Blender Skin guide feat.Halano Siblee
For gta san andreas

System requirements :

Linux + wine 10.0++ or windows 10+
4 GB of ram
x64 bit cpu
organized workflow

● Text in Green are necessary
● Text in orange means it's optional depends on you

Software requirements :

●Blender 4.1+
●MagicTXD
●DragonFF plugin

Before we continue you must acknowledge this is for modders
only who might have good experience
and are patience enough to deal with
problems and this guide are just a double
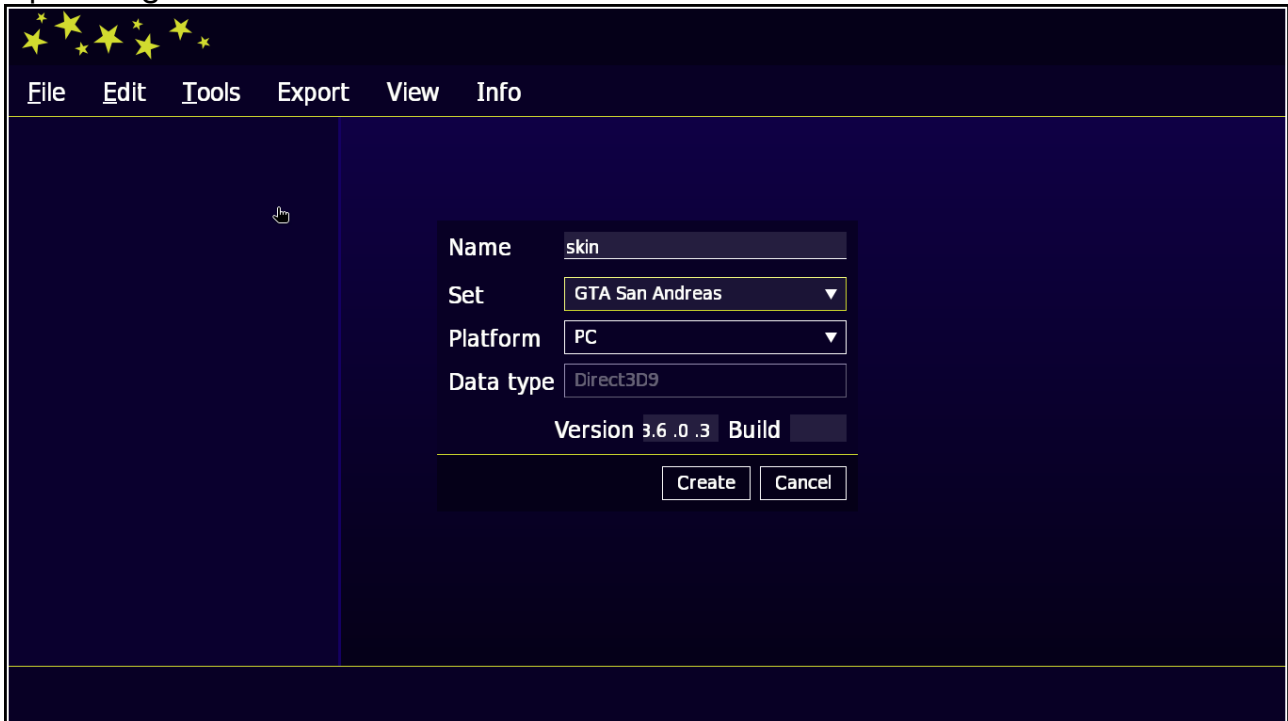check for their skills for whom newly switch to
blender
.....
....
..
.

Magic TXD is best solution out there so we gonna use this software
to make the RenderWare compression texture archives
first things pick a nice name for you skin
shouldn't include more than 15 latter

Open magictxd then CTRL+N enter a name

Then Press Insert and select our textures (make sure texture naming is short too)
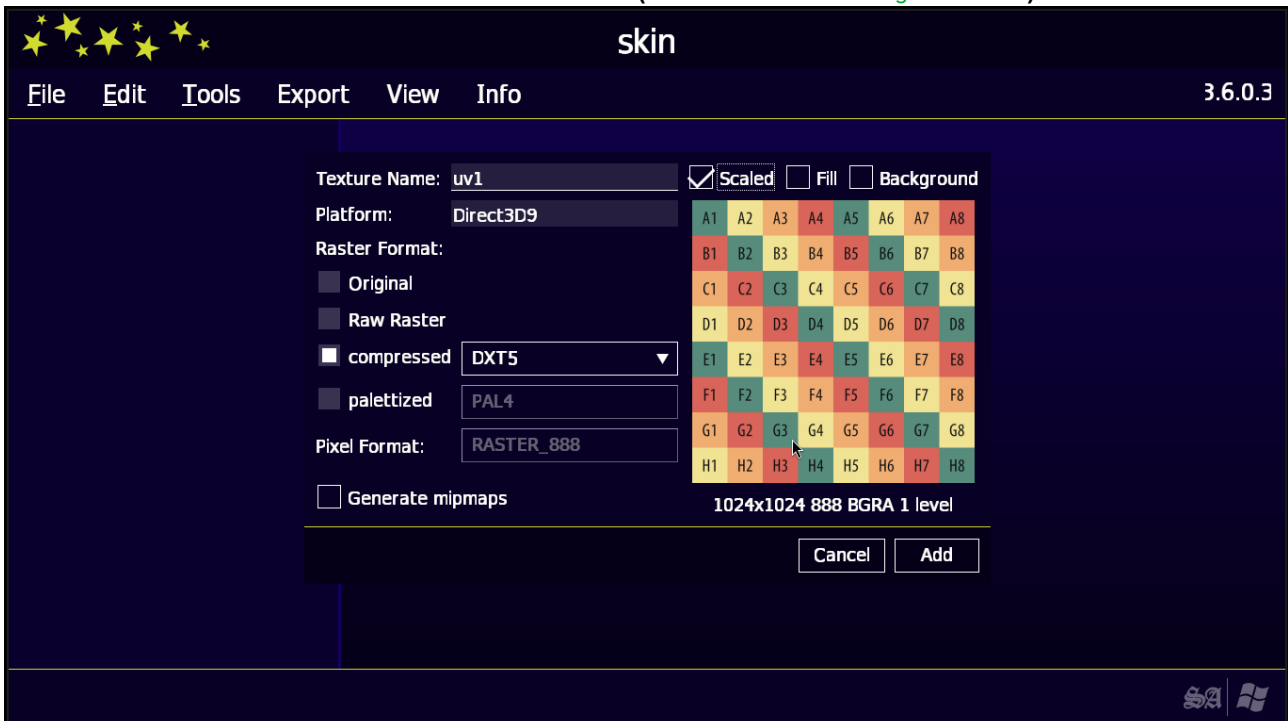

