

Complete Characters FAQ, 28.06.2005

Is it also possible to use the meshes in a 3D software package different from 3ds Max 5?

The meshes have also been exported to *.obj and *.3ds file formats from 3ds Max. But full functionality of the *.obj and *.3ds files cannot be guaranteed - especially bone skeletons, skinnings and animations will not work after the import in a different software than 3ds Max 5 or later versions. Full functionality is guaranteed only for the following Software Packages:

- 3ds Max 5 with Character Studio 3 or later
- 3ds Max 6 with Character Studio 3 or later
- 3ds Max 7

Is it possible to swap parts of the textures between the different characters?

Yes. All characters have a very similar UV mapping, allowing to swap clothes partly between characters to a certain extent (limited to the possibilities that are given by the different meshes of course).

Is it possible to scale the character meshes without having to re-skin them?

Yes it is. You would have to perform the following steps in 3ds Max.

- 1) select the characters mesh
- 2) turn off the checkbox "always deform" in the skin-modifier
- 3) rescale the character
- 3) select one of the characters bones
- 4) change into figure mode
- 5) change the height of the bone skeleton in the same ratio with that you have scaled the characters mesh earlier
- 6) turn off figure mode
- 7) turn on "always deform" again

How is payment and delivery arranged?

If you would like to purchase "Complete Characters", please use the pdf order form that I is available on our website (direct link: www.complete-characters.com/dnl/cc_order_form.pdf). Just print it to fill it out, and send us the signed copies of both pages by Fax. Then we will send out a letter with the DVDs together with an invoice. The payment has to be made by direct bank transfer to our German bank account.

Do the characters all use the same bone skeleton?

Yes, they do use the same bone skeleton within the bounds of possibility. That means: All male characters have exactly the same bone skeleton. And all female characters have the same bone skeleton (with a slight modification for high heels). Also a couple of child and granny type characters have their own special bone skeleton of course. Please see the pictures below for better understanding:



