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Chapter 8 - Character Editing

8.1 Character Editing Introduction



Unofficial Update Second Location for Character Tools

8.2 The Tools

8.2.1 Building the Skeleton

Convert Soft Selection to Skin Weights



Original manual shows the wrong button icon.

Transfer Skinning Weights

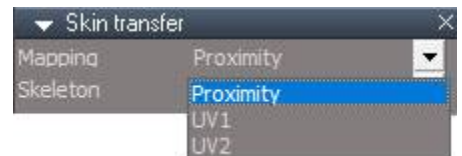


Transfer skin tool – structure, names, distances skeleton matching algorithms; uv1,uv2; proximity skin transfer algorithms

Mapping – match points between characters

Proximity – match points by their positions in 3D space

UV1, UV2 – match points by their positions in 2D UV space

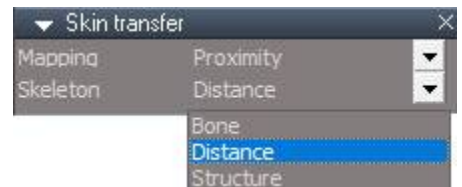


Skeleton – match bones between characters

Bone – match bones by their names

Distance – match bones by their distance in 3D space

Structure – match bones by their positions in their hierarchy



8.2 The Tools

8.2.1 Building the Skeleton

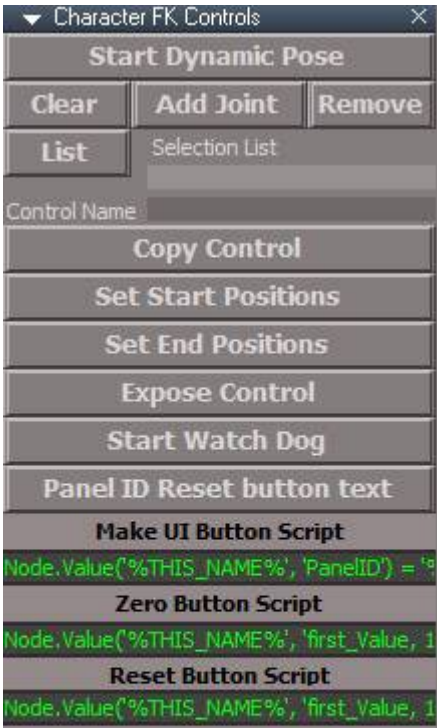
Character FK Controls



setup forward kinematic controls for joints

First a list of joints is created and the name assigned to the new control. The control is copied into the character then the joints are posed for the start and end positions. The inputs to the controls are exported to the top level of the actor and activated with the start watchdog button. using the LE create a button on the actor and assign the make ui text to it. Push the button to create the text, input, zero button, reset button and a scrubber. Finally, assign the text of the zero and reset button scripts to their buttons

This may belong in animation instead



Setup control:

ctrl drag the fk panel out of the stack view and start dynamic pose mode for the actor

Clear - clear the joint list

select joints and press the Add Joint button

use Remove to remove the selected joint from the list

use List to display the selection list in the log view - it opens automatically

ControlName - the name for the fk control

Copy Control - copies the fx control nodes into position in the heirarchy graph

rotate the joints into their start positions and press Set Start Positions

rotate the joints into their end position and press Set End Positions. This will end dynamic pose mode and reset the actors pose.

Expose Control - links up all the nodes and makes the control value available at the top level of the actor

Start Watch Dog does final initializations to make the input value active and sets the text for the ButtonScript

panel id button sets the command text for creating the ui elements of the control

manually create a "panel" button on the actor and copy the text from the Make UI Button to it

press the button to create the text, number, a "zero" button, a "reset" button and a scrubber control The resulting panel must be edited or it will be lost

manually copy the text from the Zero ButtonScript into the zero button

manually copy the text from the Reset ButtonScript into the reset button

The Joint Select/Default Pose Button Text is used to create script text for selecting a specific joint or setting the currently selected joint and it's children back to the default pose independent of the rest of the skeleton. Copy the text to their own buttons on the actor. This is good for imported skeletons that may have overlapping and difficult to select joints or a heirarchy that doesn't work well with trueSpace IK.

To use the controls:

press the zero button - this will zero the control value and will also unstick a stuck control

scrub the scrubber to move the joints

repeat

press the reset button to set the current pose as the zero value