We gonna use the DXT5 compression always you can choose raw which load faster
in game but external skins doesn't need a big size txd's because players barely loads
them.
●additional you can ALT+S to resize good for texture optimizations
CTRL+S to save the archive (skin.txd)

Now we finished the txd part let's hop into blender
make sure dragonFF plugin installed and enabled

Open **Root.blend**
This a ready to use template I made a starter pack you might say
It should look like this inside blender
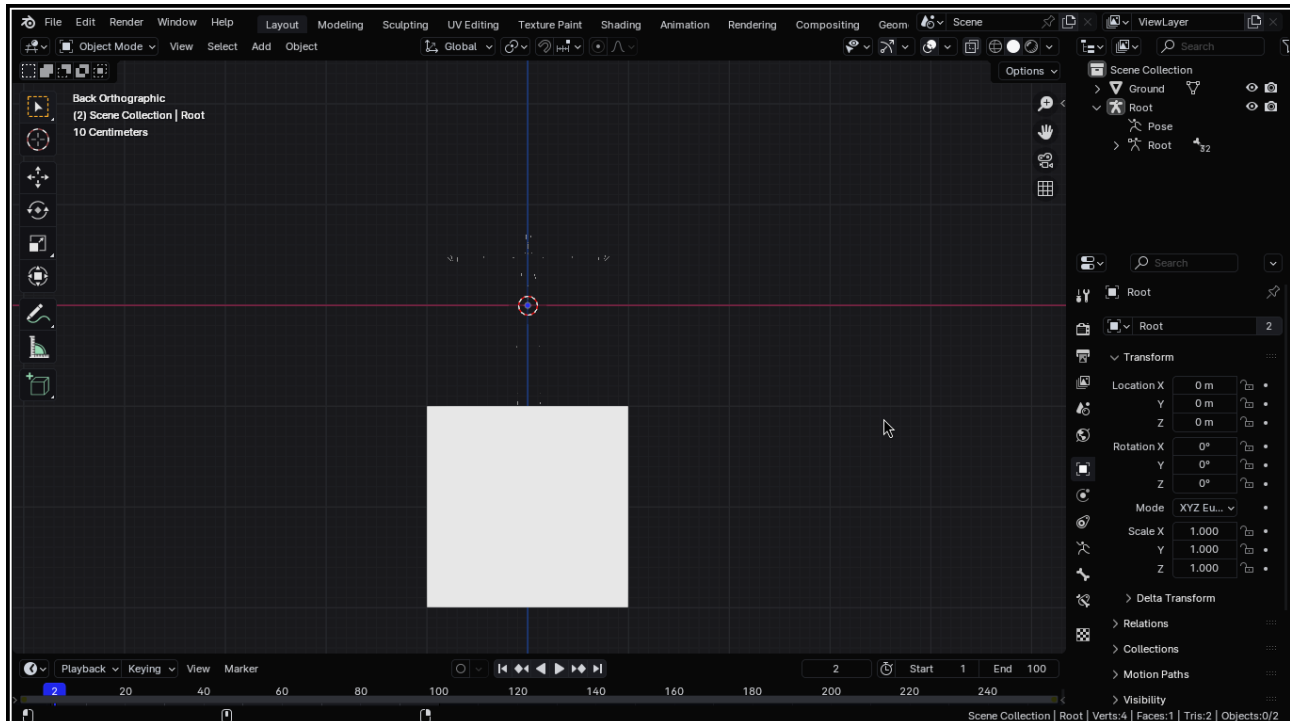
the object ground will be removed we use it as measurement to game ground
now let's import our model we want to rig

