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Chapter 8 - Character Editing

8.1 Character Editing Introduction

The Character Editing tools let you build skeletons that will allow you to pose and animate objects. The most obvious uses are for characters and animals, but you can find them useful in other situations too, such as for creating ropes, hoses, chains, and more!

There are two aspects to this kind of posing and animation. The first is the mesh itself, the object that you will want to move, bend and pose. The next part is the skeleton, made up of a series of joints connected together by bones. The skeleton will control the mesh attached to it, making it bend and deform as you move the joints on the skeleton.

This chapter will deal with creating and setting up the skeleton, and how to adjust it so that it can perform the movements you need it to make, and so that it controls the object well, making the correct parts bend and deform as you work with the skeleton.

The chapter begins with a look through each of the tools associated with this process, and then moves on to some introductory tutorials that take you from start to finish on creating a skeleton that will control a human character.



8.2 The Tools

Here you will find an introduction to each tool in the Character Editing toolkit. They are listed here in a grouping that reflects what each tool does, in an order that reflects a common workflow.

8.2.1 Building the Skeleton

Transfer Skinning Weights  **TODO**

Convert Soft Selection to Skin Weights 

This is used to convert point selected using the Point Edit selection tools back into skin weights. The conversion is controlled by the Selection To Skin aspect of the Character Editor panel in the stack (right click on the Build Skeleton tool to open this). See section 8.4.1 for full details of those options. After using this tool, you need to right click to exit Point Edit mode and return to Weight Paint mode. If you right click without using this tool, you return to Weight Paint mode without using the Point Edit selection to make any changes to the skin weights.