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# SKINNY

posted Sep 25, 2018, 8:10 AM by Adrian Brightmoore   [ updated Sep 25, 2018, 8:13 AM ]

This filter helps you edit Minecraft player skin file pngs from within MCEdit. WARNING: This filter will overwrite the filename you give it.

You build a player in the world (or import one from a skin file) and then you can edit it like any other Minecraft build using a selection of blocks, and then export the model as a skin file's INNER or OUTER layer.

The filter lets you layer the OUTER layer on an existing skin so you can develop a range of 'wearables' for your characters and adjust to suit over time.

Have a play with it to see what it does!



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