in blender press CTRL + 1 (that's the right way the model should face you)
if the model doesn't face you then rotate it (use XYZ Euler mode)
now we got something like this
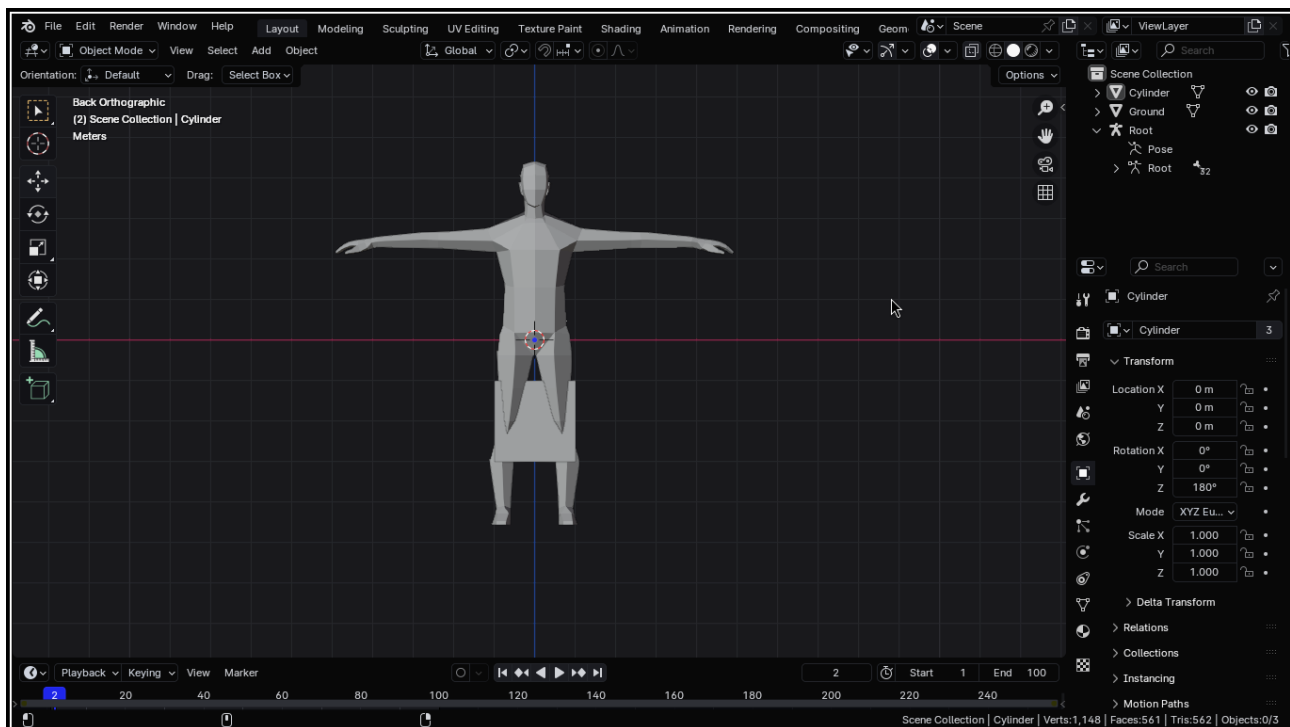
it doesn't look right let's scale it a bit to fit into our armature
after we done the transformation on the model then apply them
that's is very necessary
apply the transforms is your last move on the model you can't do any transformtian
after that or the model will break in game.
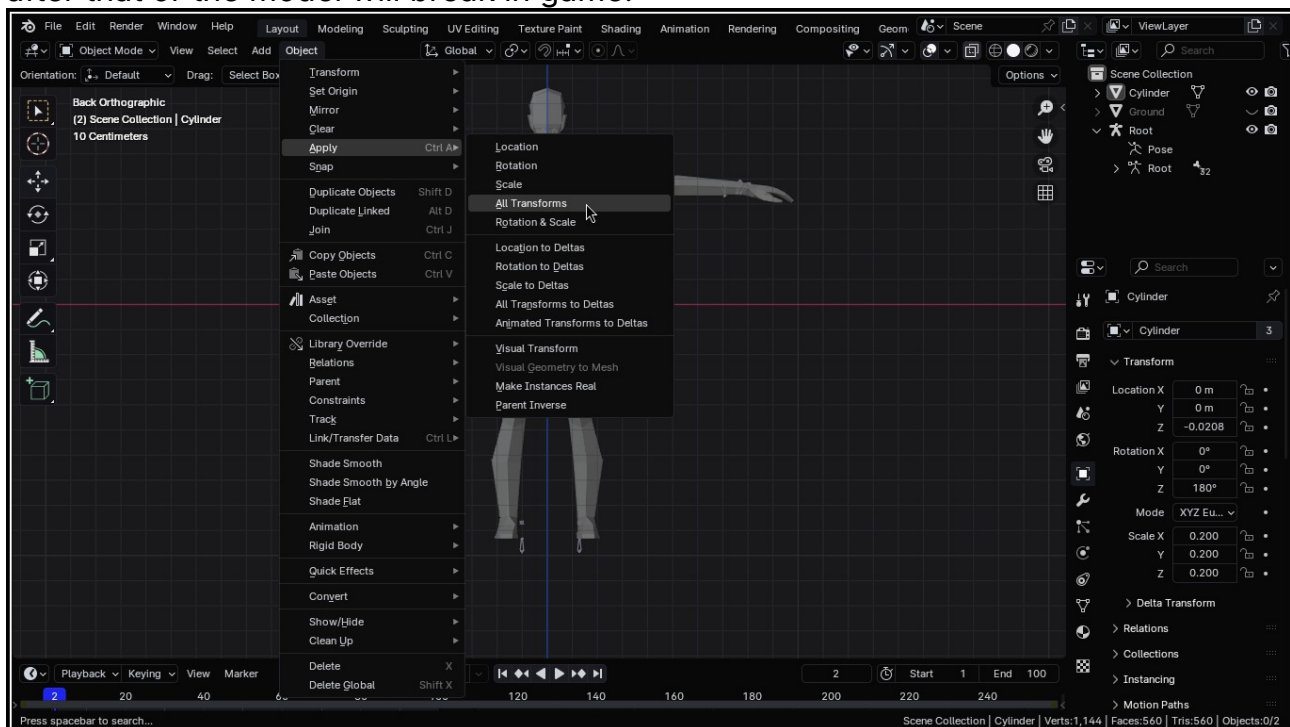
Then click on the root armature then press CTRL+TAB you now in pose mode
in pose mode we only gonna position and rotate the bones don't scale
we have 32 bones but our focus are 16 bones only
so move&rotate the bones to fit the body parts (mesh)
CTRL+3 for the left view CTRL+1 for front numpad 7 from top
you can use free view mode as you like !

