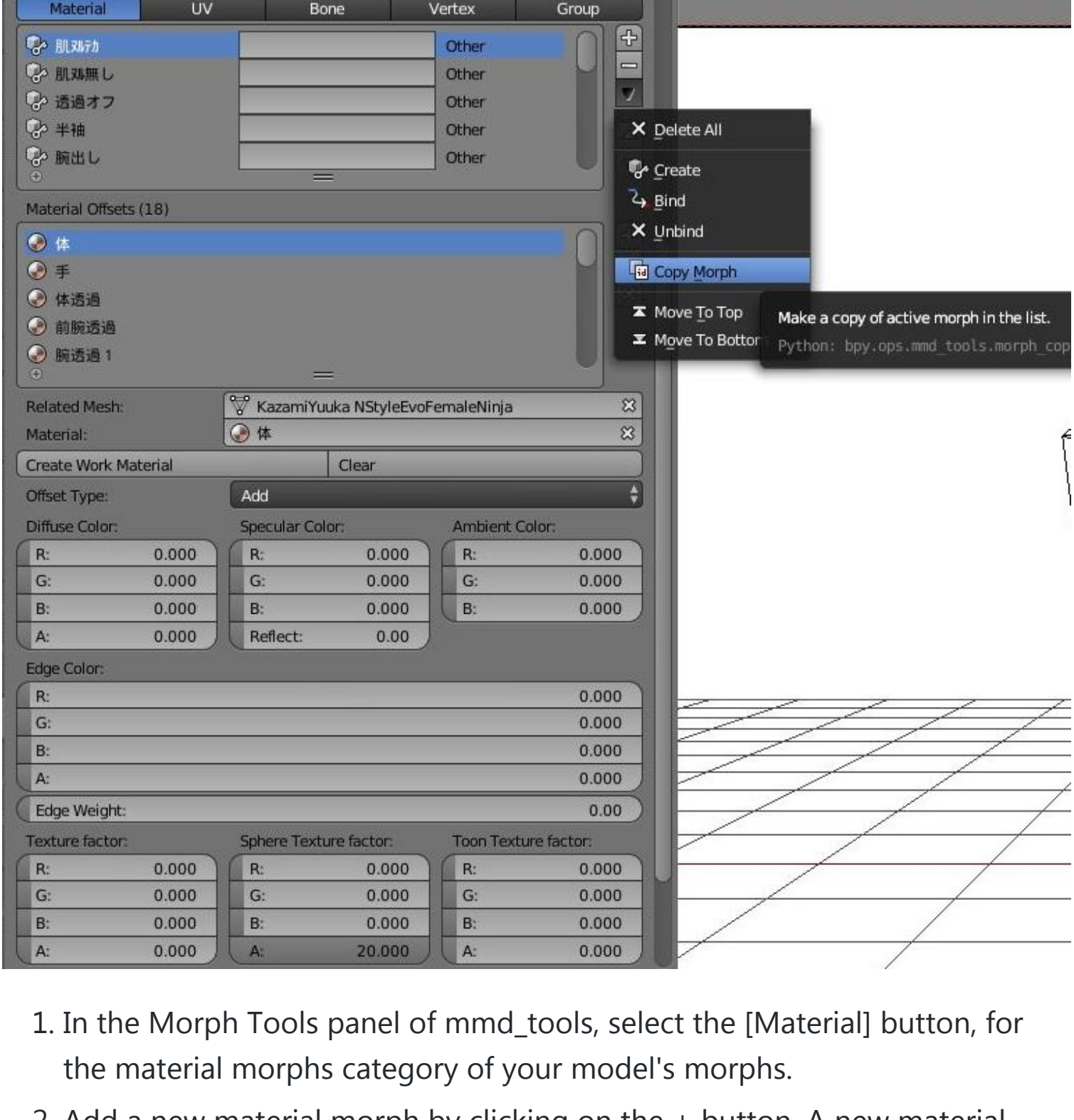


# How to create and edit Material morphs, Group morphs, Bone morphs, UV morphs

Hogarth-MMD edited this page on Oct 19, 2018 · 4 revisions

## How to create and edit a material morph using a temporary "Work Material":

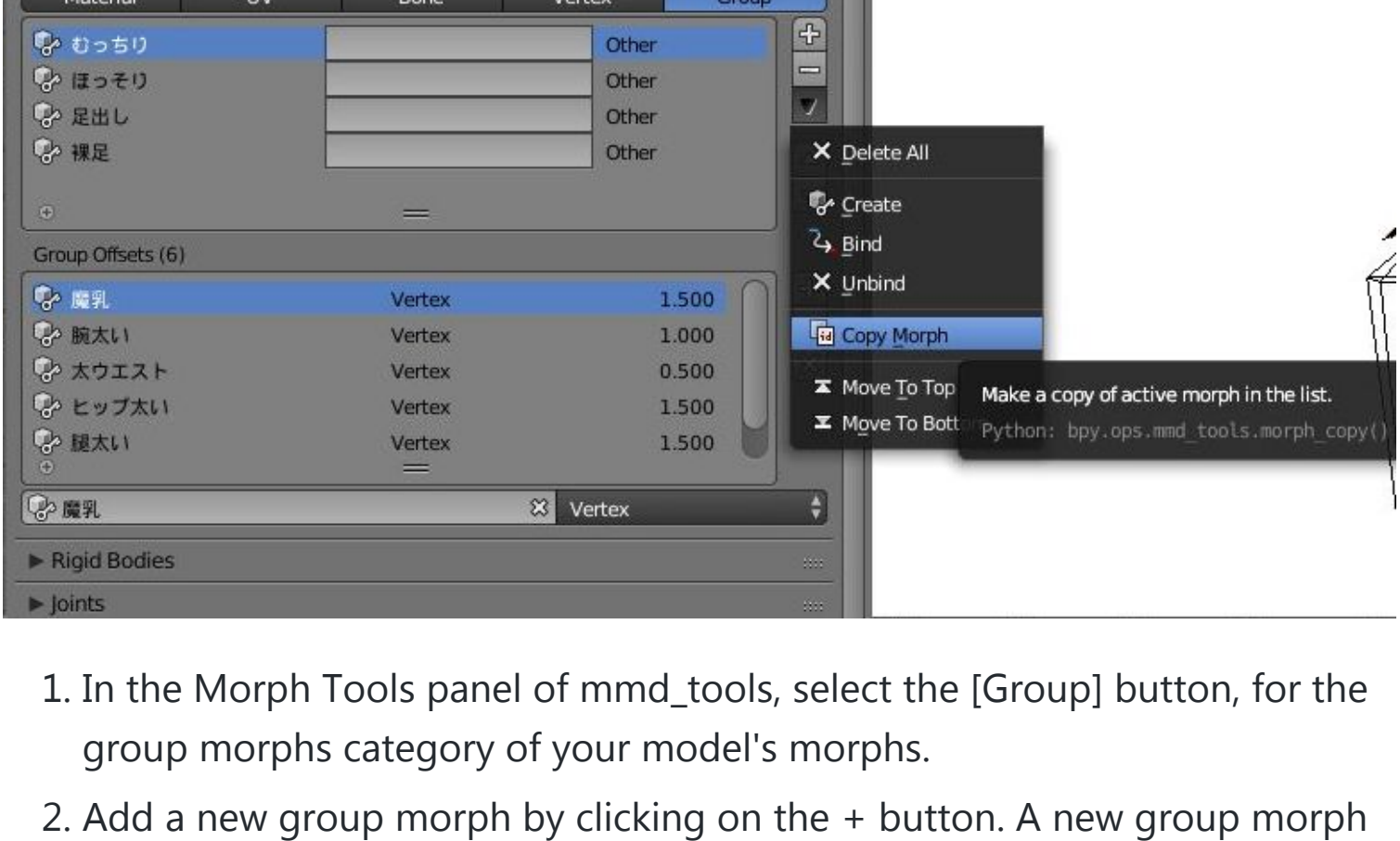


1. In the Morph Tools panel of mmd\_tools, select the [Material] button, for the material morphs category of your model's morphs.
2. Add a new material morph by clicking on the + button. A new material morph will then appear listed immediately below whichever material morph is active in the list of material morphs.
