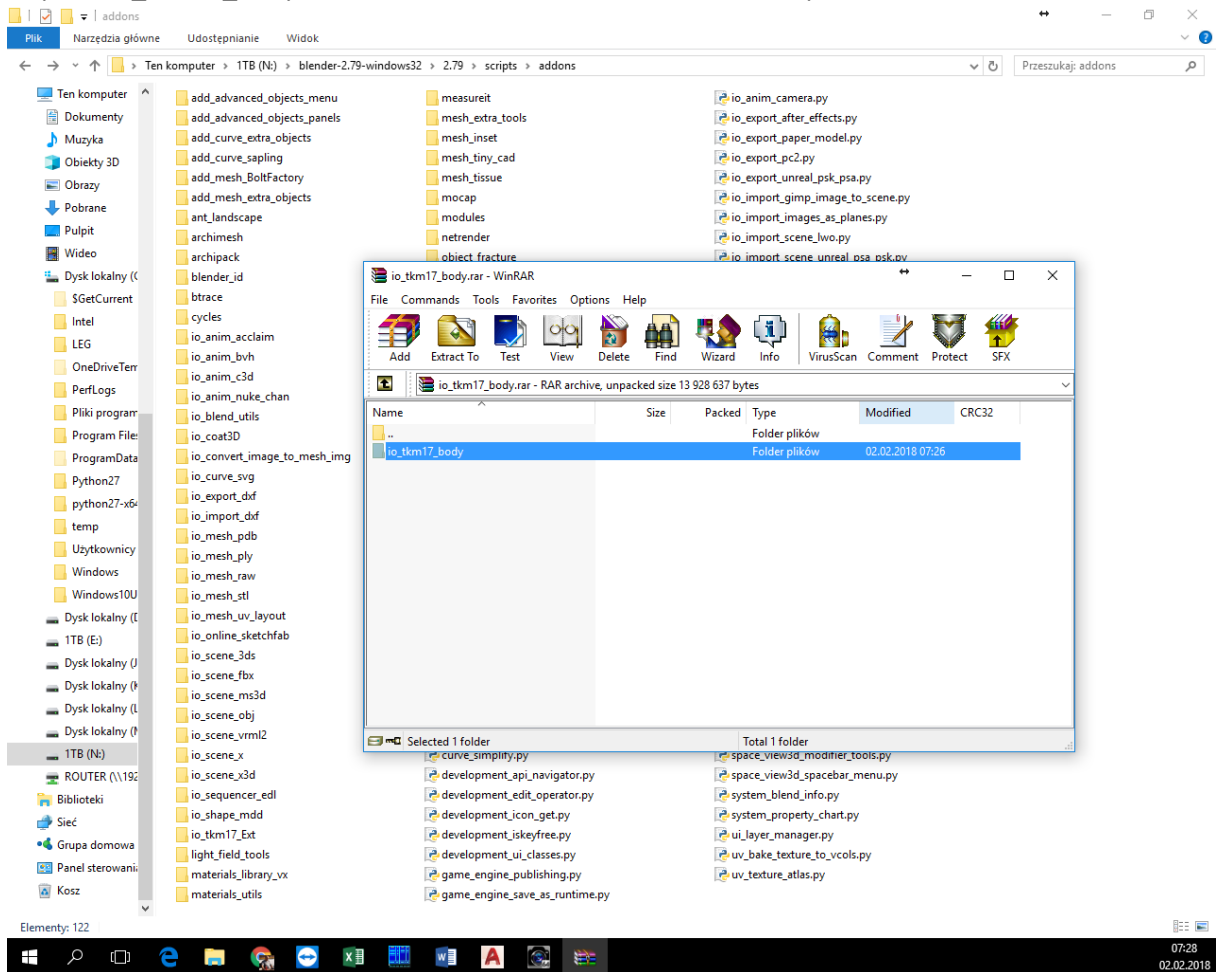
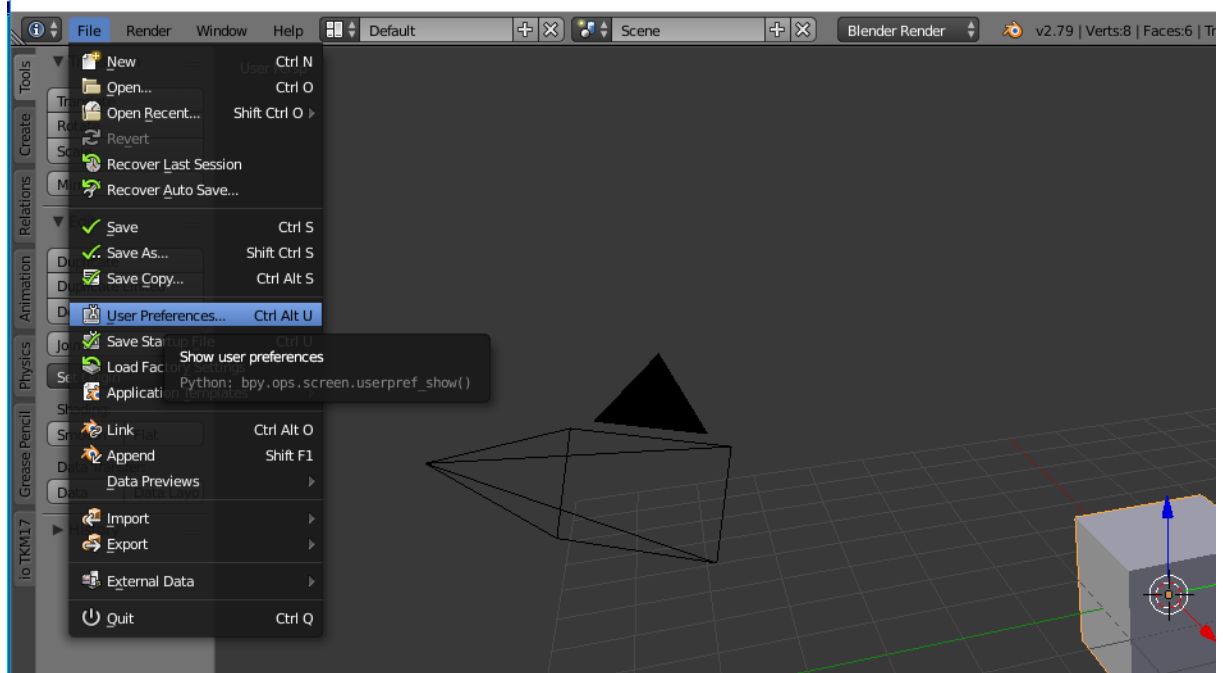


Installation

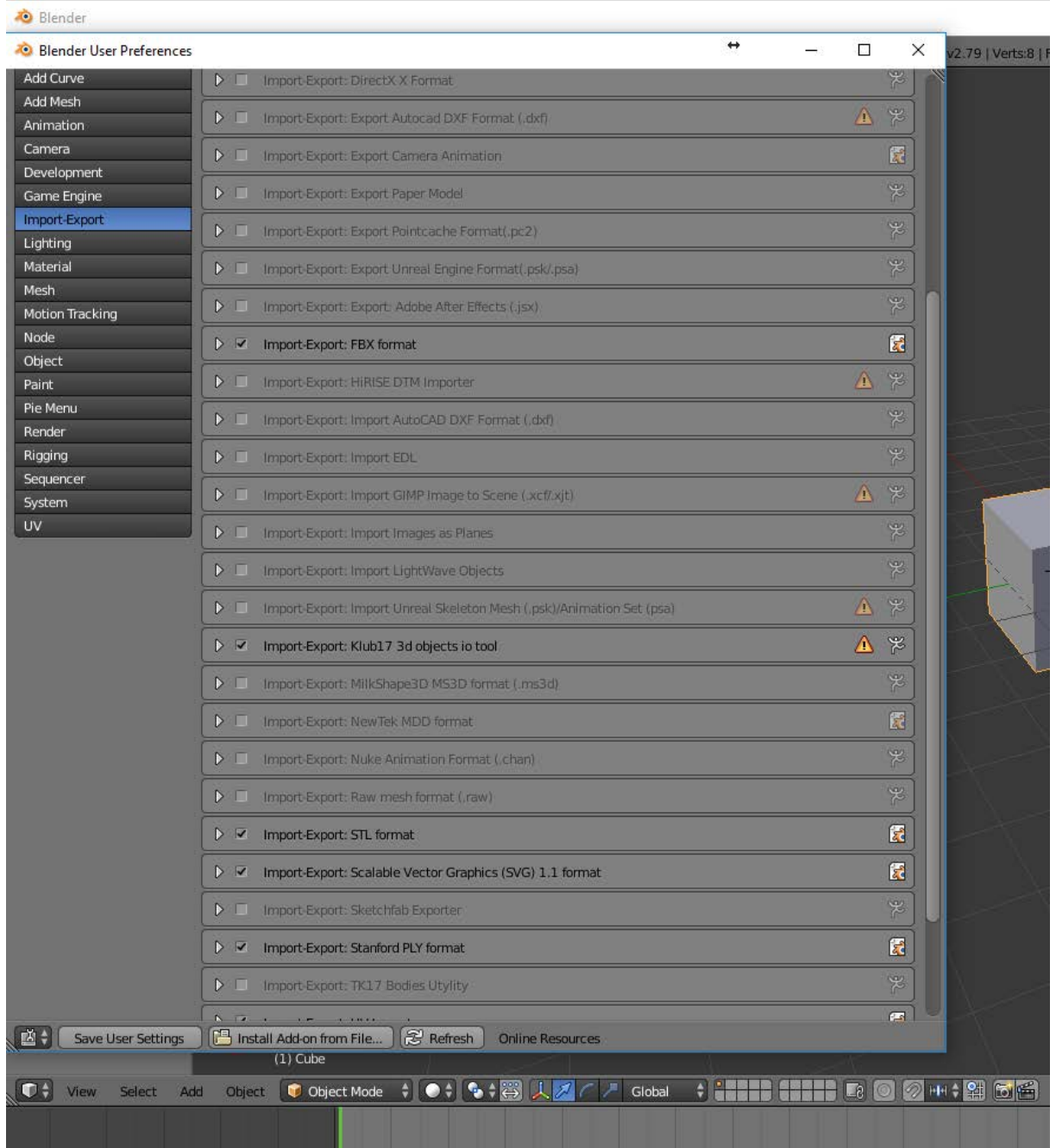
1. Unpack io_tkm17_body folder from archive to Blender's \2.79\scripts\addons subfolder



2. Run Blender.
3. Go to File -> User Preferences...

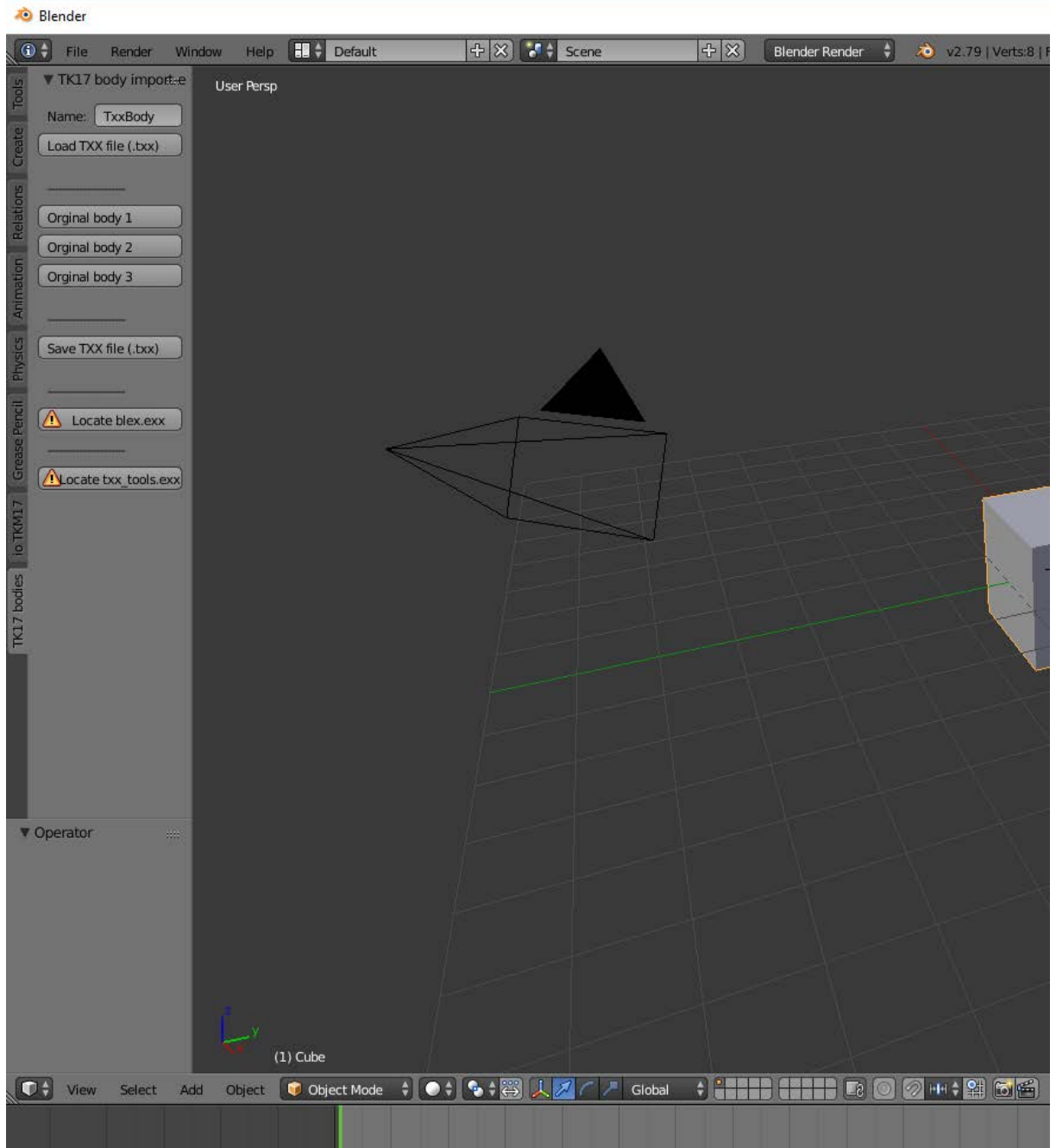


4. Go to Add-ons -> Import-Export and check TK17 Bodies Utility



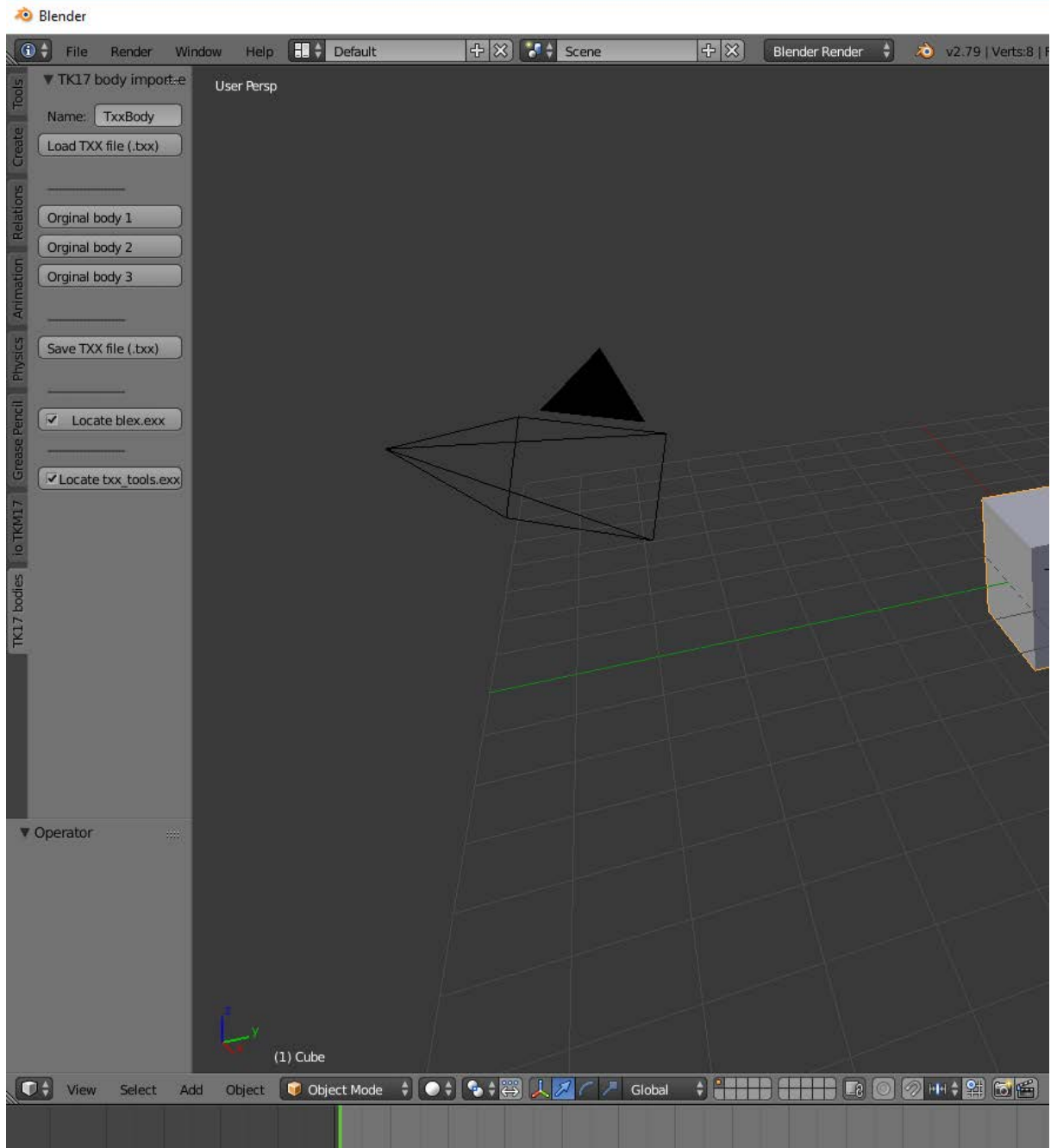
5. Click „Save User Settings”

6. Find TK17 Bodies panel



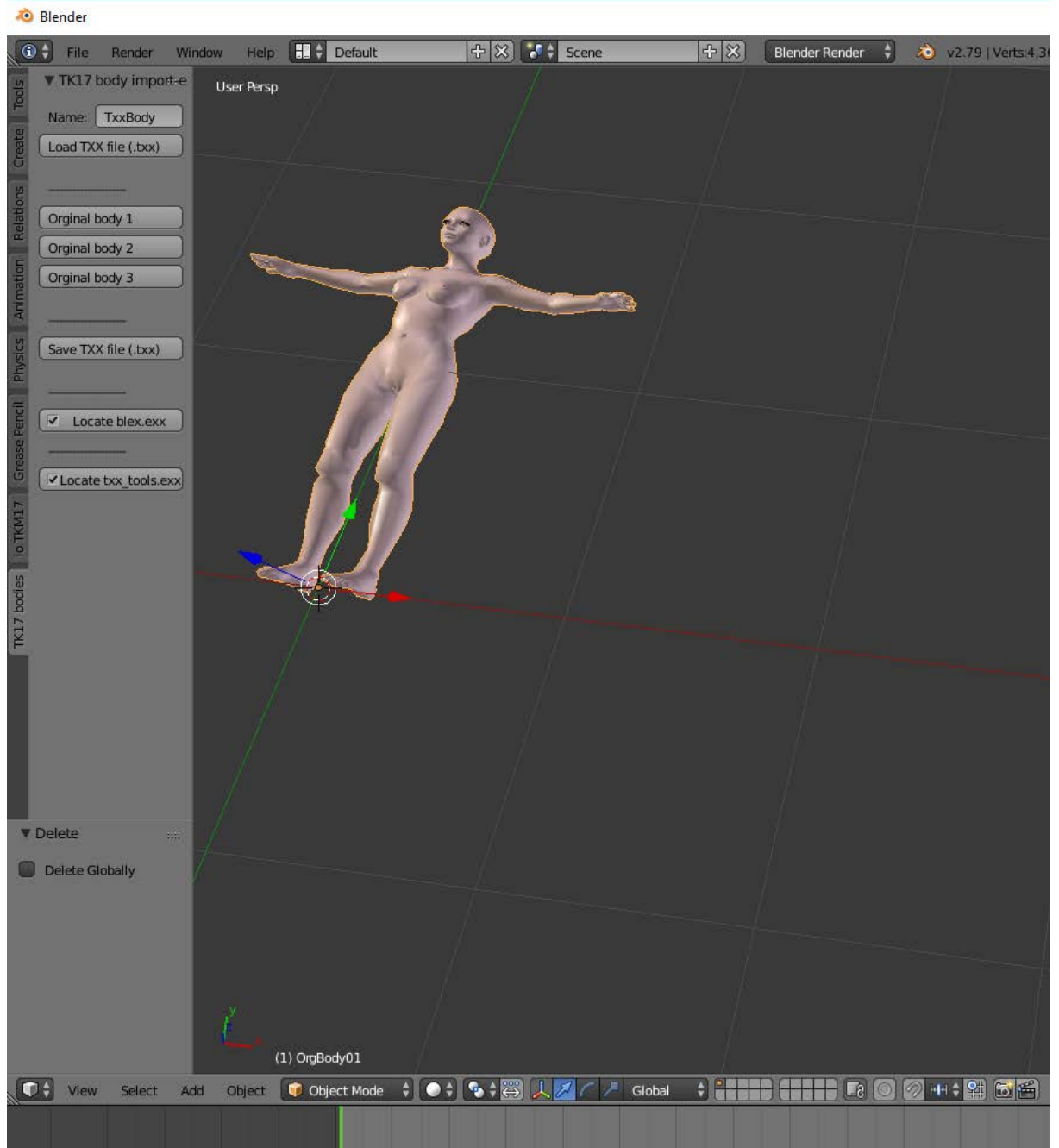
7. Click „Locate blex.exe” and „Locate txx_tools.exe”.

8. If everything has been ok it should look like this:



Example 1

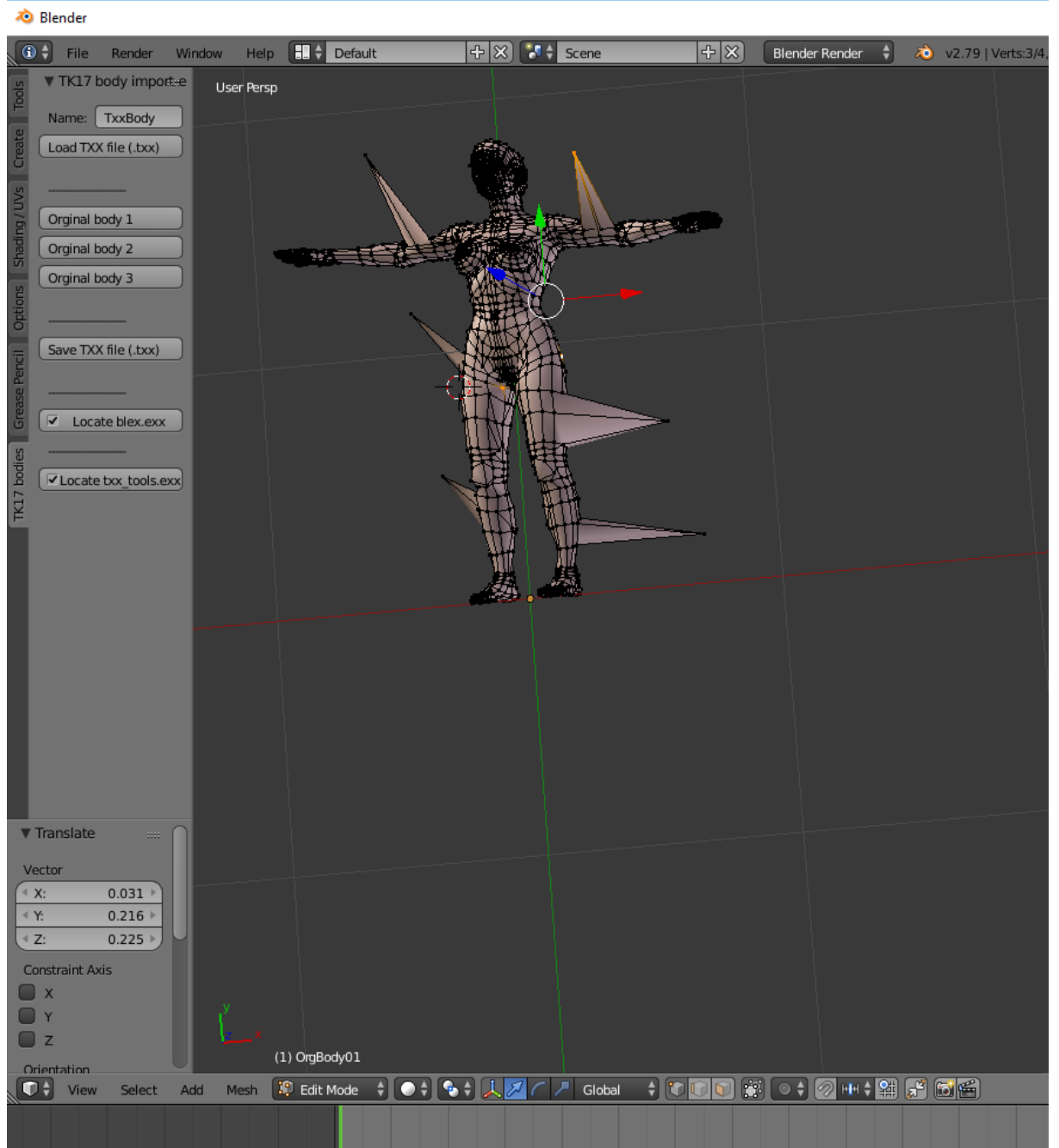
1. Click „Original body 1” – it creates female body, taken from original bs file.



2. Modify body.

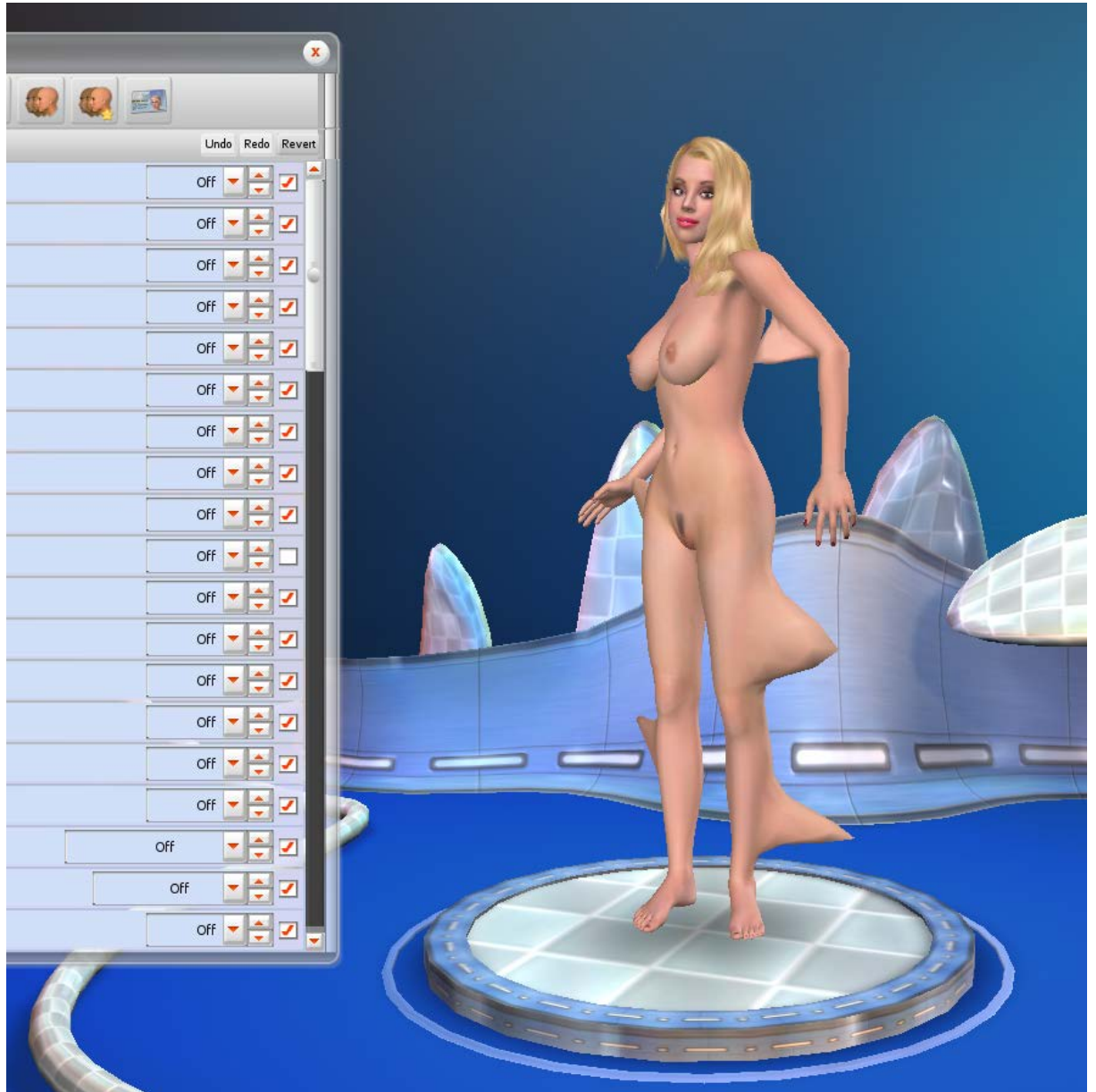
Remember: you only can move vertices!!!

Creating, deleting of vertices, edges, faces (polygons) isn't allowed!



3. Click 'Save TXX file (.ttx)'.

- Put created txx in game Archive folder, run game, and you have this:



Example 2

Something more complicated – let's make shemale from female.

1. Download from <http://modsgarden.cc/3d-replacer-mods/24/3d-mesh-mods-body-telo/1236/225> THICC rar and unpack.


ouw763521, FU, ashamaya, boom and 0 Guests are viewing this topic.

NeverForever
Ripe raspberry
●●●


Re: 3D Mesh Mods - Body / Тело
« Reply #225: July 07, 2016, 02:29:43 AM »

THICC


Hope you like it



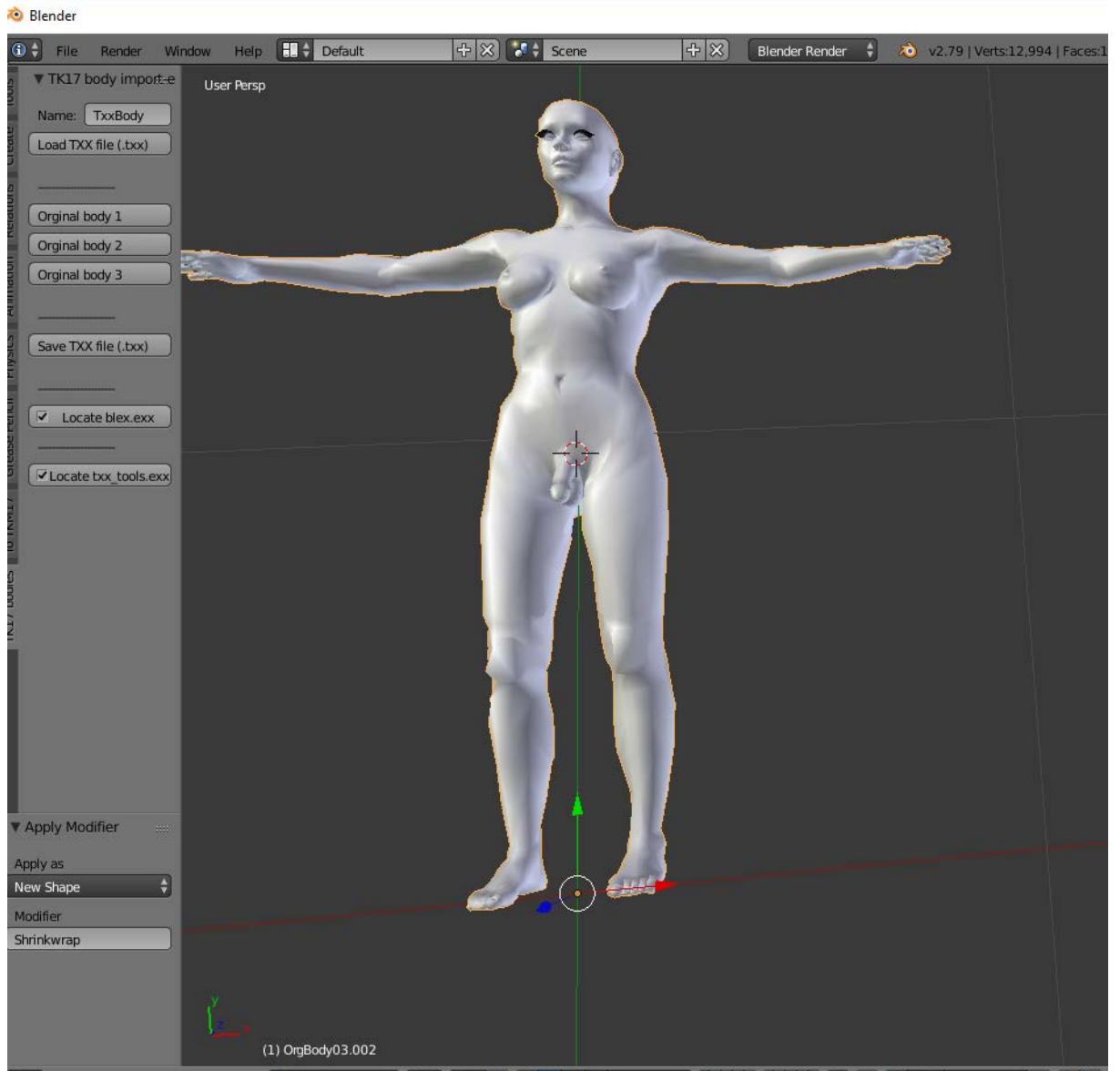
The Klub 17-0815.png (573.57 kB, 1920x1058 - viewed 1501 times.)



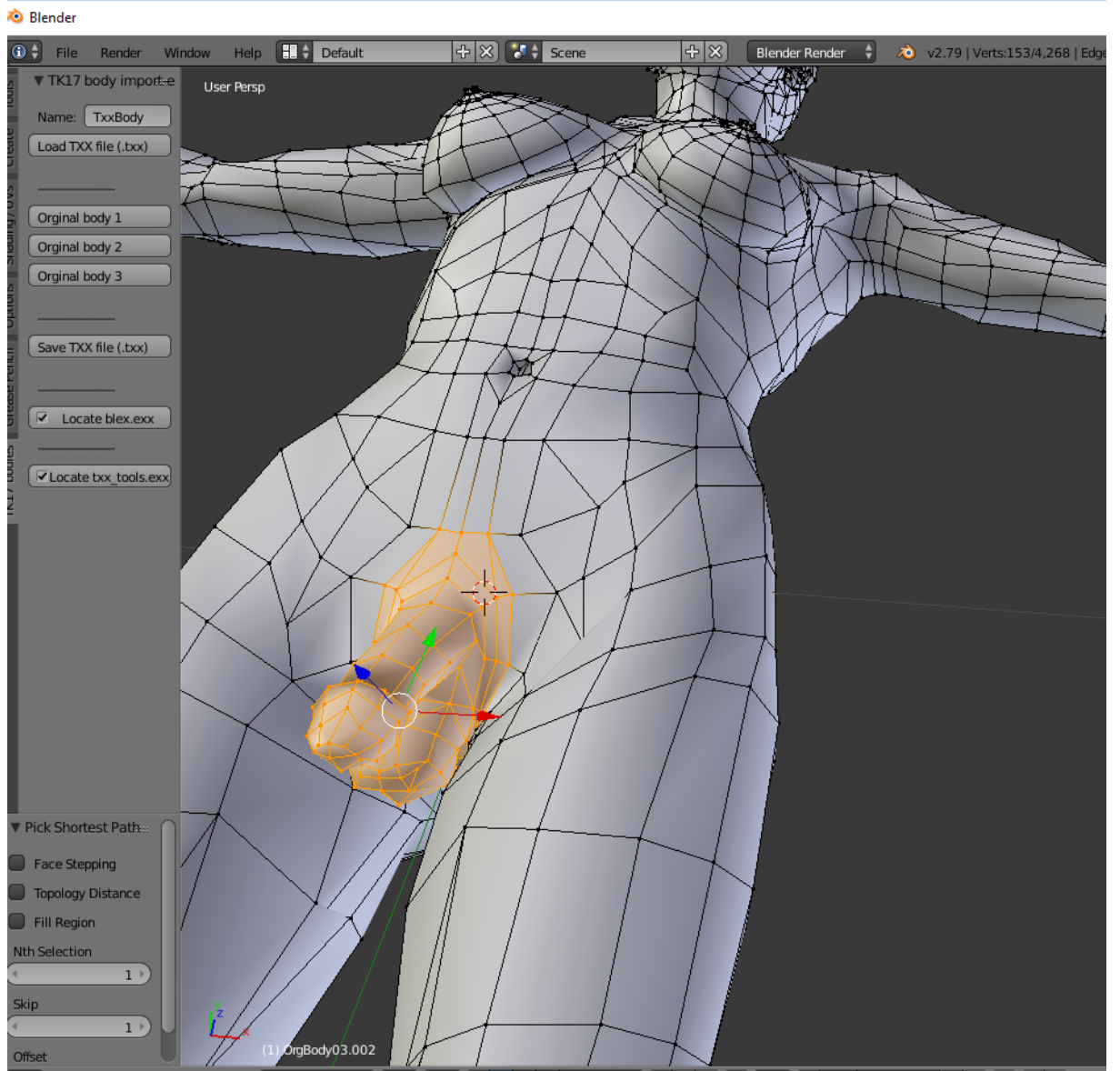
The Klub 17-0817.png (479.44 kB, 1920x1058 - viewed 1560 times.)