Our primary bones we need to rigg :
.Root (Don't ever touch this bone nor position or rotate)
.Spine
.Spine1
.Head
.L UpperArm
.L ForeArm
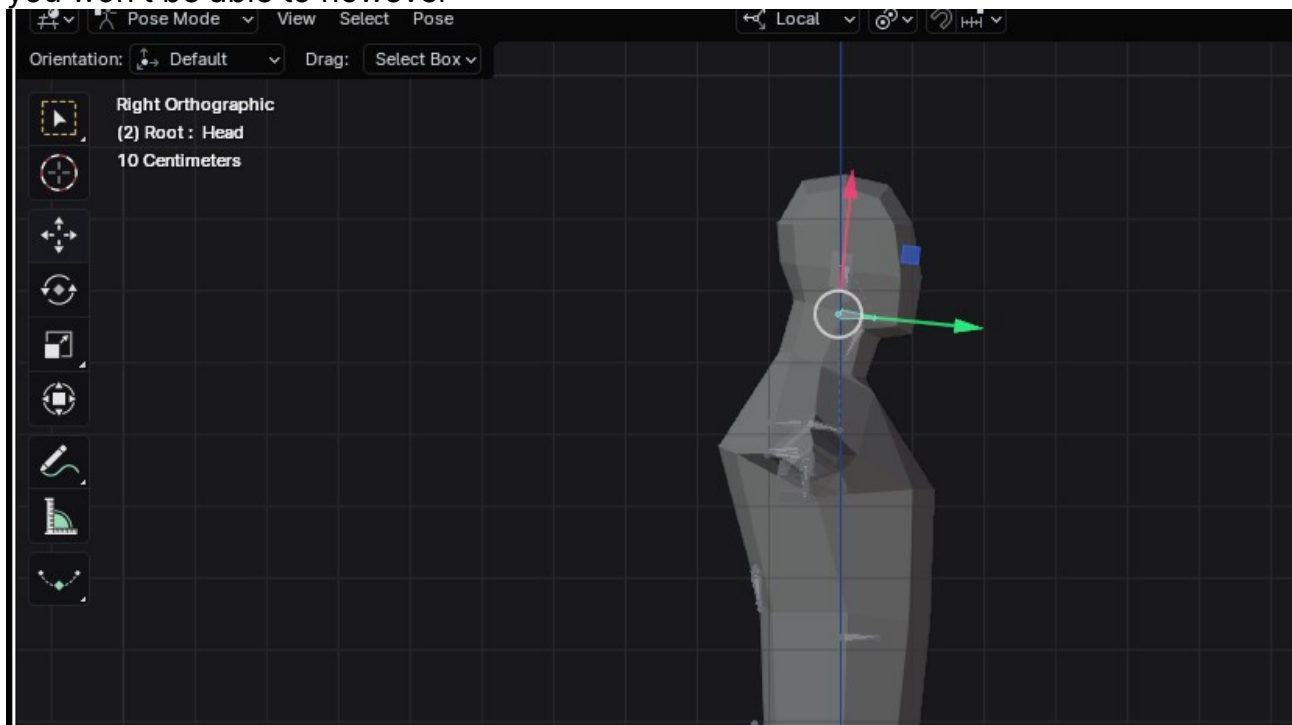.L Hand
.R UpperArm
.R ForeArm
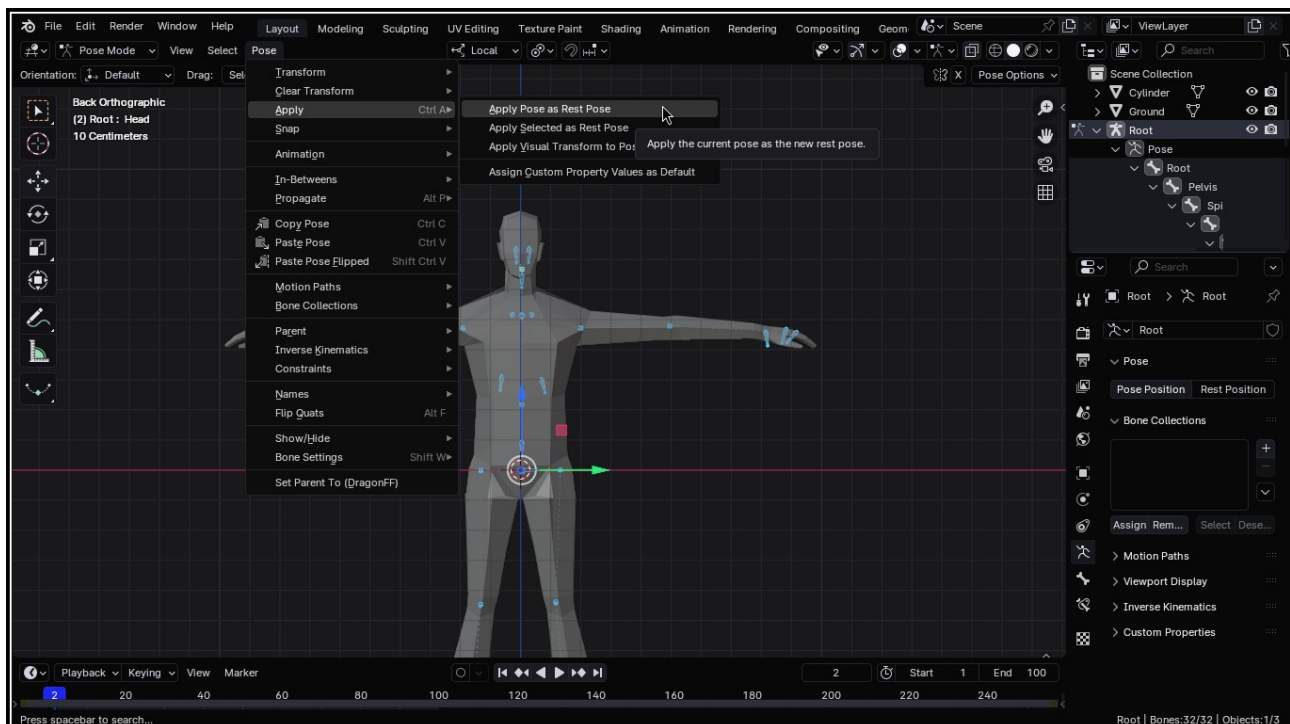.R Hand
.L Thigh
.L Calf
.L Foot
.R Thigh
.R Calf
.R Foot
you can enter edit mode on the root armature at this moment becase later
you won't be able to however

Once you done these bone rotate/pos select all (press A in pose mode) of them in pose mode
and apply pose as rest pose