3. Give your new material morph a Japanese name and an English name.
4. Add a material to this material morph by clicking on the + button (on the right of the Material Offsets list box).
5. Beside "Related Mesh:", select the mesh object that you want to work on.
6. Beside "Material:", select a material that you want to morph.
7. Click [Create Work Material] .
8. Adjust the settings for your working material.
9. Click [Apply] .
10. Click [Clear] .
11. Add another material, repeating steps 4 to 10, until your material morph is morphing all of the materials that you want it to morph.
12. You can then save this material morph that you have created by exporting your model to a .pmx file or by saving a .blend file.

## How to create and edit a material morph without using a temporary "Work Material":

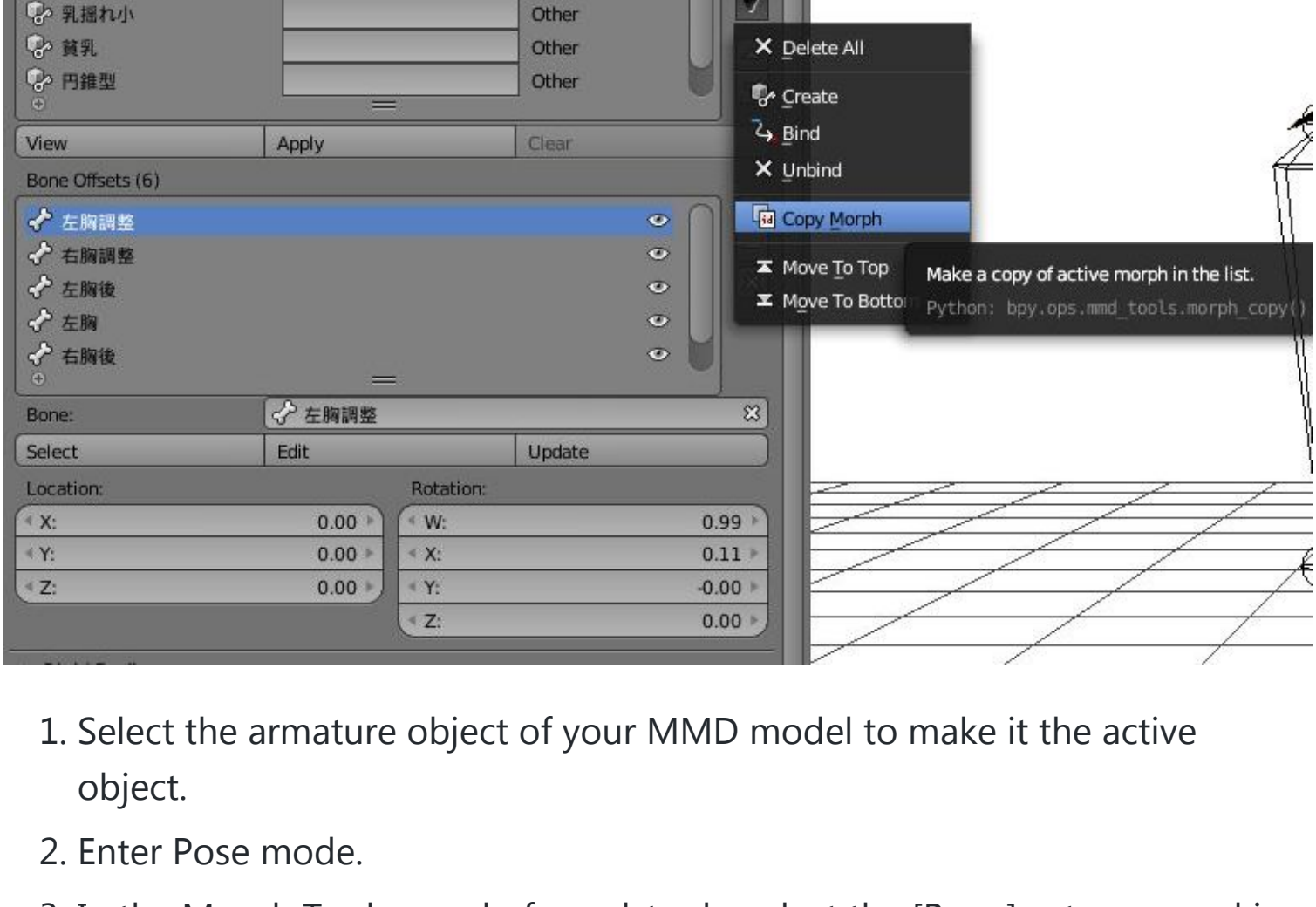
The advantage of using a temporary "Work Material" is that you can see the effect of your material morph being previewed on your model in the 3D View window. You can edit your material morph without creating a "Work Material", however. Simply follow the instructions above, but skip steps 7, 9, and 10. In other words, you don't click need to click on these 3 buttons: [Create Work Material], [Apply], [Clear], if you are editing a material morph without using a temporary "Work Material".

