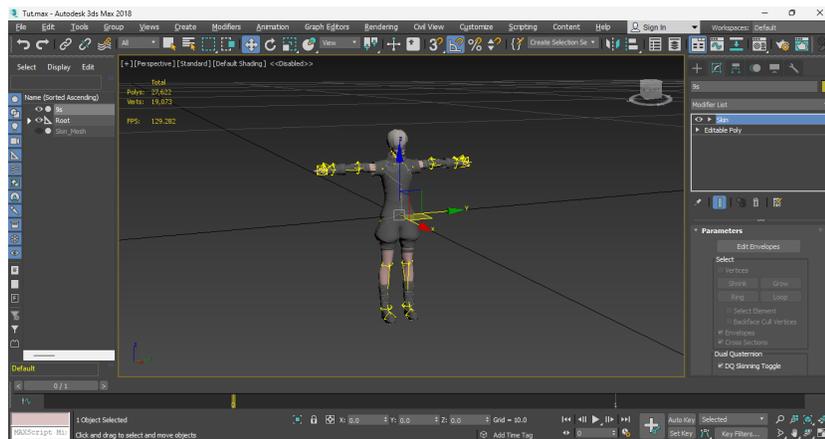


noob Rig :
 basically add the bones to skin modifier and export the model and this is so bad
 don't use the noob method only if you noob modder

Voxel Rig :
 after you add the bones press this
 now press Apply and Voxel rig is
 done our model
 is Voxelized rigged



Vertices Rig :
 Vertices rig is hardest one but
 gives you the power to rig
 most detailed parts on the model
 after we add the bones
 there tool come with KAM script to set
 envelopes 0 for all bones
 now let's V-Rig press on **Edit Envelopes** button
 uncheck envelopes and Cross selections
 marks and **enable Vertices** mark

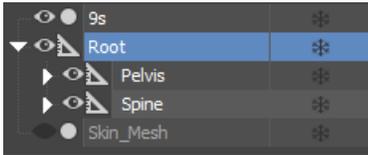


make sure to link **spine** bone to **root**, why because we gonna use mirror Parameters soon and spine must be equal with root and **Pelvis**

and link **Belly** bone to root too (**belly** will stay linked to root even when we export)

so your Hierarchy should look like this :

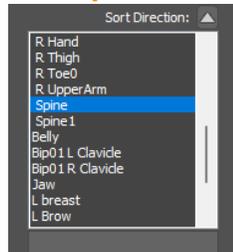
to link it just drag it with your mouse into **Root** bone



now let's link vertices to bones

skin > edit envelopes > envelopes enable and checked ✓

select **spine** bone in skin modifier :

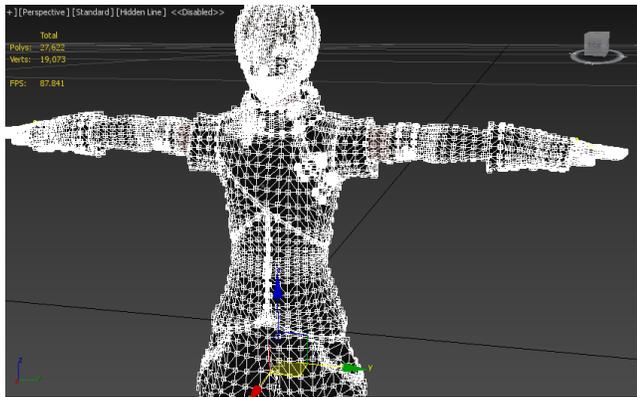


Change default shading to hidden line shade

so you understand how things works

after that **CTRL + A** to select all model

vertices like this :



while you selected all verices type in **abs. Effect 1**

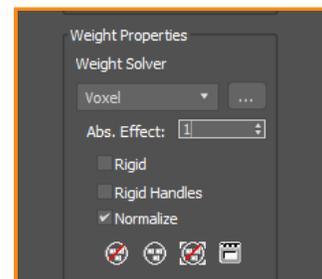
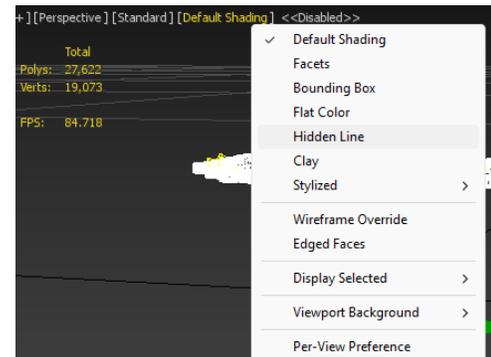
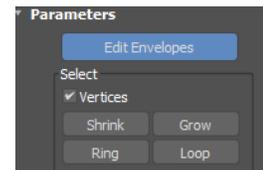
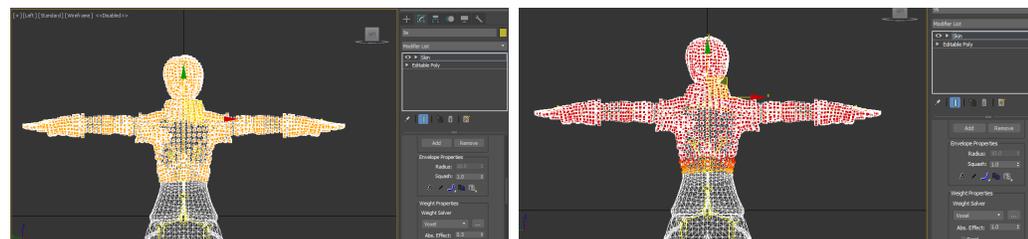
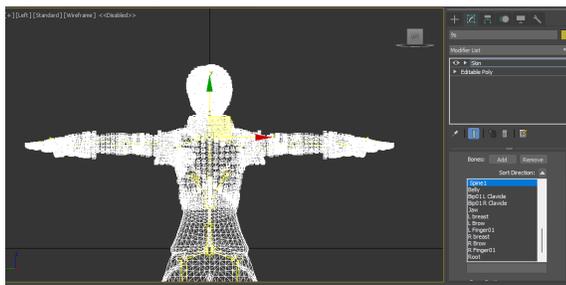
now all vers linked to **spine** bone

