Updating From Old Versions - Chaos Canine

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Updating from Version 0:

Asymmetrical Body UV Changes:

The asymmetrical body mesh now has a new UV, it now only uses one material slot for either side of the body. This makes it easier to paint on, but halves the effective texture resolution, and it also makes the symmetrical texture no longer usable on the asymmetrical body. This means your **old asymmetrical texture will no longer work on the new version.**

An "Asymmetrical Texture Update Kit" had been included in the "Customization Kit" (Available as a download option). Open it with Blender and follow these steps:

1. Import your left and right side textures by **clicking "Open"** on the "Image Texture" nodes. (you can skip the tail that you don't use)
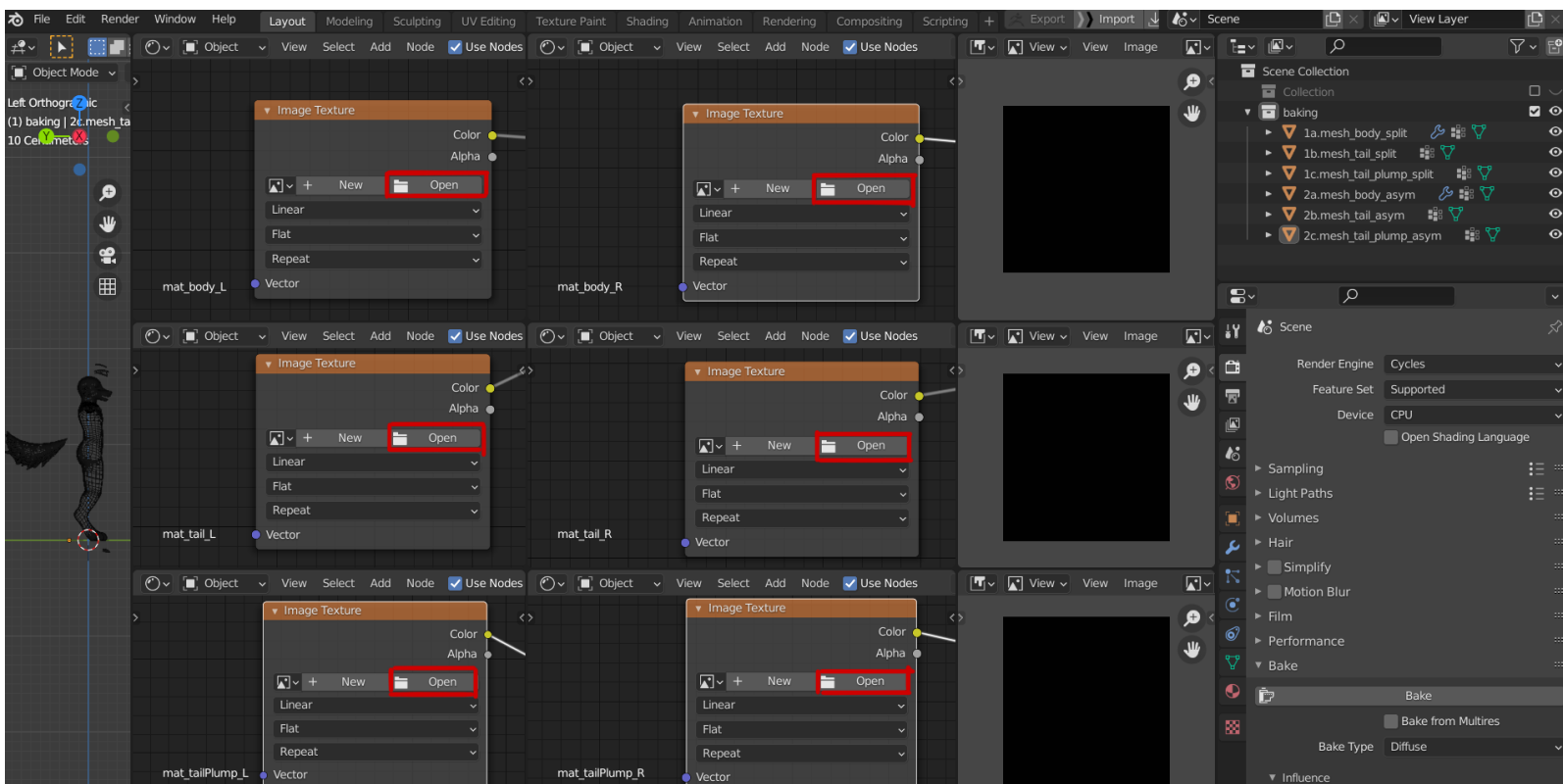