Now our mesh transform is 0 on Rotation scale and location
armature too and bones too, we are ready to weight paint
exit pose mode by pressing CTLR+tab again now let's join the mesh (the model)
inside the armature (you can remove ground object now we don't need it)
select the model first, then CTRL & click on our armature
then CTRL + P and select the follow : with Empty Groups
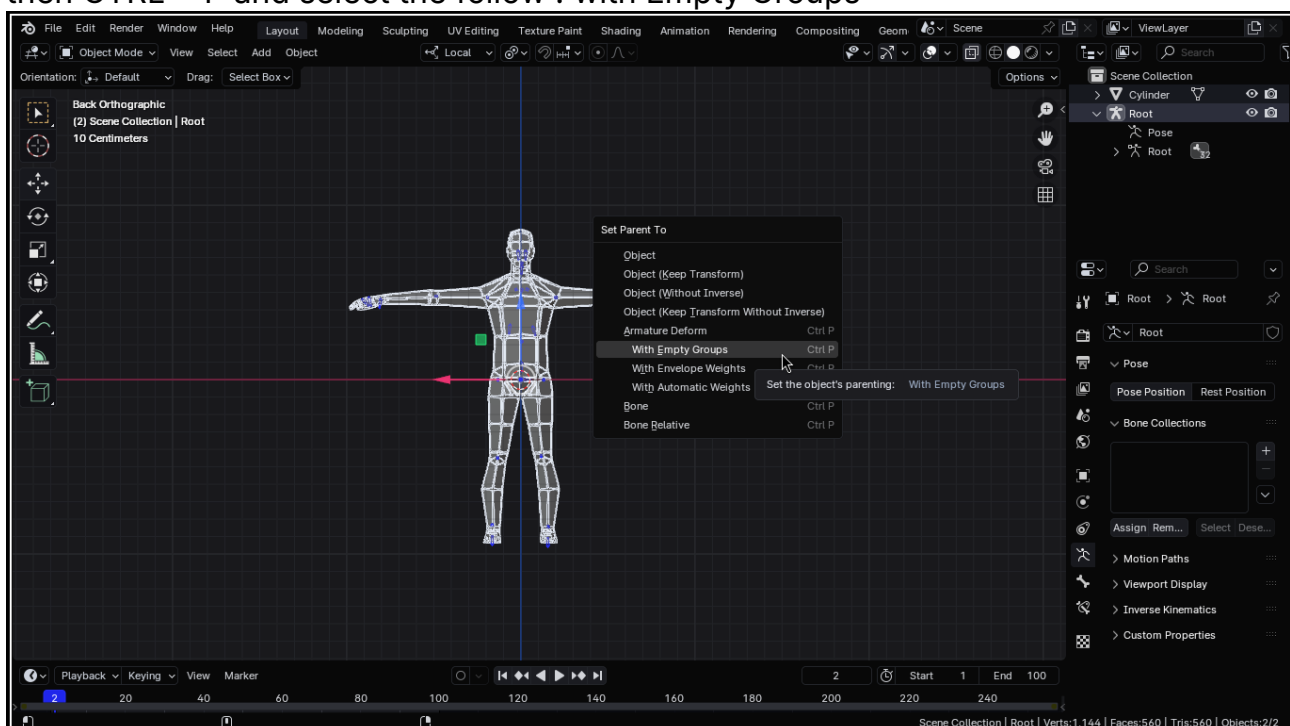
enter weight pain mode by selecting the mesh (not the armature)
CTRL + TAB then pick weight paint mode
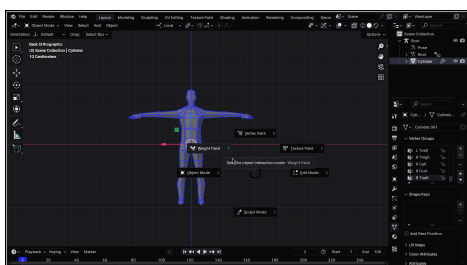
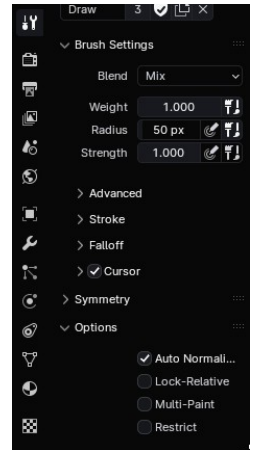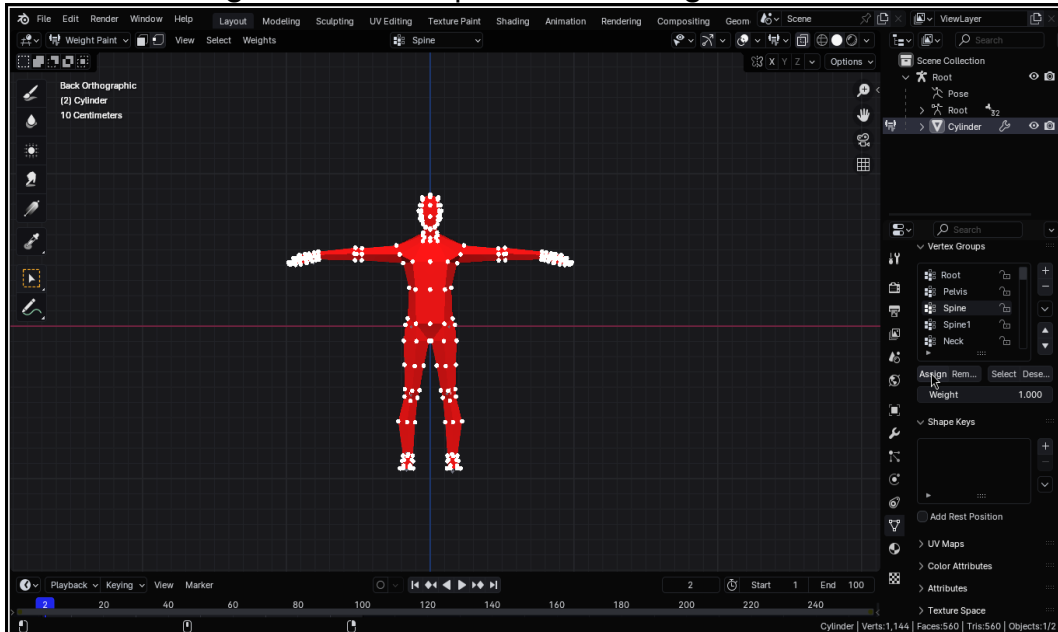You must enable auto normalize in wieght pain mode tools > options
This allow us to auto balance the vertices between
each group will be done automaticly via blender

now first thing first select the spine bone
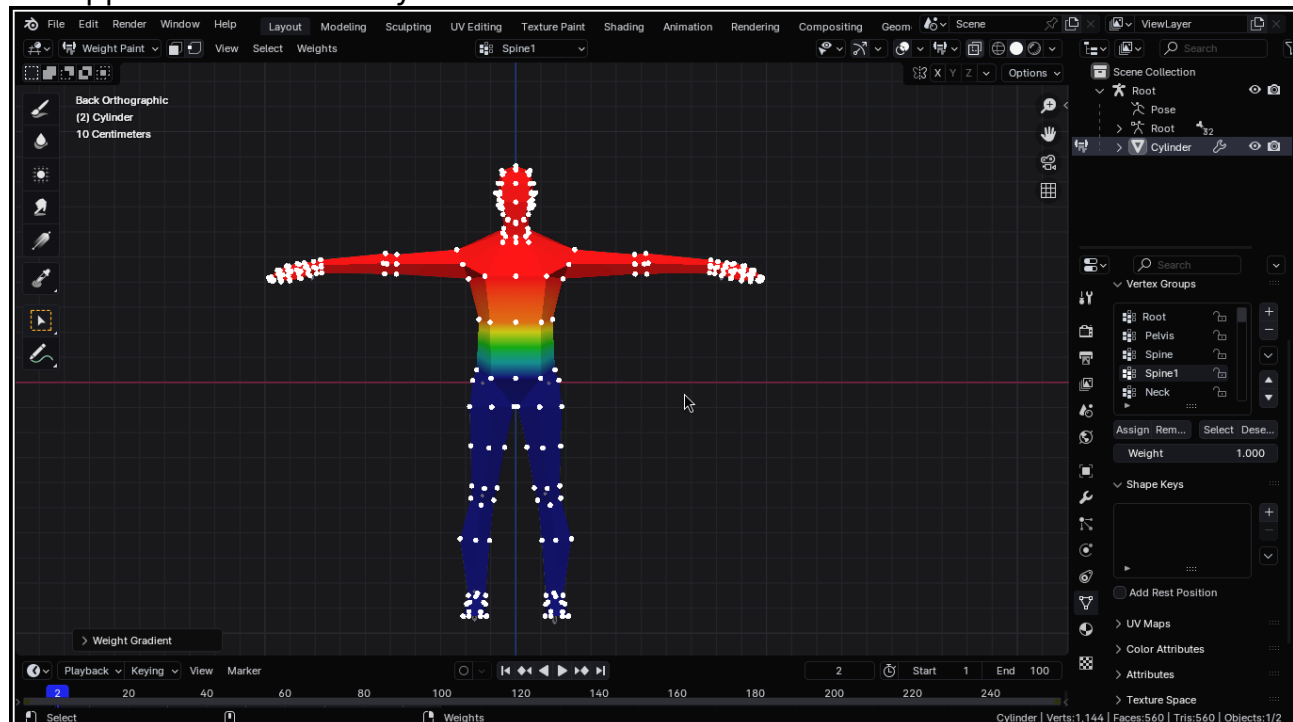CTRL + Z for Xray mode
Press A to select all vertices
on the model goto > data > spine > and assign

