Separating Parts & Re-Adding Backfaces

If you were using the Marking as Seam method above, now is the time to select the seams and rip. If you were using Material Changes, now's the time to separate by material if you haven't done so already. (If you have no idea what I'm talking about - go back up to Step 2 & check out "Merging by Distance".)

And now, it's time to add the backfaces back in that you removed earlier. Or more specifically: it's time to CREATE new backfaces now that everything is shaped and weighted to Bimbo, or whatever body you are using.

If you followed my advice above and kept your details separated out into their own respective parts, you can simply do the following: select your part with the details and press **Ctrl+D** to duplicate the part. Open up **Edit Mode** on the DUPLICATE, select all with **A**, and then go up to the **Mesh menu**. Select **Normals > Flip**. Voila - you have made backfaces. (This is also helpful when doing upscales that come with backfaces, like very complicated modded work!)

If there are parts you didn't keep as distinct parts, OR if you don't feel like separating everything out into a billion layers, you can still add in backfaces. Manually select the areas that require backfacing while in **edit mode** and press **Ctrl+D** to duplicate. Then, while you have these duplicates selected (AKA - don't go do anything else and lose your selection!), do the same **Mesh Menu > Normals > Flip**.

Revision #1
Created 29 August 2024 17:10:33 by khara
Updated 29 August 2024 17:12:03 by khara