Smooth Skins and Component Editor

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Overview

Binding a mesh to it's skeleton

- Binding smooth skin weights
- Skin weights tool
- Painting skin weights

Skin weights in the component editor

- Applying weights to isolated elements

Summary

We have a grasp on skin weights

- How to bind them
- How read them
- How they effect our mesh

The paint skin weights tool

- Joint hierarchy
- Brush options
- Paint operations
- Color ramp

The component editor

- Modifying skin weights with precision

We are ready to paint the Dwarf Hero!