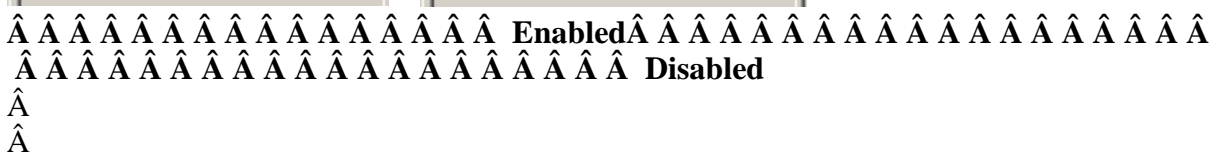


## 2)THE GIZMO

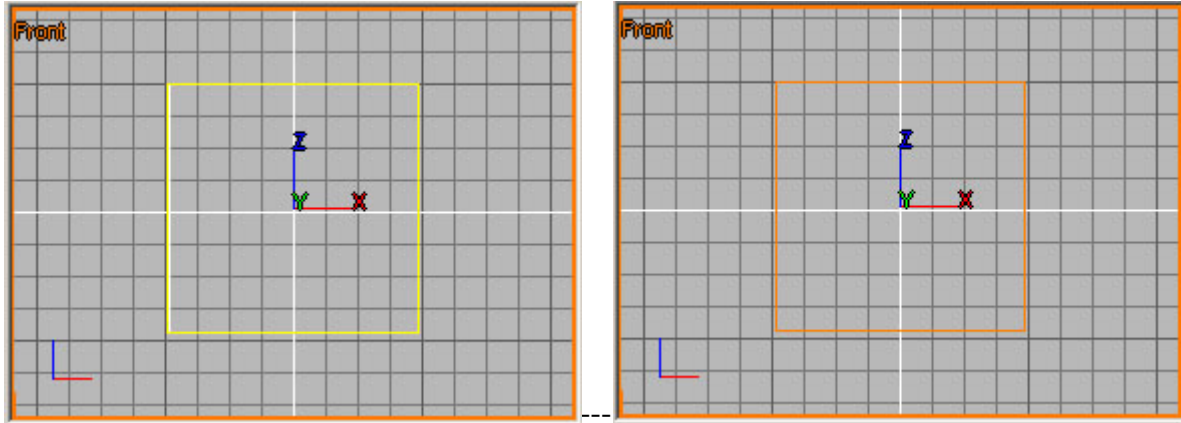
$$\hat{A}$$

them: **Bend,Skew,Polychop,Spherize,Twist,Wave,FacesByMatID** etc.When objects are selected go to Modify tab dlg and **if the Modify button is enabled** you can apply the modifier, **if not** for some reason the modifier can't work.Maybe the **objects aren't handled**(i.e light,bone) or you must have **only one object selected**.If enabled, press the Modify button and the plug's dialog wil appear.The procedure is same for all.Set the values, press the Apply button,if not satisfied Undo and re- set values/Apply.When finished press the Modify button again to exit.



## 2)THE GIZMO

Most of them will have a gizmo object(box,cylinder,sphere) for previewing and handling the end-result. When the gizmo is colored **YELLOW** you can pos,rot,scale the gizmo as a normal object(i.e. UVmapping modifier) and when it's colored **ORANGE** the object(s) can be rot,pos,scaled instead,if the X,Y,Z axis orientation isn't what you need.