Next bone are spine1 press A to select all vertices
but this one is spine1 not spine then press shift+A to gradient painting
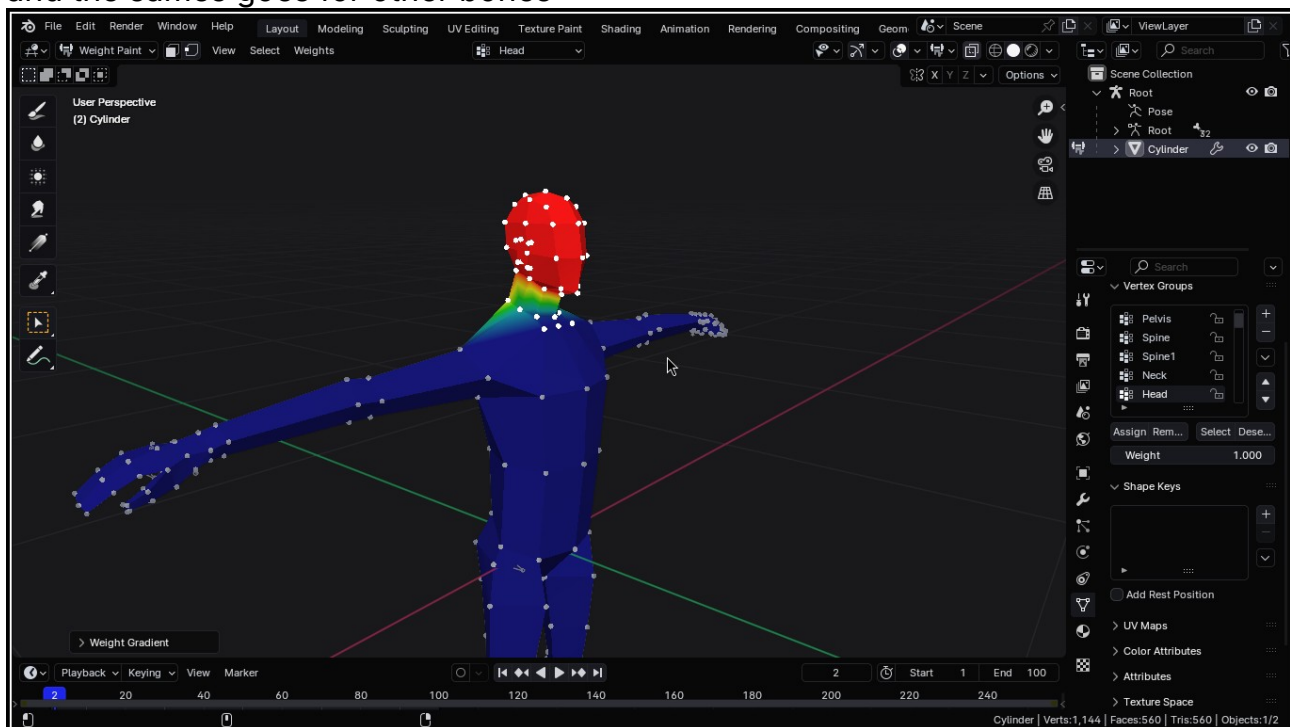the upper area of the body

after spine 1 do the head the same way arms forearms and legs
but for head and other bones
you don't have to select the enter model vertices

for example for the head we gonna select the head vertices + some from the
neck(mesh) then gradient painting them (shift + A)
and the sames goes for other bones

I think you get it as a modder I won't teach you the rigging basics 😀
you should know that.

After we done rigging

Let's automate the material and texture
also model normals (no normals make model appear shadeless in game anime like rander)
head over the shading tab in blender
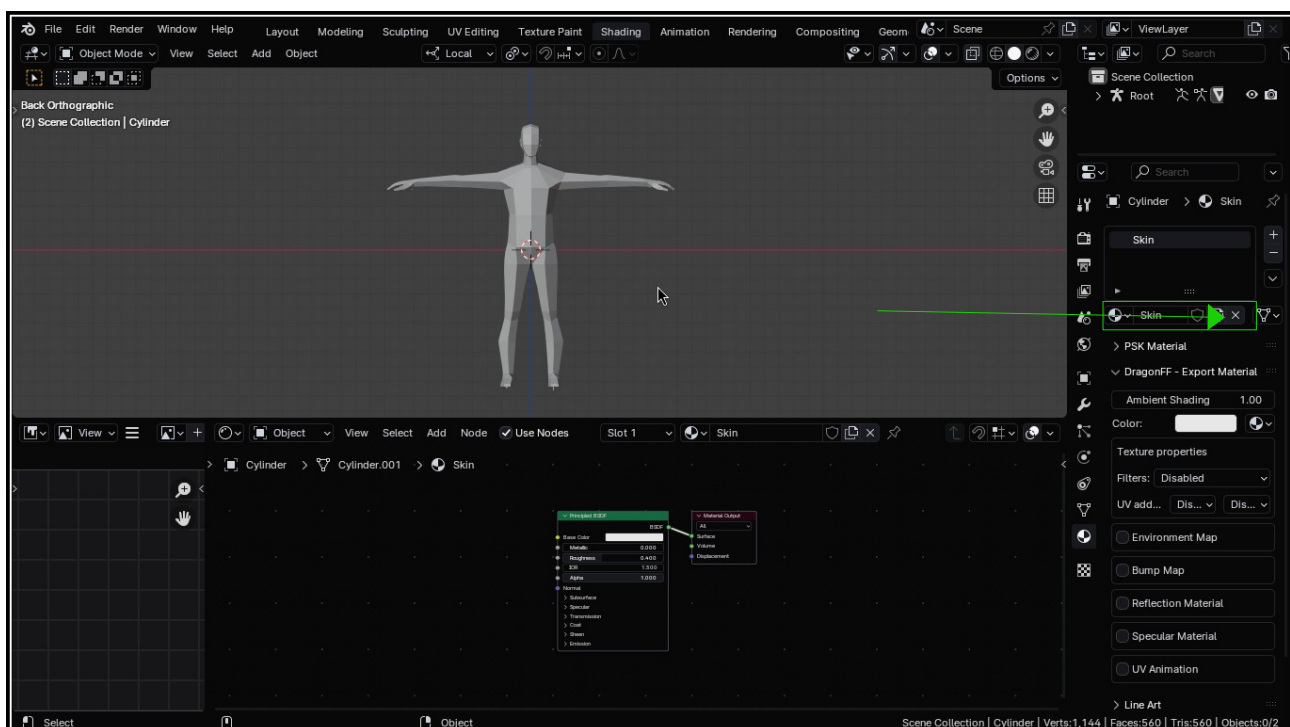
remove the skin material X near skin
and click on new
then click anywhere on node area , shift + A
and add image texture
then link to BSDF shader
and leave everything in BSDF to the default
you can control the surface color of the
texture from this picker
on the image texture click open
and select our uv1 name must match
the TXD archive cluster
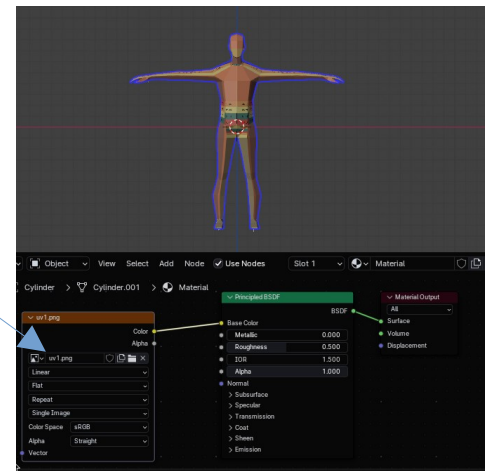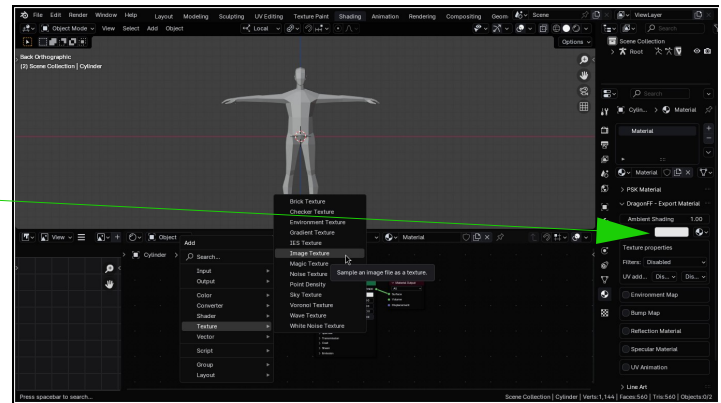
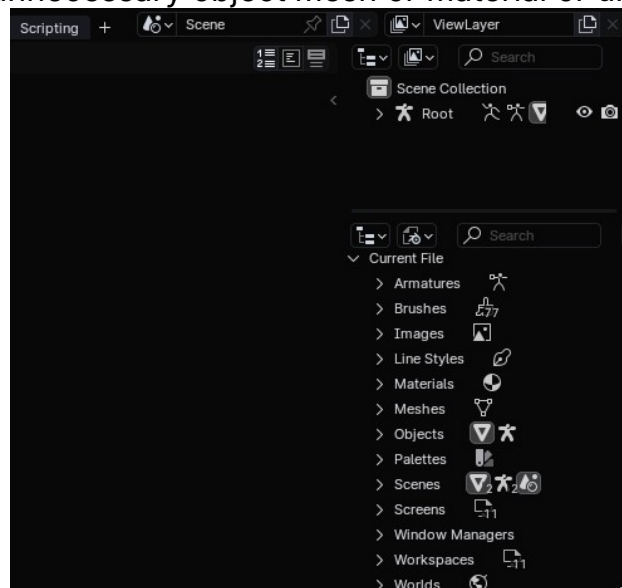For control whether the model is shaded or shadeless go into object
