

Blend Shapes:

Blend shapes are deformer that allows you to create the illusion of a shape seamlessly morphing between two preset shapes.

This is especially useful for aspects of animation such as the movement of a mouth.

Cluster Deformers

Groups sets of components under one "handle", usually vertices.

This allows the movement of a group of vertices while only needing to transform a single entity.

This is especially useful when keyframing animations.

Texture Deformers

Texture deformer are used to deform a model via a user defined texture, bumpmap, or even via painting directly on the mesh.

This could be useful for deforming skin features.

Wire Deformers

Wire Deformers would be useful for dermal modification, such as wrinkles, or setting a specific point within bone structure for skin to move over.

Combined with Cluster Deformers one could group a series of wire deformer to create a connected set of skin wrinkles.

Lattice Deformers

Lattice deformer are great for impacting a fixed area of space.

Any assets moving through the lattice deformer will be affected by it.

Muscle Deformers

Muscle Deformers allow an artist a series of deformer that are preloaded with the kinematics of muscles.

This allows a series of interconnected deformer to properly simulate the movement of musculature.

Point on Curve Deformers

Point on Curve Deformers allow the modification of a curve without needing to manually reselect and remorph individual and multiple control vertices.

Influence Objects

Influence Objects can be anything.

They work best when there are more objects working together, allowing each Influence Object to have control over smaller degrees of movement.