The appropriate texture to select is labeled on the lower left side of the nodes.
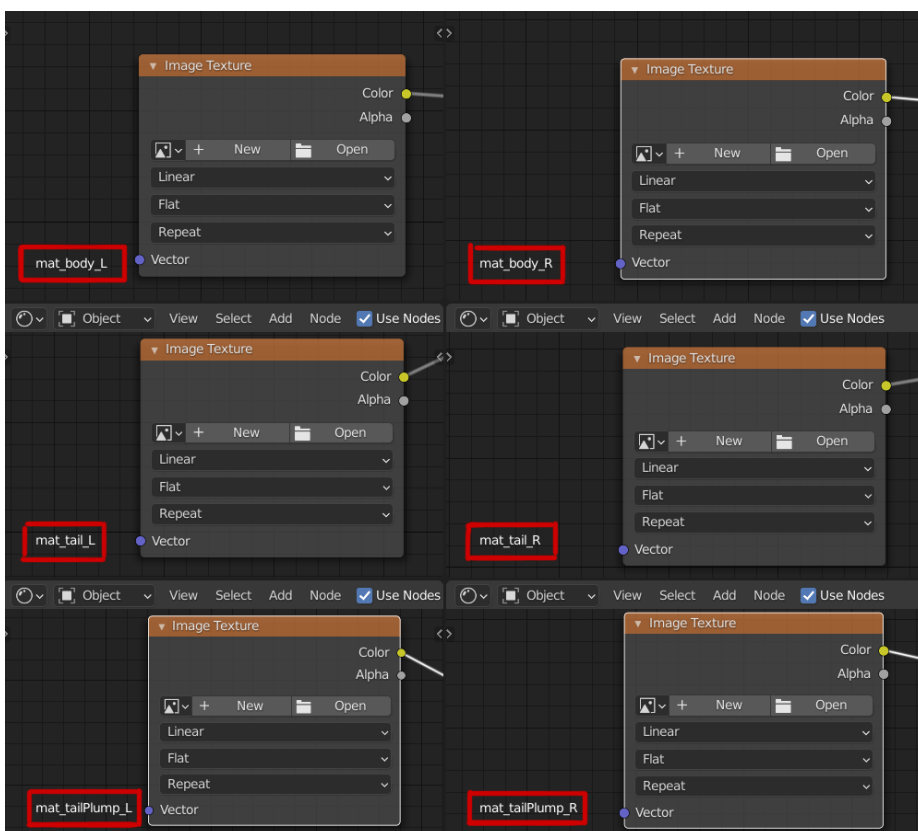
The first row is for your body textures, second row for the fluffy tail (the tail with fluff underneath), and third row for the plump tail (the tail that looks more simplistic). The left side column is for the left side texture, and right column for the right side texture.

2. **To bake the body textures**, click on **"1a.mesh_body_split"**, then while **holding down ctrl, click on "2a.mesh_body_asym"**.
*The text **"1a.mesh_body_split"** should now appear dark orange, and **"2a.mesh_body_asym"** should look bright orange.*