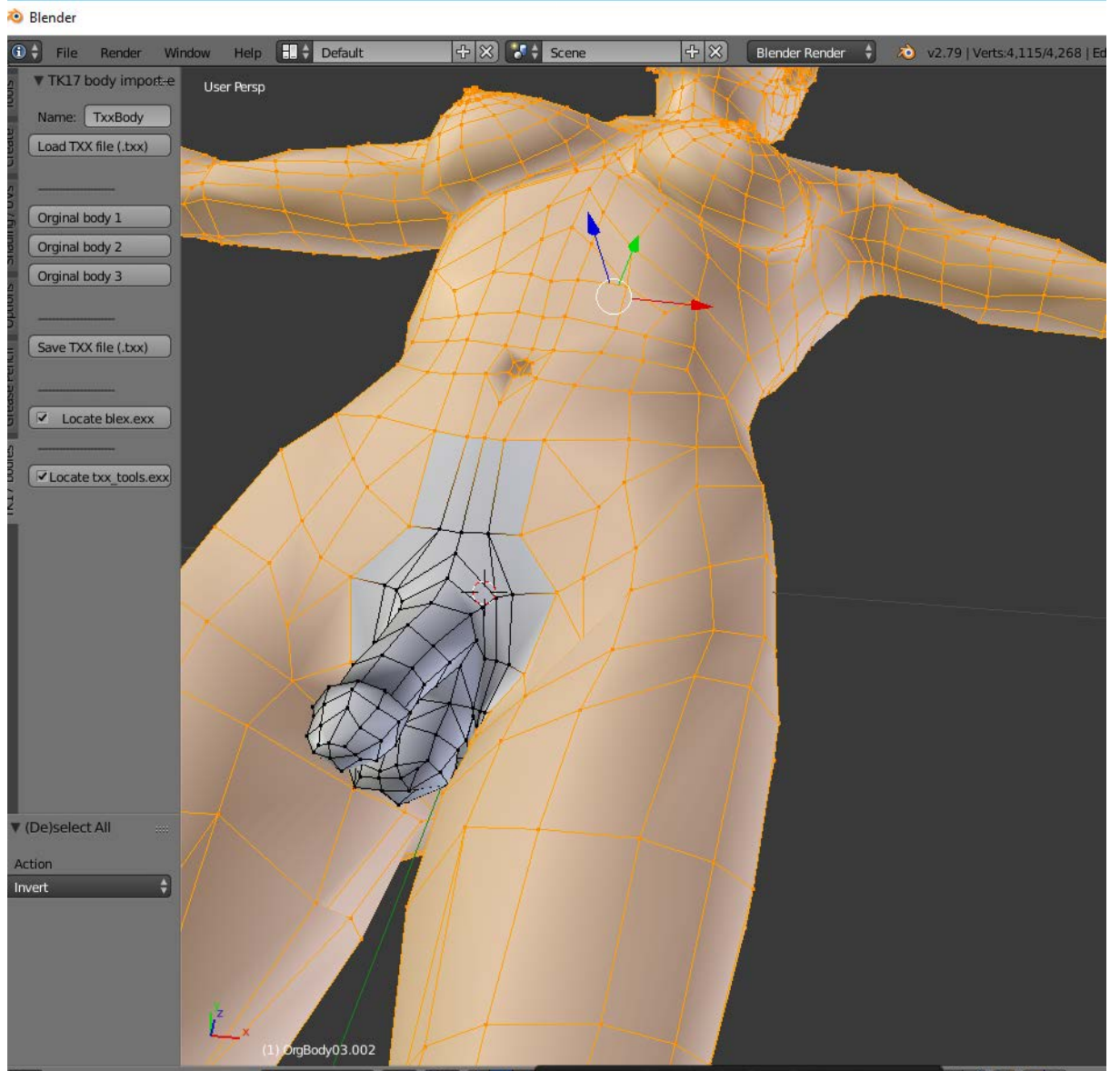
2. Launch Blender and on TK17 Bodies panel click „Original body 3”.



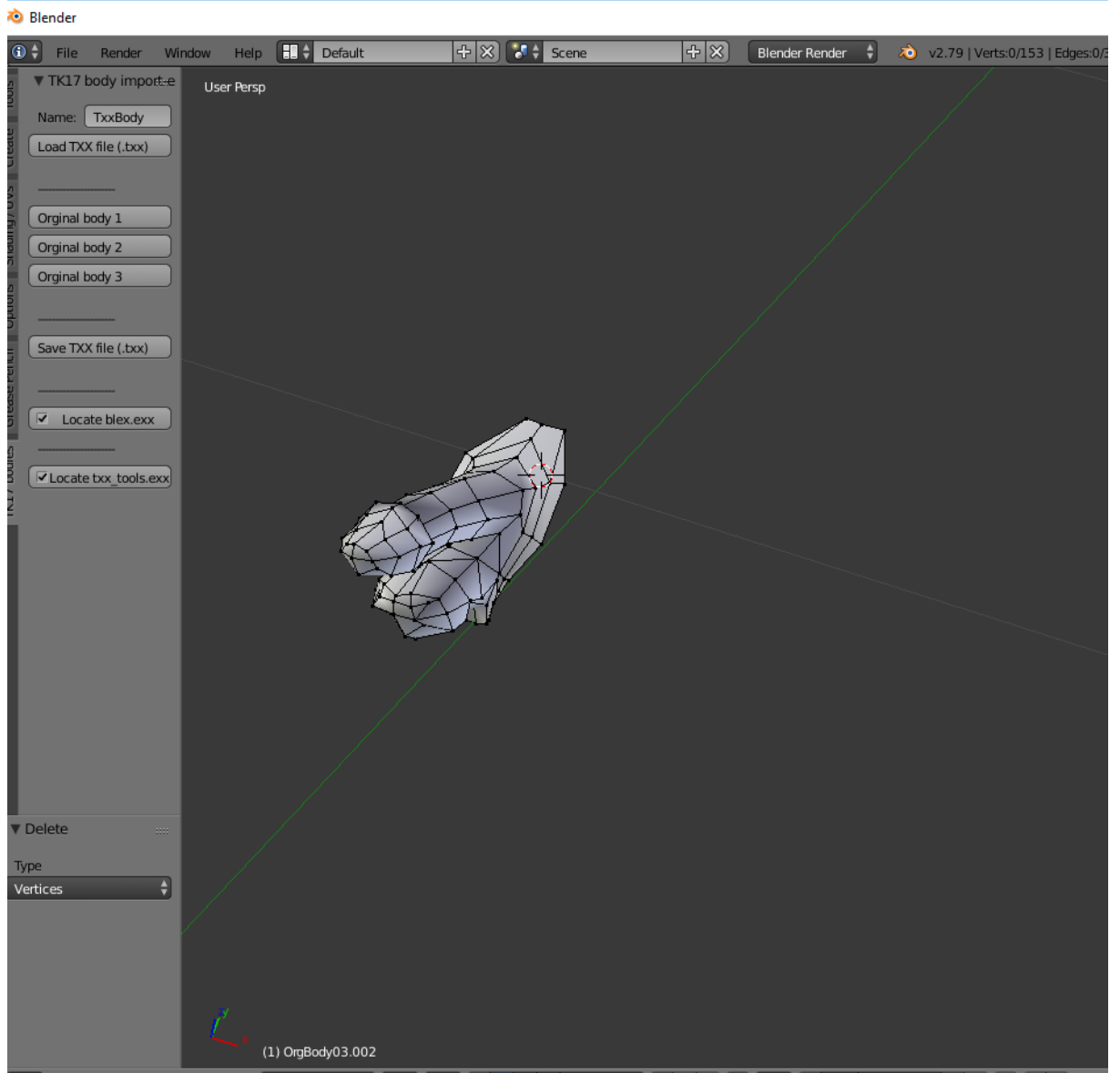
- From this body we want extract penis, so select all vertices.



4. Invert selection...

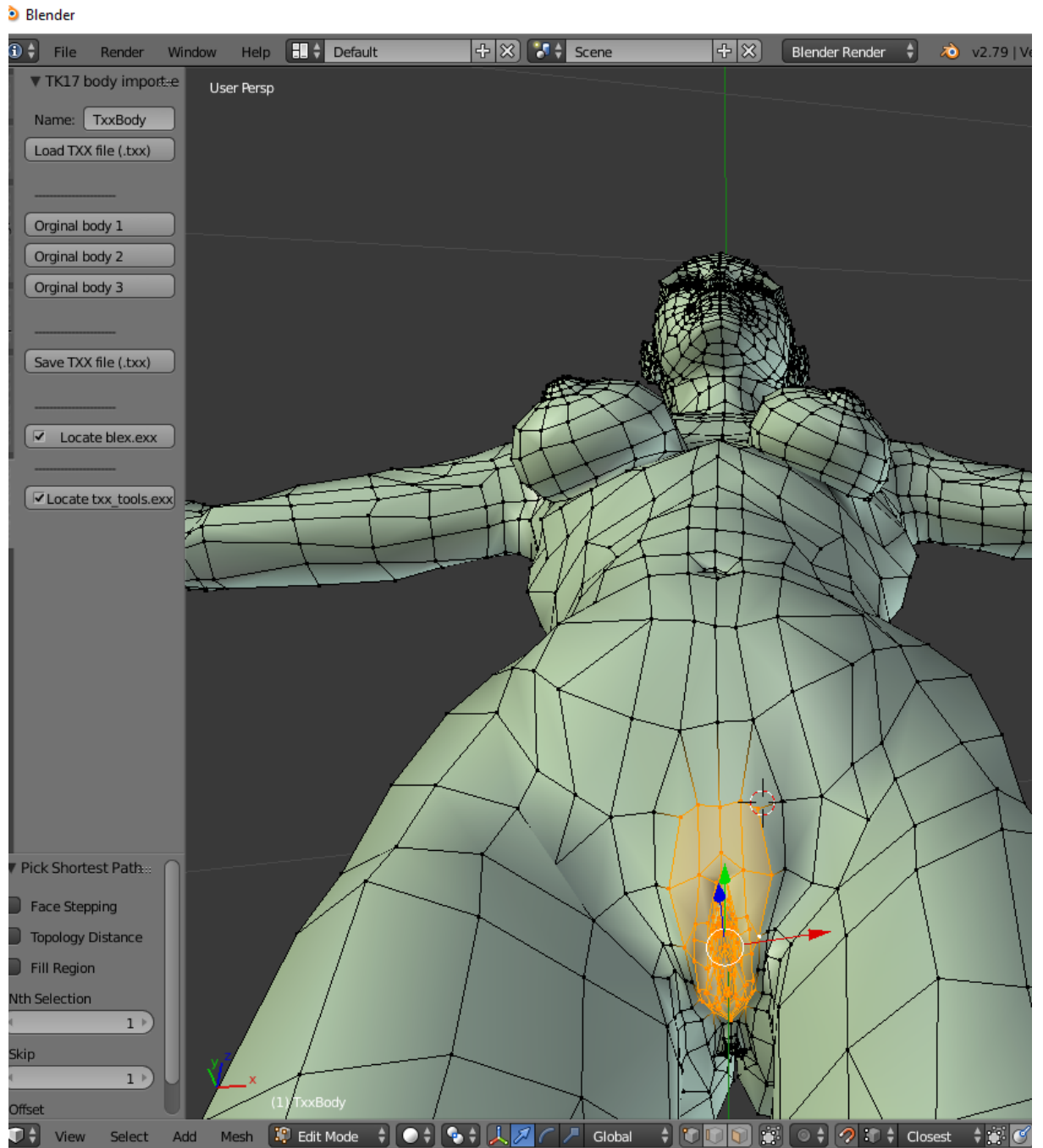


5. ...and delete vertices.