## How to create and edit a group morph:



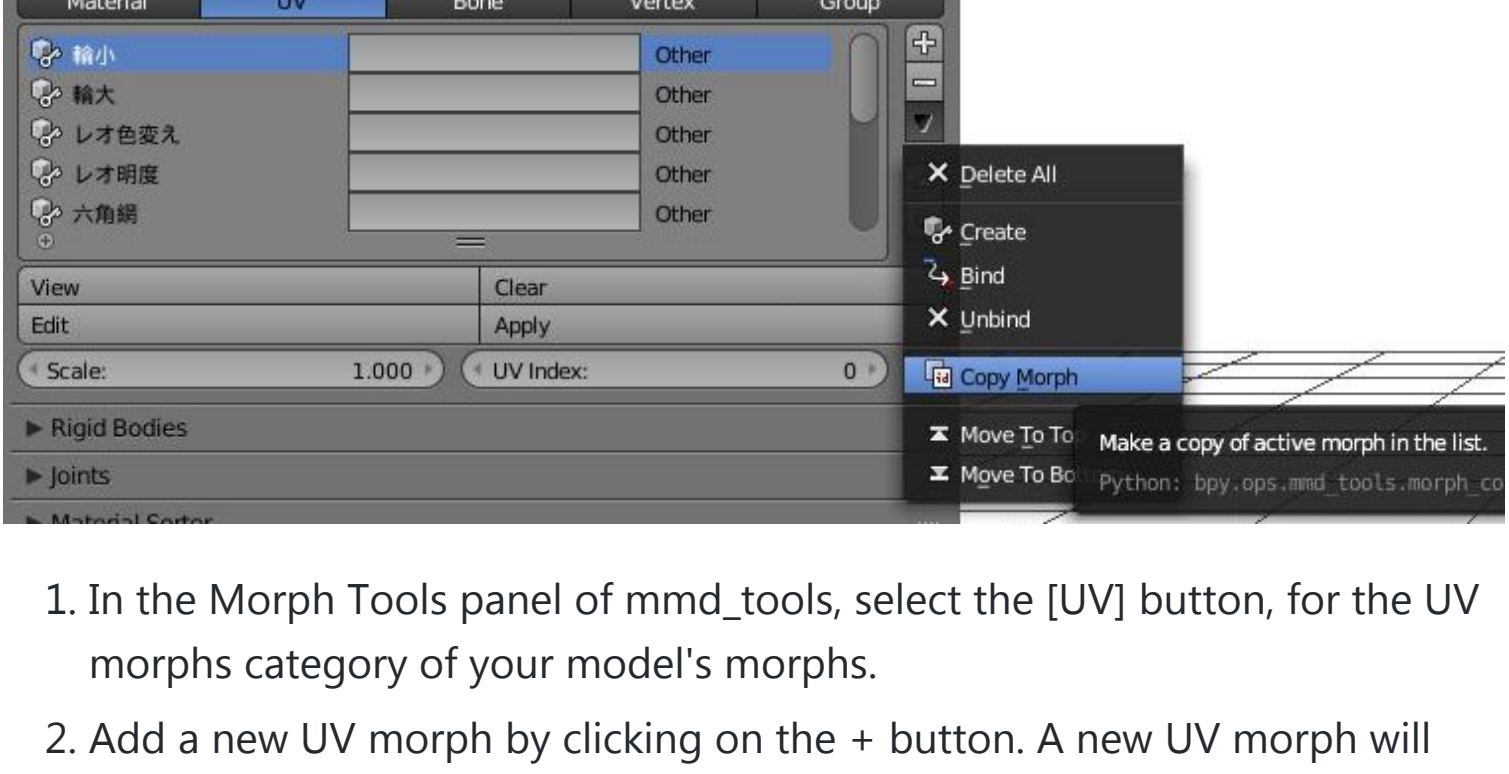
1. In the Morph Tools panel of mmd\_tools, select the [Group] button, for the group morphs category of your model's morphs.
2. Add a new group morph by clicking on the + button. A new group morph will then appear listed immediately below whichever group morph is active in the list of group morphs.
3. Give your new group morph a Japanese name and an English name.
4. Add an existing morph to this group morph by clicking on the + button (on the right side of the Group Offsets list box). Below the Group Offsets list box, use the list menu of morphs categories and the text input box of morphs names, to choose which morph will be added to the group morph.
5. On the right side of the name of this morph in the Group Offsets list box, input a decimal number value, to set the value of this morph in the group morph. This value should usually be a decimal number from 0.000 to 1.000, but a negative decimal number or a decimal number greater than 1.000 are also possible. The default value is 0.000, so if you don't change this value away from its default value, the group morph will do nothing.
6. Add another morph, repeating steps 4 to 5, until your group morph is morphing all of the morphs that you want it to morph.
7. You can then save this group morph that you have created by exporting your model to a .pmx file or by saving a .blend file.

