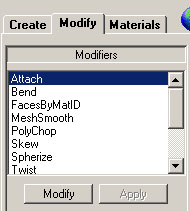
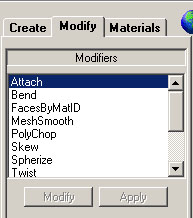
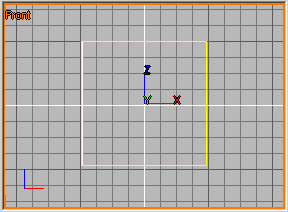
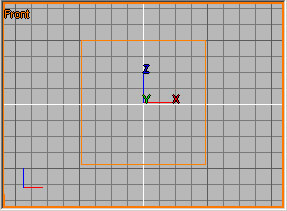
USING MODIFIERS TUTORIAL

**1)WHAT ARE MODIFIERS?**   
**2)THE GIZMO**   
**3)EXAMPLES:USING SOME OF THEM**   
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1)WHAT ARE MODIFIERS

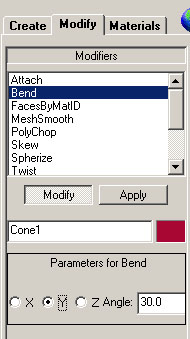
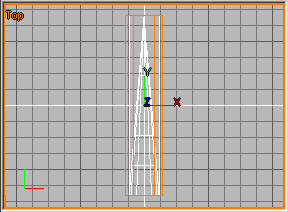
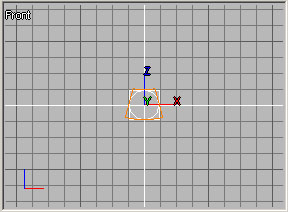
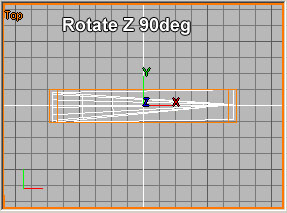
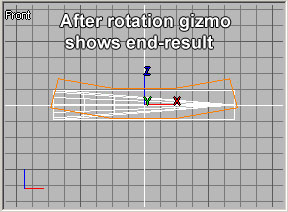
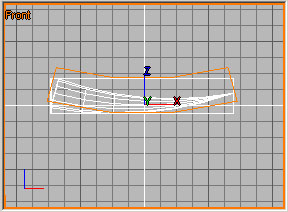
**Modifiers are plugins that are found in the Modifiers Tab Dialog and mostly deal with meshes.In future more objects will be handled(bones,lights etc.).SDK users can have their own modify plugs programmed.Some are core.dll built-in and some are stdplugs.Here's a list of some of them: Bend,Skew,Polychop,Spherize,Twist,Wave,FacesByMatID 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.**   
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**Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â  EnabledÂ Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â  Disabled**   
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2)THE GIZMO

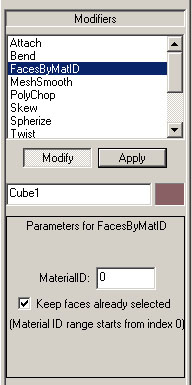
**Most of them will have a gizmo object(box,cylinder,sphere) for previewing and handling the end-result.When the gizmo is colored YELLOW you can pos,rot,scale the gizmo as a normal object(i.e. UVmapping modifier) and when it's colored ORANGE the object(s) can be rot,pos,scaled instead,if the X,Y,Z axis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


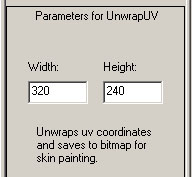
**FacesByMatID:**

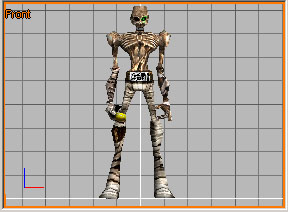
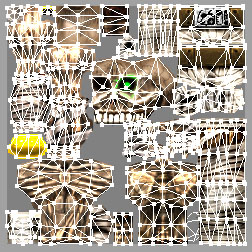
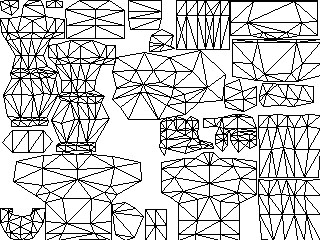
**As you know faces can have different materials.This is useful for selecting face groups in a single mesh that share the same material.Select the mesh and activate the modifier.You must know the material's position index in MatEditor(This will change for v1.3.3.A mat name list will be available to choose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

**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 programm of your choice.**   
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**This model's uv points saved as a BMP:**   
---**(EditUV scrshot)**   
**(Saved BMP)**

Prometheus