3. Hit **"Bake"** and wait a for a bit (could take a few minutes).
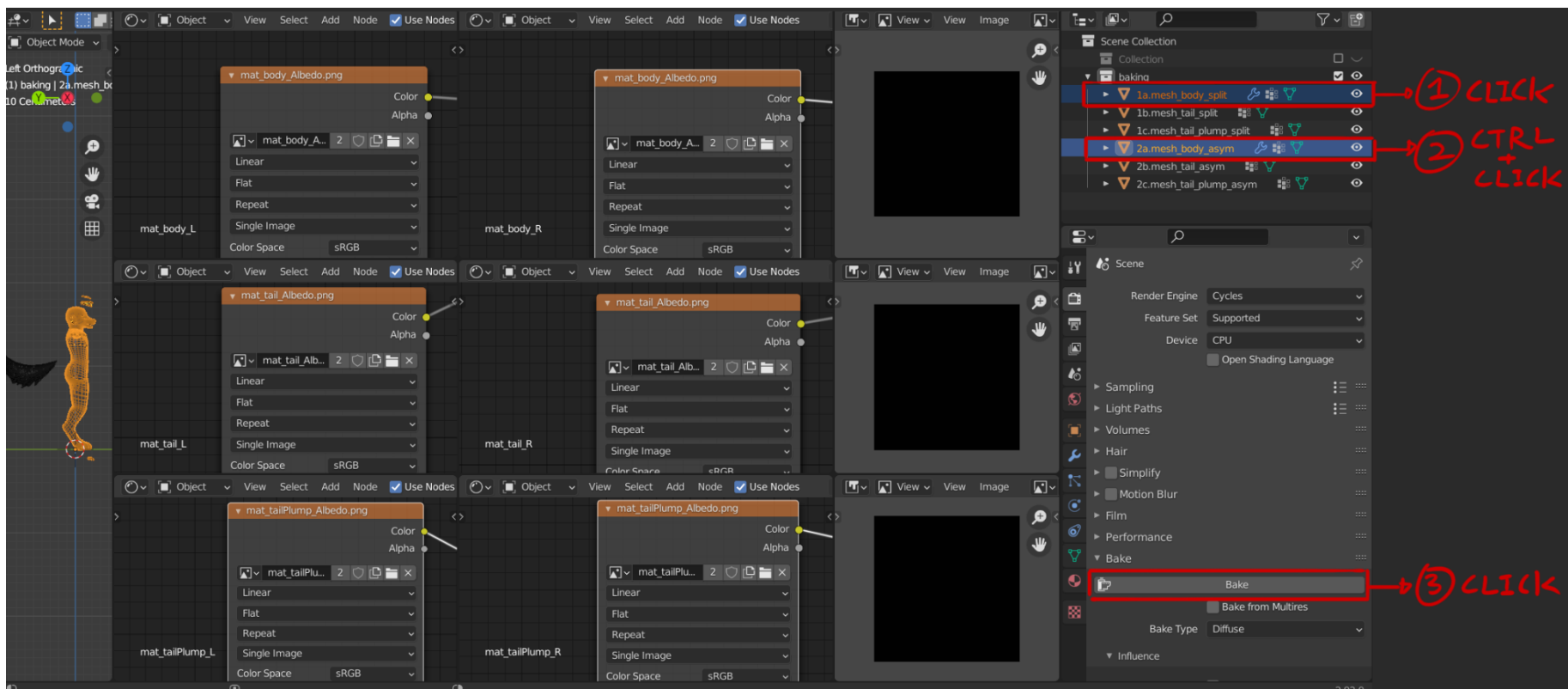

4. Your new texture will pop into one of the black squares, click on the text **"Image"** above your new texture, and select **"Save as"** from the drop down menu.
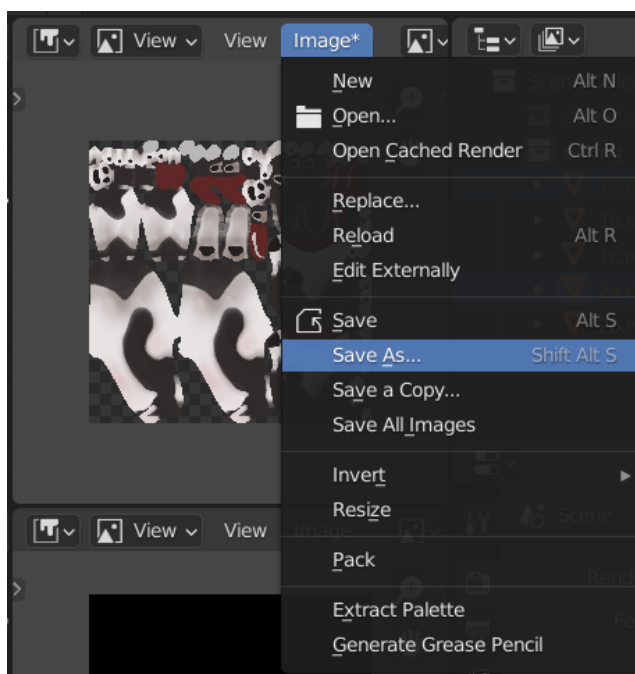
5. **Baking the tail texture is basically the same as baking the body texture**, assuming you already opened the correct textures in the first step, all you need to do is the following (you can skip baking the tail that you don't use):