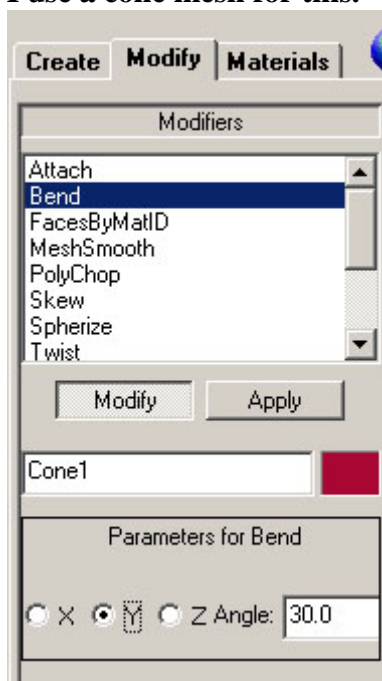
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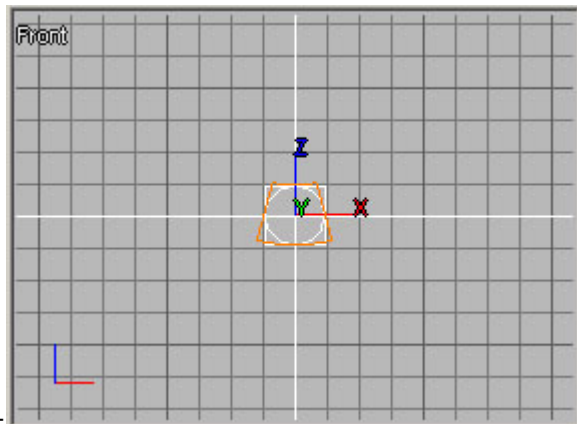
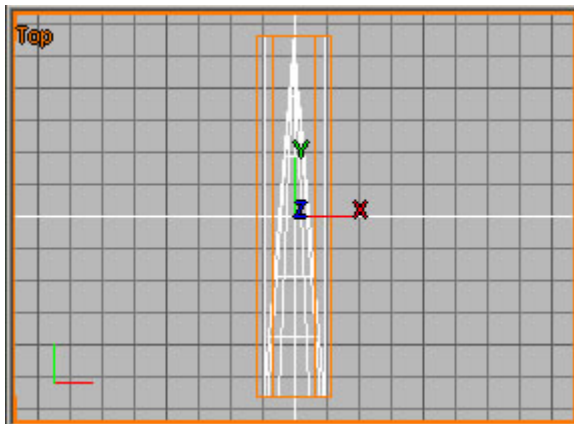
## 3)EXAMPLES: USING SOME OF THEM

Let's try some of them and explain others: Bend,FacesByMatID,Polychop,UnwrapUV.

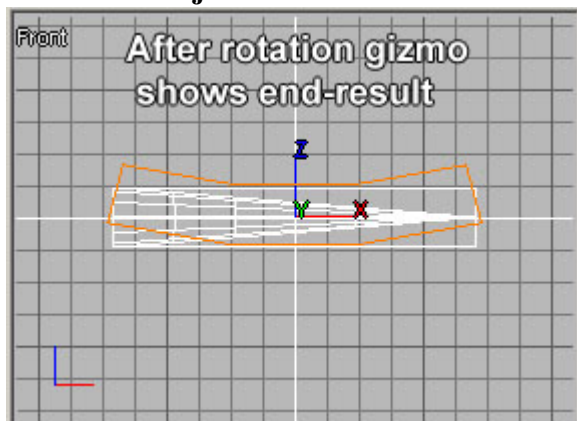
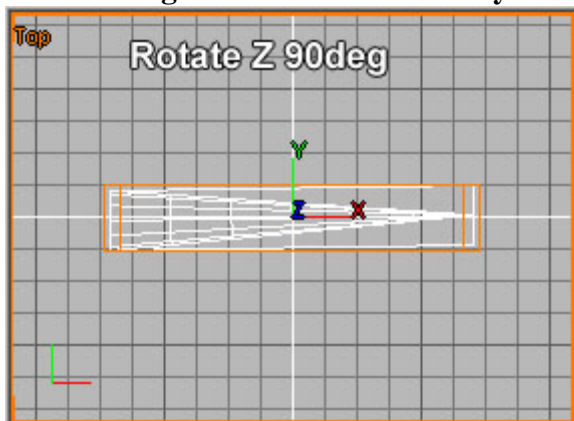
### BEND:

I use a cone mesh for this.

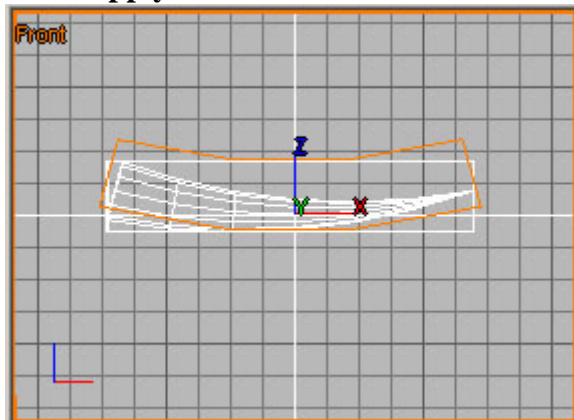




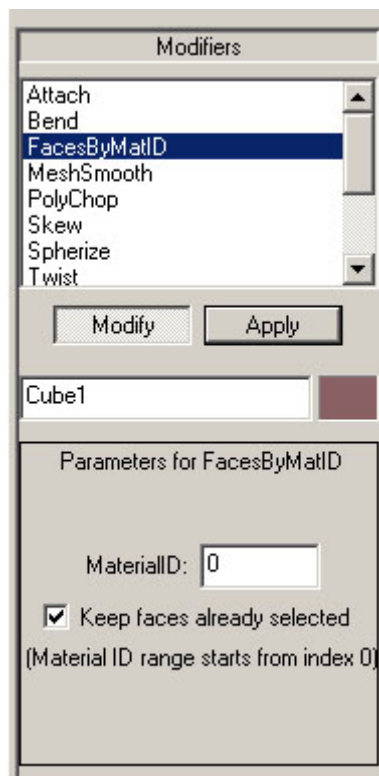
**Note:** If the gizmo isn't deformed as you expected rotate object.