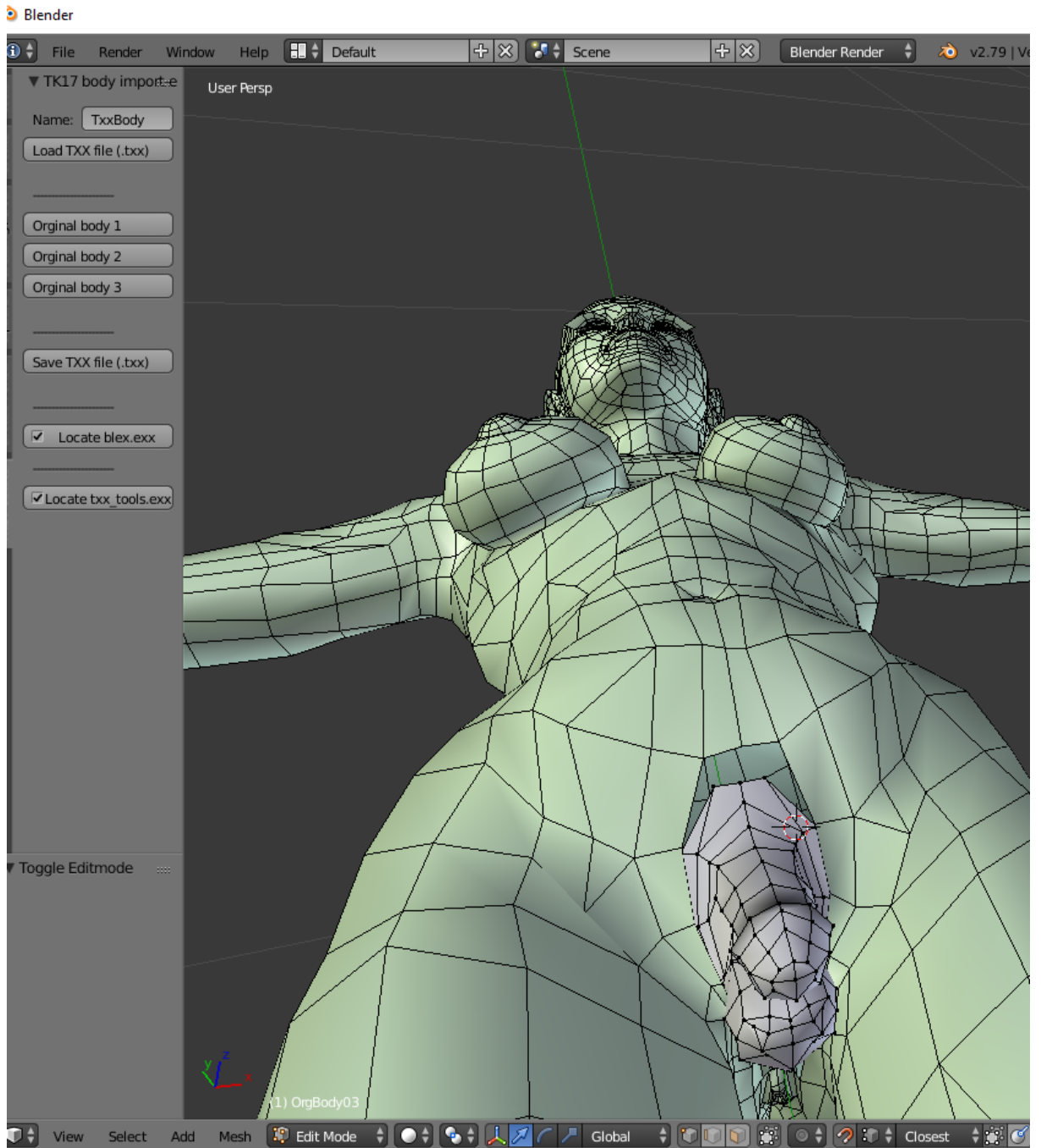


6. Click 'Load TXX file (.ttx)' and import downloaded and unpacked Custom.Body01.BodyTHICC.ttx.

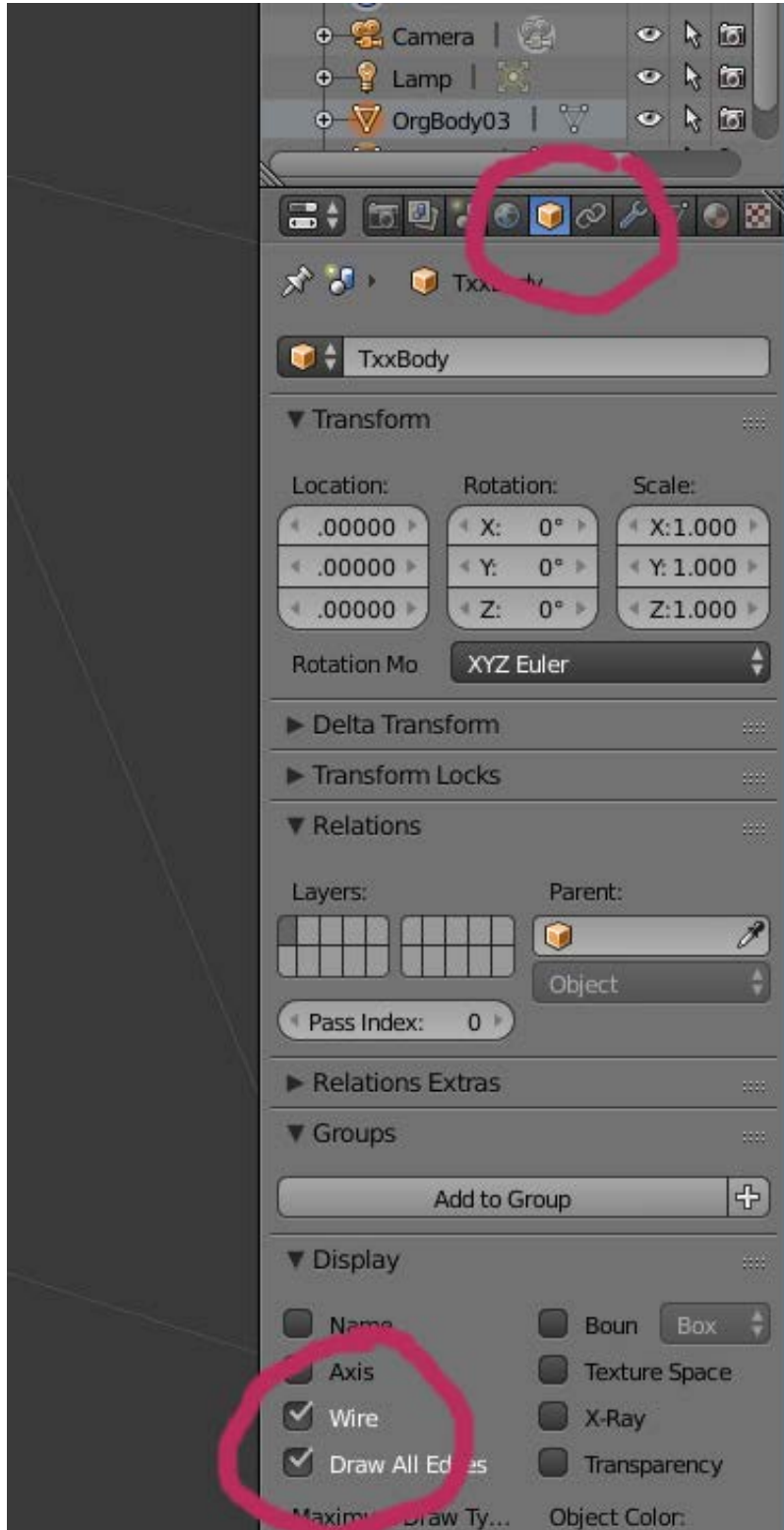
7. On imported body select vagina (vertices).



