

skin_binding

Description

A *skin_binding* defines the offsets and weights that relate a skin ([geometry](#)) to a skeleton (a collection of [nodes](#)).

Parent Objects

- [modifier](#)

Properties

Name	Description	Default	Required
node	A string representing the URI of the root node to bind to.	None	yes
geometry	A string representing the URI of the geometry to bind.	None	yes
vertex_count	An int representing the number of vertices expected in the mesh geometry.	0	yes
joints	An array of weighted_joint objects defining the binding.	None	no
selection_sets	A named_string_map that provides a one to one mapping from face groups to nodes.	None	no

Example

```
{
  "node" : "#hips",
  "geometry" : "#speedy",
  "vertex_count" : 2045,
  "joints" :
  [
    weighted_joint,
    weighted_joint
    ...
  ],
  "selection_sets" :
  [
    named_string_map,
    named_string_map,
    named_string_map
    ...
  ]
}
```

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