**Press Apply button.**



### FacesByMatID:



As you know faces can have different materials. This is useful for selecting face groups in a single mesh that share the same material. Select the mesh and activate the modifier. You must know the material's position index in MatEditor (This will change for v1.3.3. A mat name list will be available to choose from).

If some faces are already selected and you want to keep them selected, check the "Keep faces already selected".

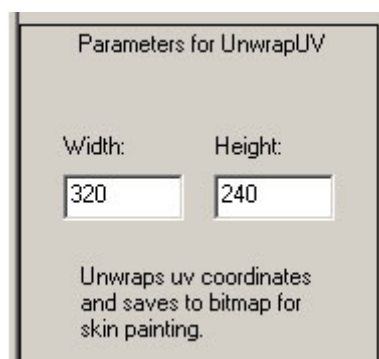
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### Polychop:

Will have the mesh vertices/faces reduced. Useful for downgrading meshes to low-poly models. Can be applied to whole mesh or selected faces.

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### UnwrapUV:

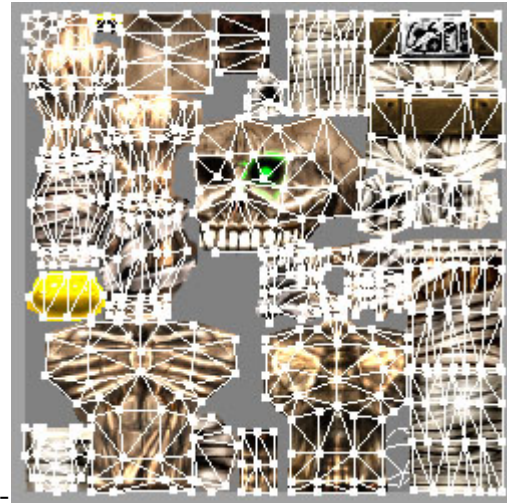
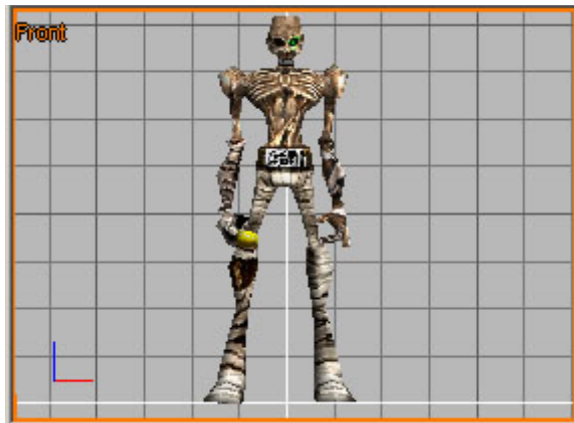


Will have the mesh uv points saved as a BMP file for painting the skin.

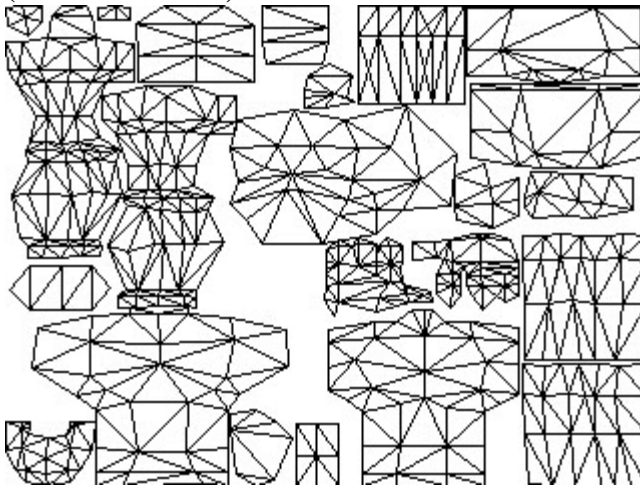
Set the image's output size and press Apply. Save the bitmap and open it with a paint program of your choice.

^  
^

**This model's uv points saved as a BMP:**



**(EditUV scrsht)**



**(Saved BMP)**

Prometheus