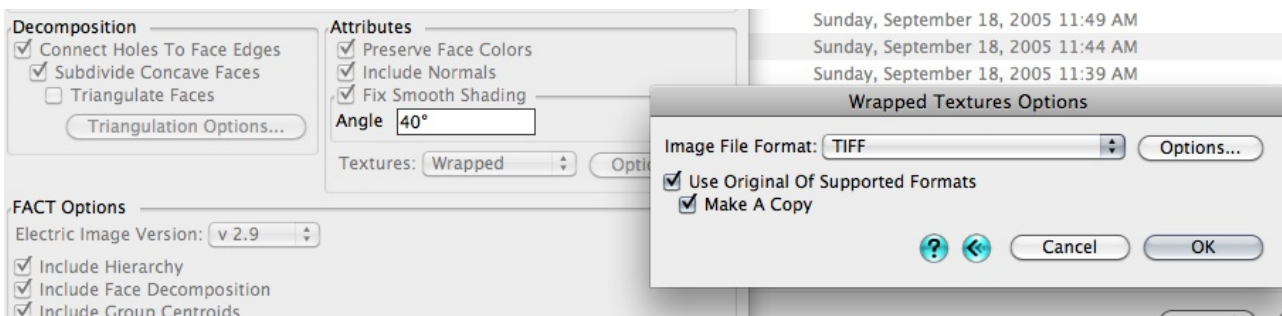




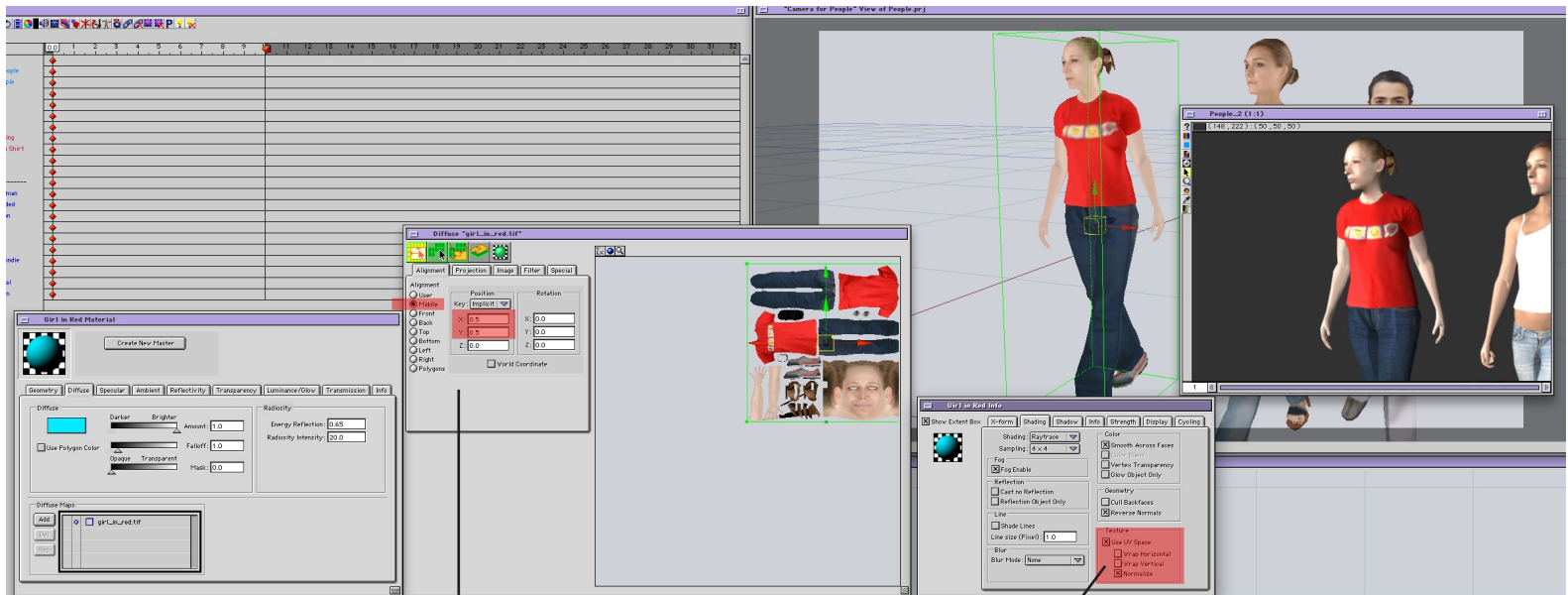
Say you get a person with UV maps from Got3d.com or somewhere else, how do you get it into EI?

Can bring the UV mapped item into FormZ (or EI Modeler however I have not tested).

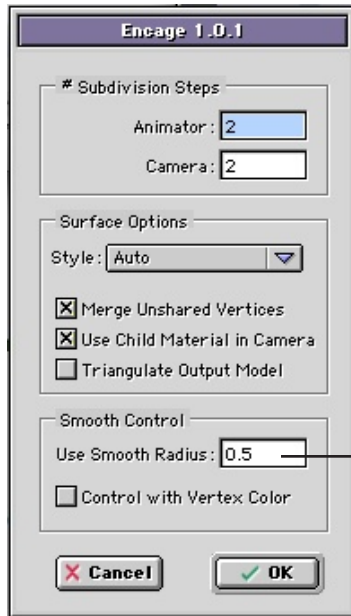
Export to Fact with textures on and wrapped.



import the fact into EI



align map by setting these in red.



If a smoother model is needed, use Encage. Have to set the smooth radius to .5 or so to minimize the distortion of the smoothing.