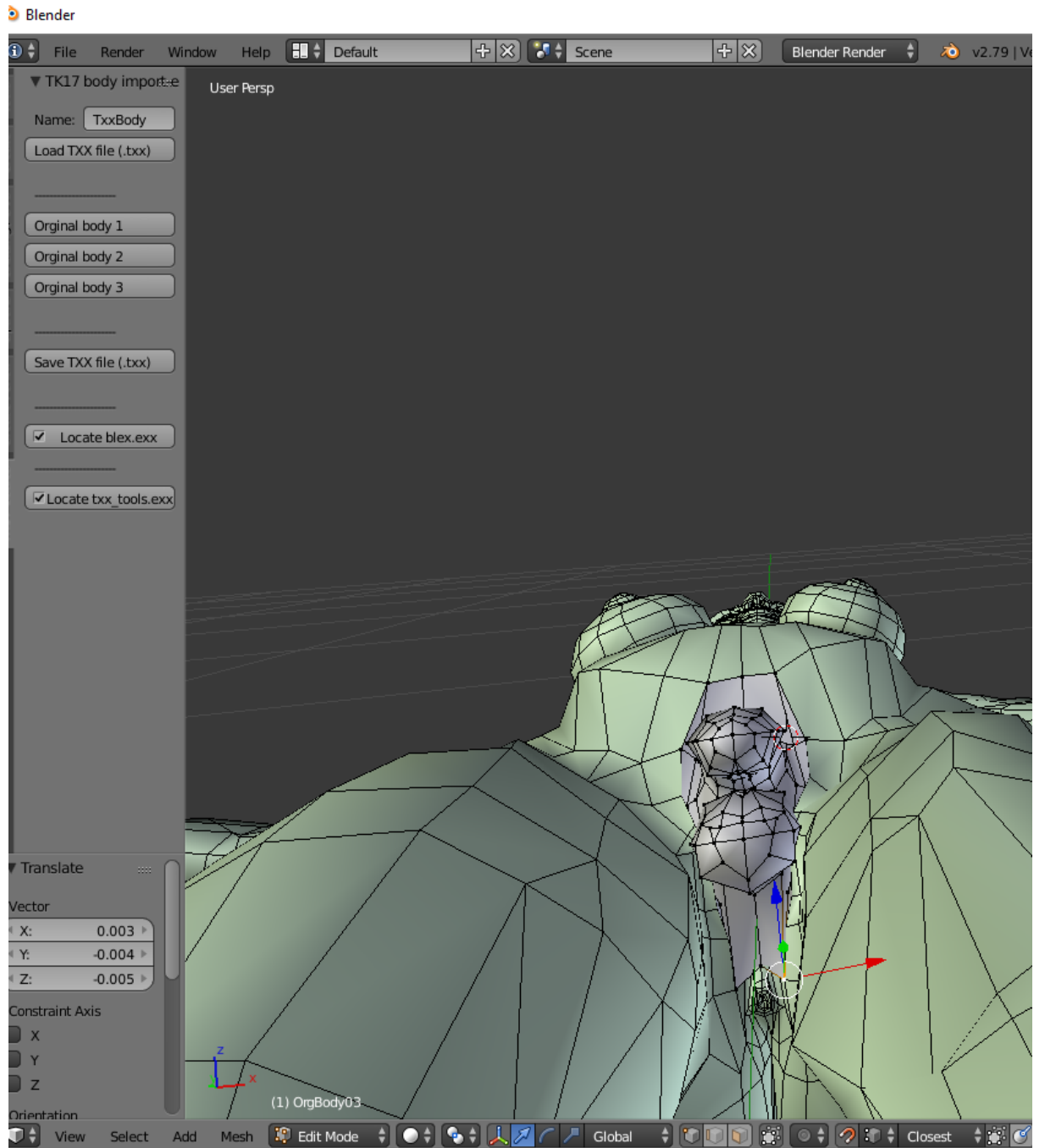
8. After deleting vertices hole should be similar to penis size.



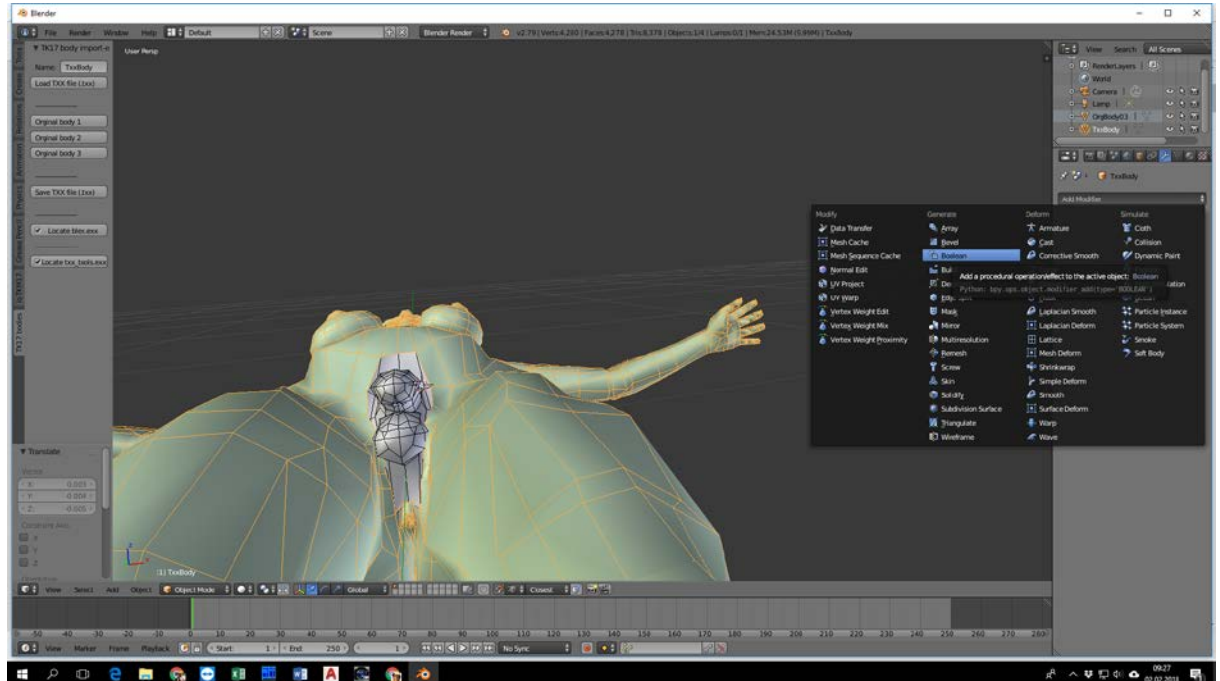
9. You can make all vertices visible all the time:



10. Connect vertices on the border of penis with body's border.



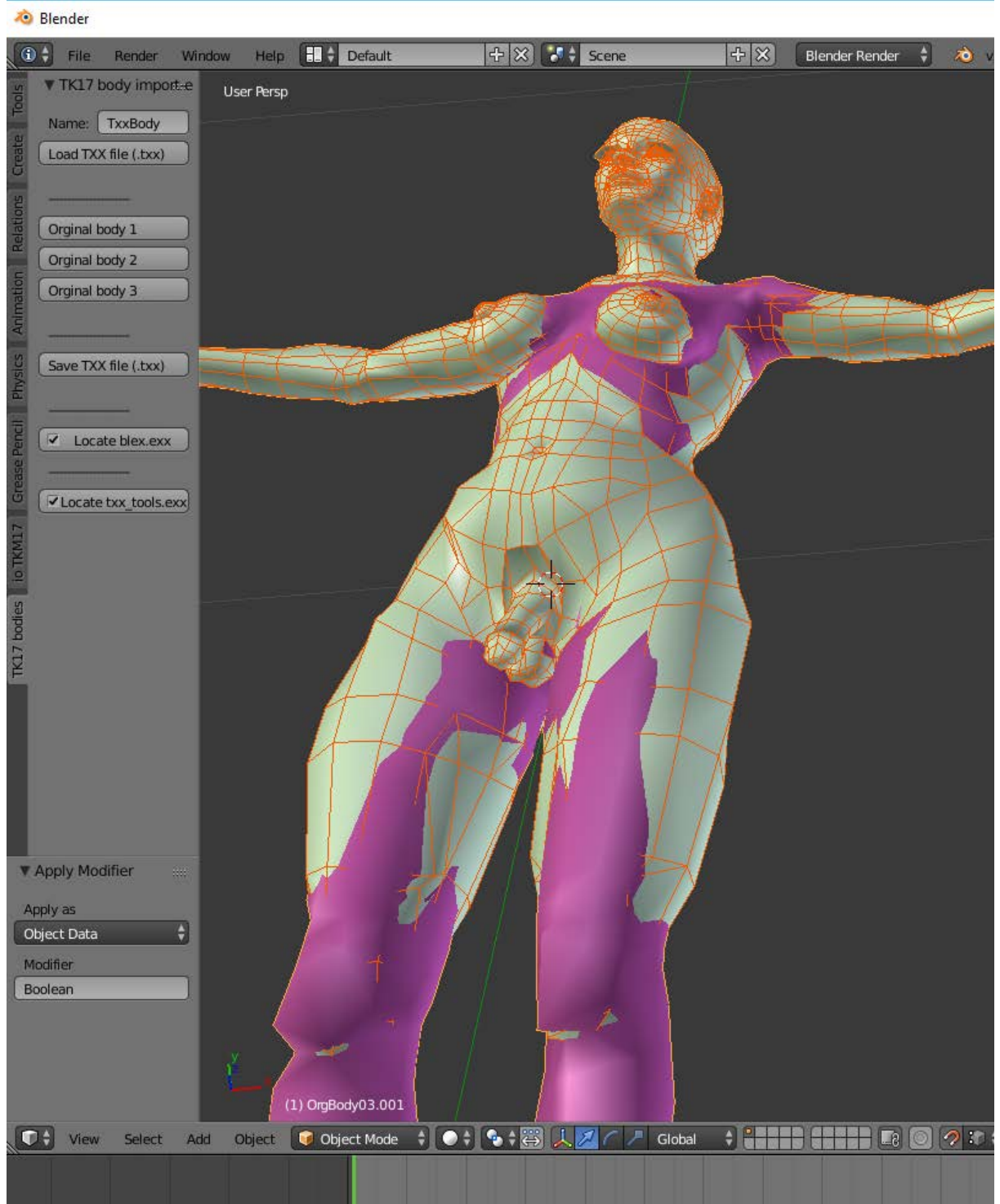
11. Go to Modifiers and choose Boolean.