      5a. Click on **"1a.mesh_tail_split"**, then while **holding down ctrl, click on "2b.mesh_tail_asym"** , and then hit **"bake",** and save the new texture after it appears.
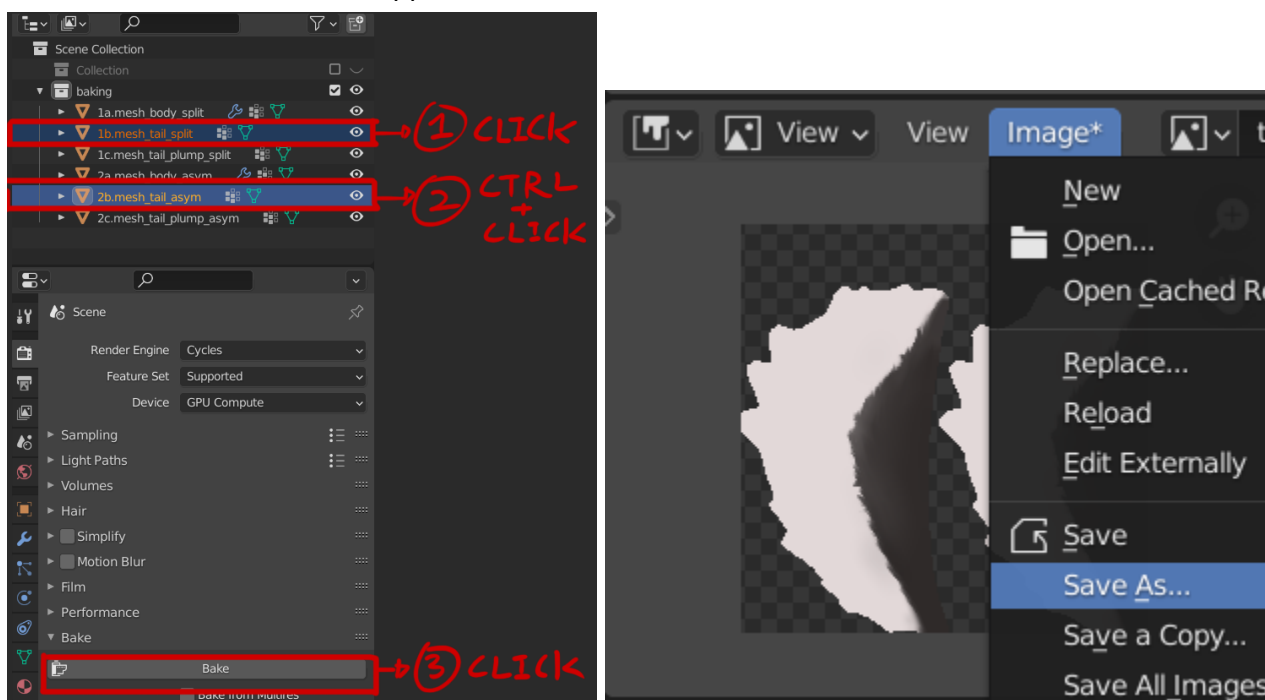
5b. Click on **"1c.mesh_tail_plump_split"**, then while **holding down ctrl, click on "2c.mesh_tail_plump_asym"** , and then hit **"bake",** and save the new texture after it appears.