select **spine1** bone and **Weight painting**

his back by select half his body ver and start

to smooth his back you can smooth abs like **0.5**

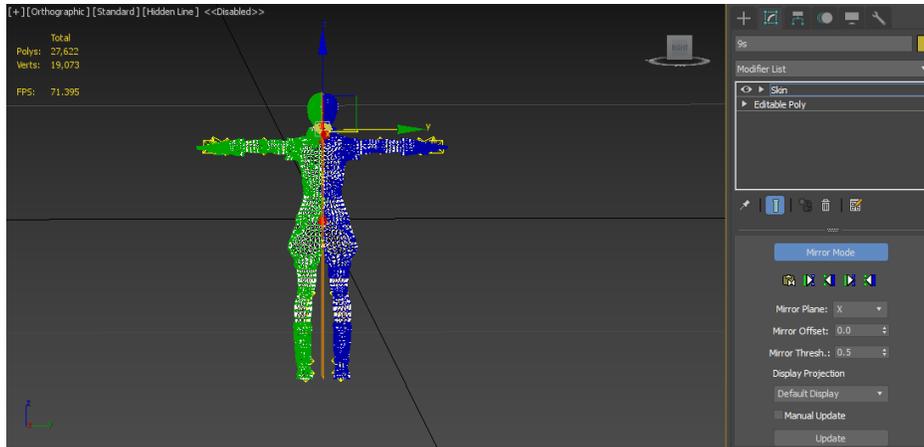
if you ask why **0.5** because other **0.5** linked to **spine** bone



After we Weight paint **spine1**
these only bones we gonna weight painting

- **Spine1**
- **Head**
- **L UpperArm**
- **L ForeArm**
- **L Hand**
- **L Thigh**
- **L Calf**
- **L Foot**

You can do the **Right bones** if you not gonna use the **Mirror Parameters**
after you finish the **L bones** linking on that list use **Mirror Parameters**
in skin modifier



and paste blue vertices to green



then Press **Update**

Now you finish the rig before we exporting we make sure that **spine** bone linked back to **Pelvis**
and **belly** stay in **root**



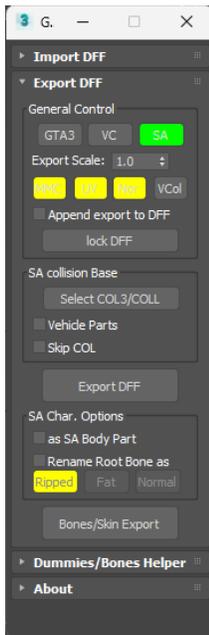
if you ask why we linked **spine** to **root** in beginning because the mirror methods,
and after we finish the mirror we bring it back if you don't wanna use mirror do **spine** linking (:
Now **Vertices** rig is done and this one is the hardest rig method but best and more good quality.

Chapter 6

Exporting

Head to Utilites tab and click on DFF IO

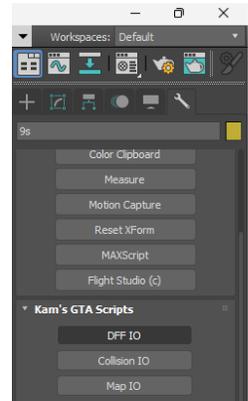
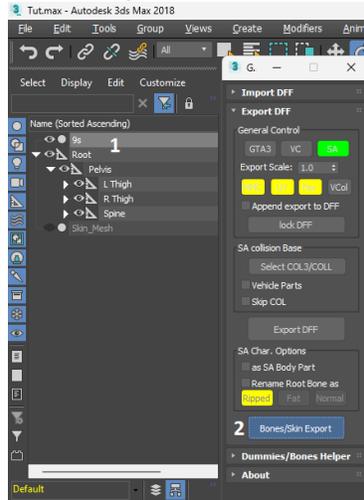
a window should appear like this



now you have a few options

- MMC** - **ON** - **for mat color**
- UV** - **ON** - **for uv**
- Nor** - **ON/off** - **ON shaded / Off shadeless**
Nor is normals exporting turn it off for shadeless model
nor of good for anime models with cel shading
- Vcol** - **Stand for Vertices Color keep it off**

while 9s model selected only the model select not the bones

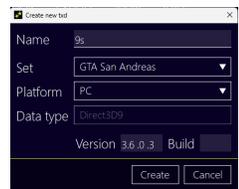


and export the model into mod dir

open up magicTXD

FILE > NEW (CTRL + N) >> name it as the dff name you just exported

and drag all textures we used in Chapter 2 with the same name **don't** chage names



Press M on the first texture and change Compression to DX1 if image had alpha map use DX3

change the rest to DX1 expect the hair to DX3

if your pc is weak or you wanna optimize the texture Press ALT+S

to scale textures down by 512x512 or 256x256

mip map should be 1 because this is skin mod

but you do what you wish about TXD editing (☺)

Your Model is Done.



Here our model in game



**Thanks for reading my guide
and try to do thing by your self
have a nice day (:**

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[linktr](#)

[gtainside](#)