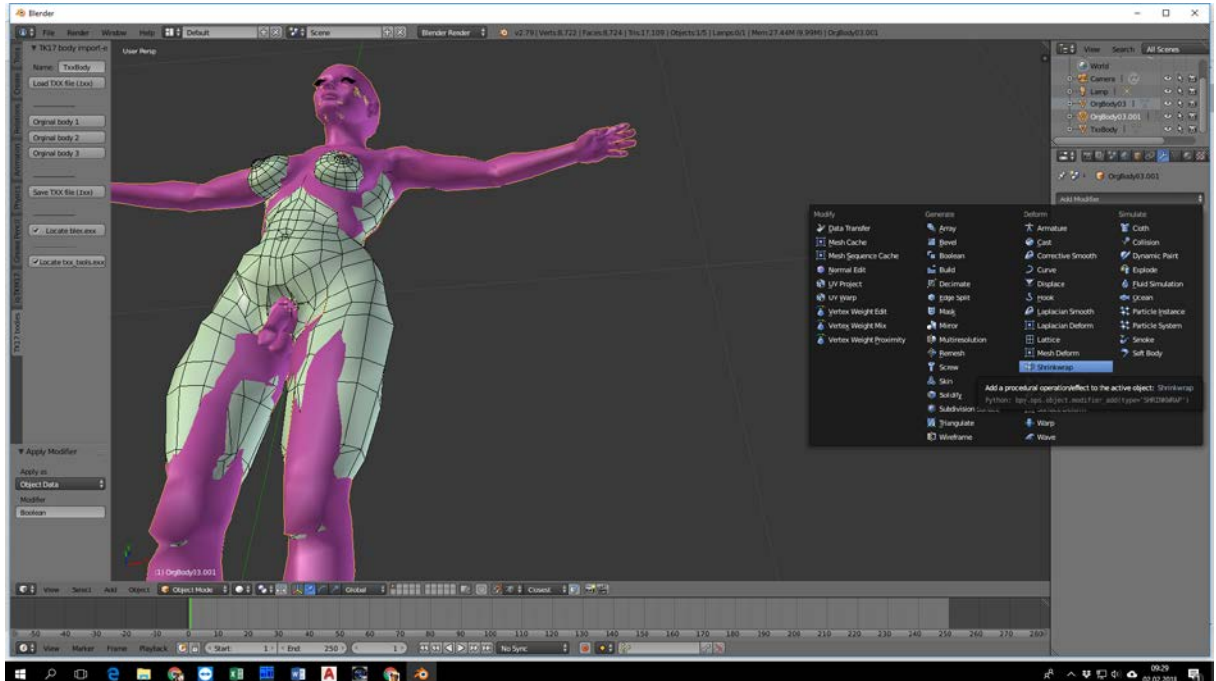
12. Select penis as an object and union as an operation. Click Apply.



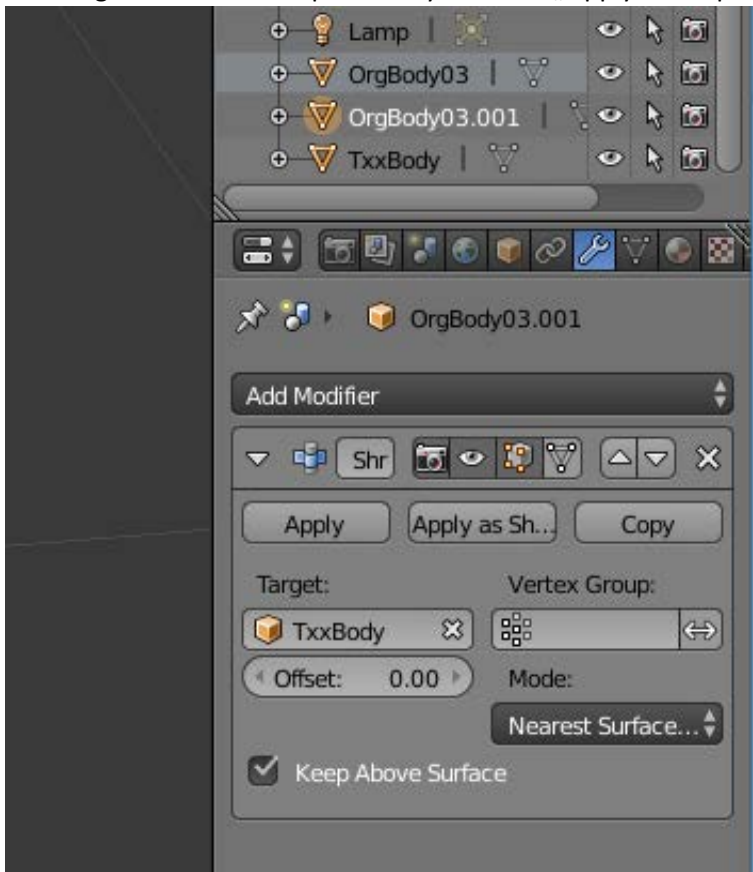
13. Now we have template body. Click „Original body 3”.



14. Now select new body and go to Modifiers -> Shrinkwrap

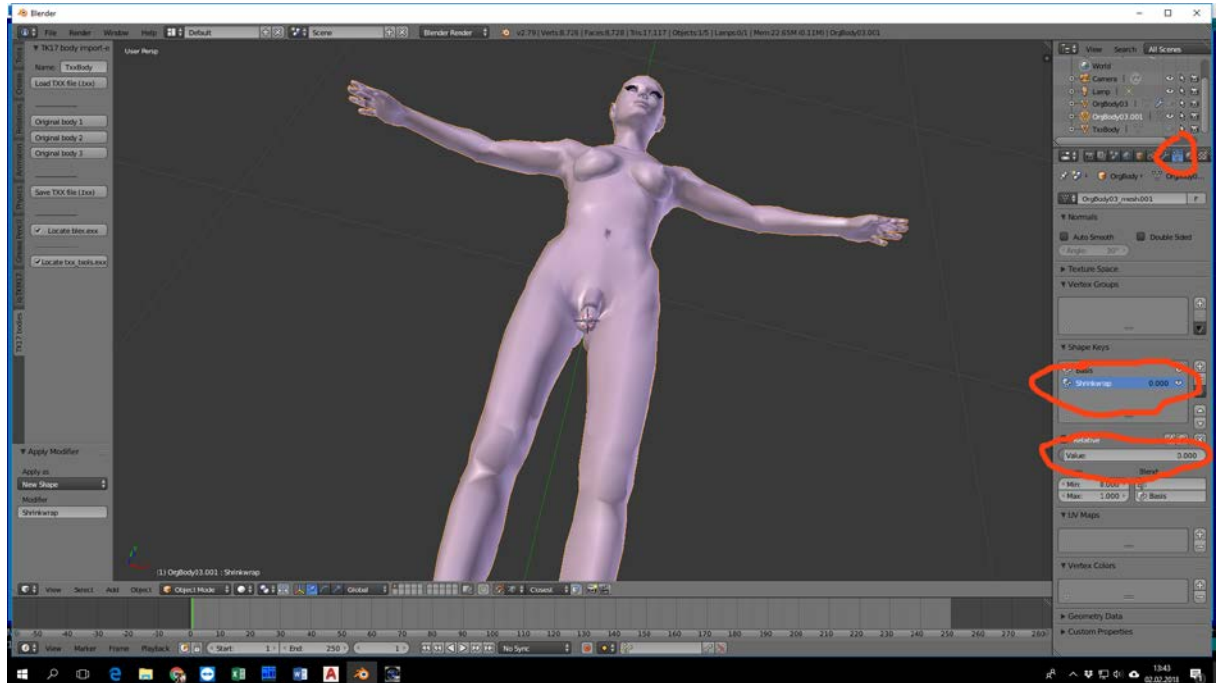


15. As a target select our template body and click „Apply as Shape Key”.

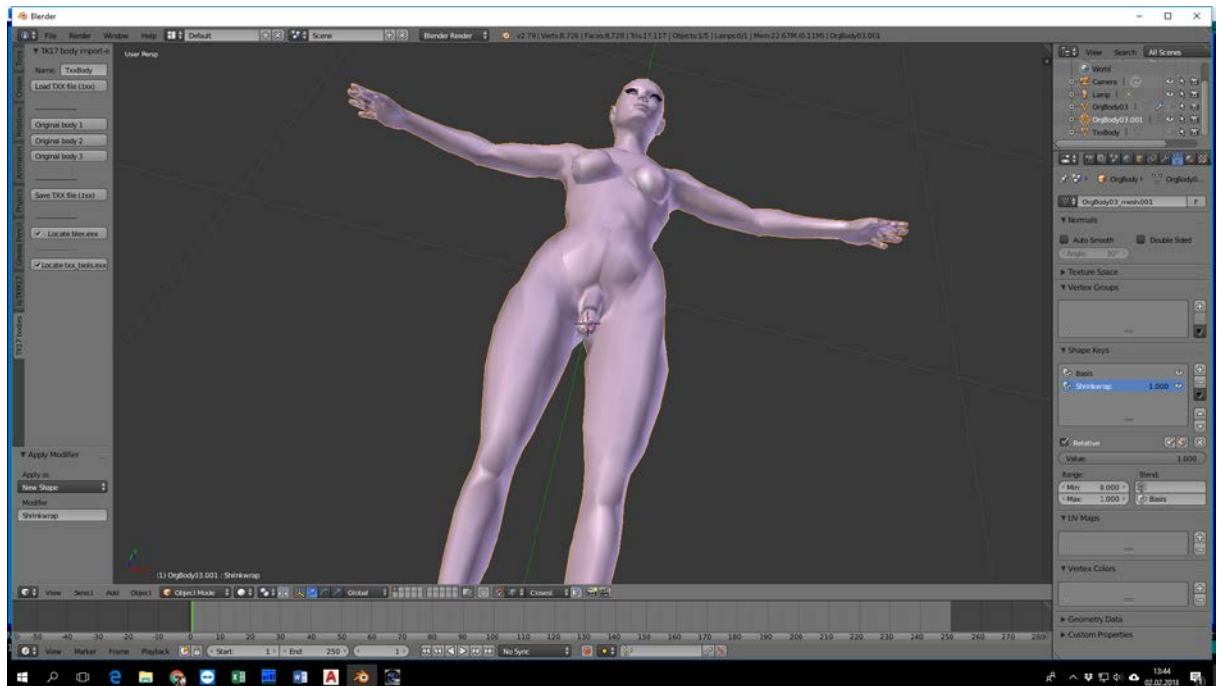


16. Now go to Data, select Shrinkwrap, and look at Value slider – it's set to 0. (Sorry for color change, but I lost screen capture image, and have to repeat work. Color are chosen

randomly).



17. Set Value to 1.0.



18. Now we can save txx (click "Save TXX file (.txx)"). When you move created txx file to Archive folder you can see something like this:



19. If you use downloaded customization files (Model1386 folder) effect is like this:



20. Shrinkwrap effect no always is getting good result.

Remember: you only can move vertices!!!

Creating, deleting of vertices, edges, faces (polygons) isn't allowed!