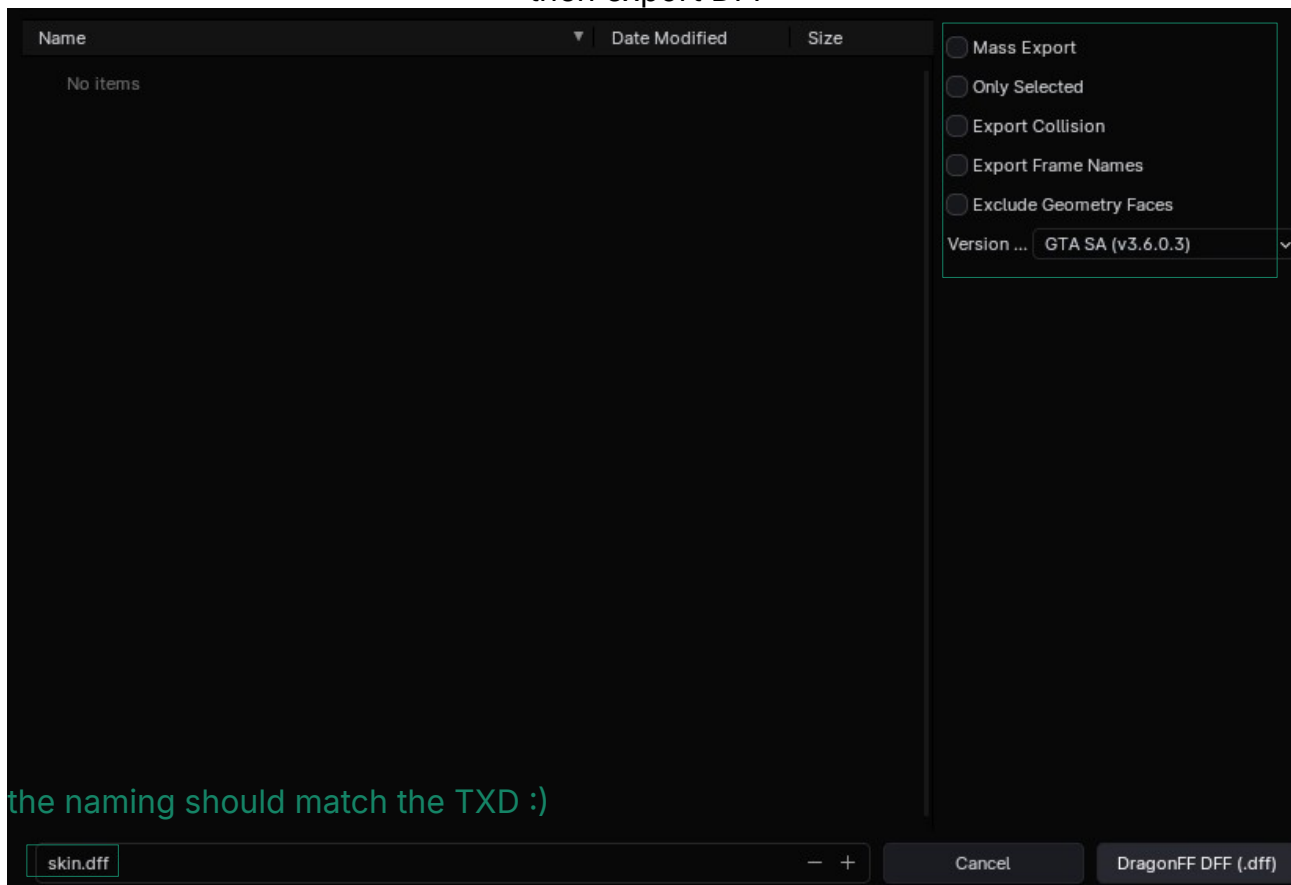DragonFF export and uncheck the following
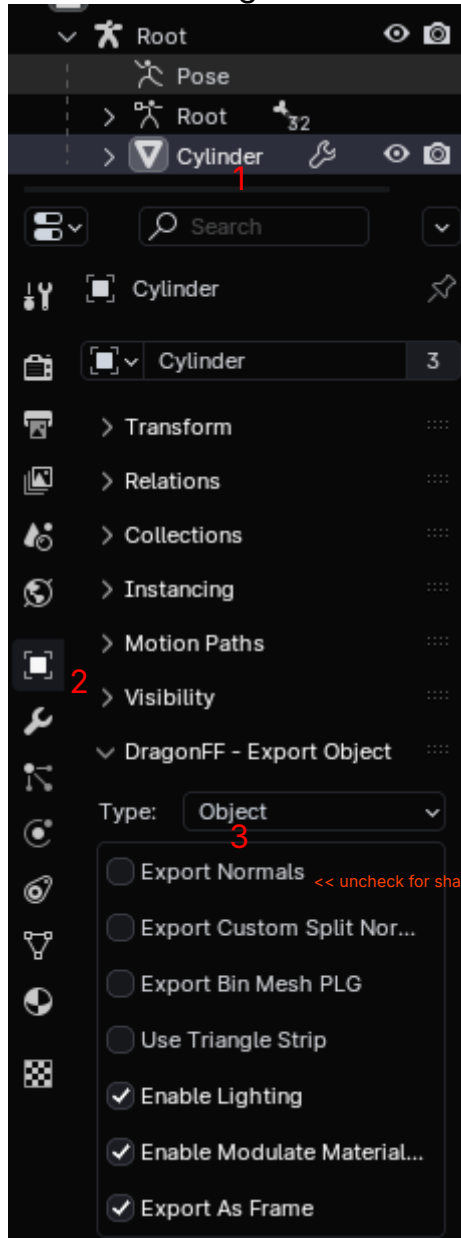
Now Let's export our work
a nice touch you can make to reduce the over head is go over the scripting tab and
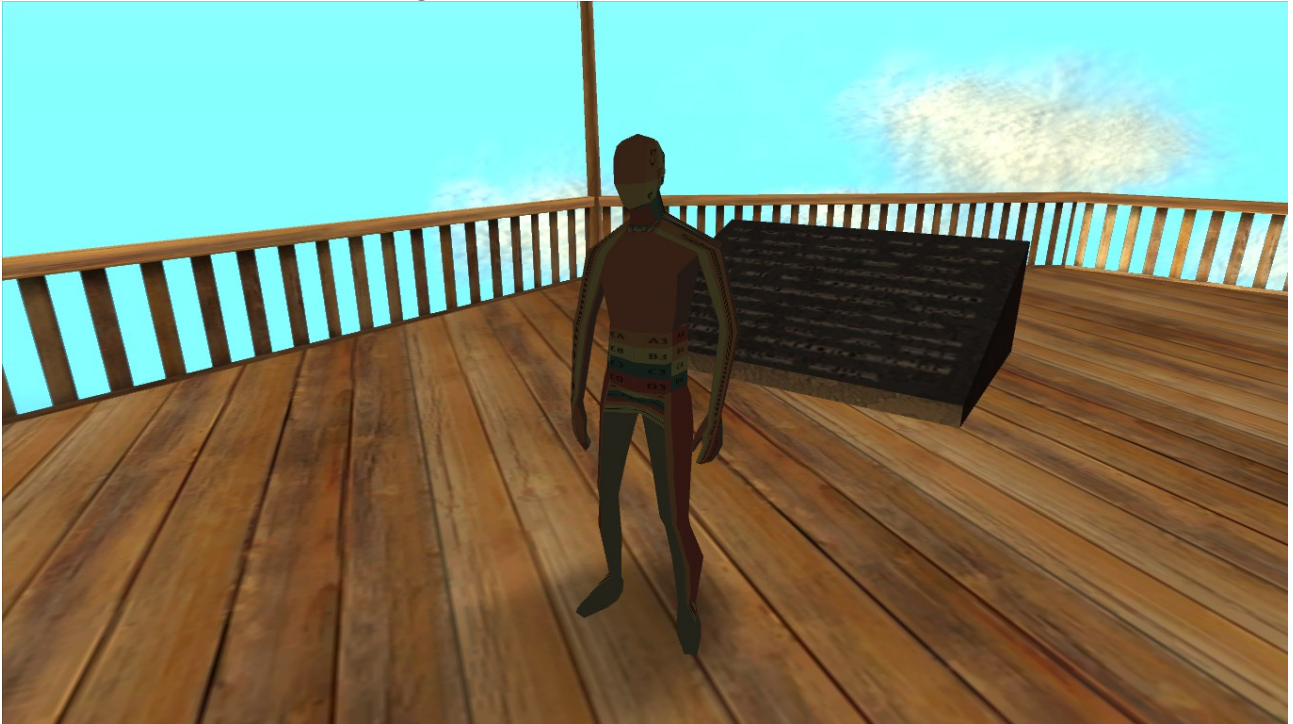clean any unnecessary object mesh or material or unused image

then export DFF

the naming should match the TXD :)

skin.dff

You better name it any thing other than skin.dff/txd it might cause a problem
with skin selectors

And here our mf inside the game

Guide by ©HalanoSiblee
thanks for reading I hope you learn something
and start make good skin mods
we all enjoy
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This guide made possible by open source tools
Libreoffice – Wine – Blender – DragonFF – Arch linux