## How to edit an already existing bone pose morph:



1. Select the armature object of your MMD model to make it the active object.
2. Enter Pose mode.
3. In the Morph Tools panel of mmd\_tools, select the [Bone] category and in the list of bone morphs select the bone morph that you want to edit to make it the active bone morph.
4. At the right side of the mmd\_tools Morph Tools panel, click on the arrow to display a list menu. In this list menu, select [Copy Morph]. A copy of your bone morph will then appear in the Morph Tools panel. Now you can edit this copy of your bone morph safely, without overwriting and losing the data of your original bone morph.
5. Immediately below the list box of morphs in the morph tools panel, you will see 3 buttons: [View], [Apply], and [Clear]. To edit the bone morph, you don't need to use any buttons other than these 3 buttons.
6. Click [View] to copy the bone pose of your bone morph onto the active armature. You will then see the bones of the armature rotated and/or moved into the bone pose of your active bone morph.
7. Edit the armature pose by rotating and/or moving its bones using the tools that Blender provides for this purpose.
8. Click [Apply] to store the armature pose into the active bone morph. The data of the active bone morph will then be replaced and overwritten with the data of the armature's pose.
9. You can then save the bone pose morph that you have created by exporting your model to a .pmx file or by saving a .blend file.

## How to create a new UV morph:



1. In the Morph Tools panel of mmd\_tools, select the [UV] button, for the UV morphs category of your model's morphs.
2. Add a new UV morph by clicking on the + button. A new UV morph will then appear listed immediately below whichever UV morph is active in the list of UV morphs.
3. Give your new UV morph a Japanese name and an English name.

## How to make a copy of an existing UV morph:

1. In the Morph Tools panel of mmd\_tools, select the [UV] category and in the list of UV morphs select the UV morph that you want to make a copy of, to make it the active UV morph.
2. At the right side of the mmd\_tools Morph Tools panel, click on the arrow to display a list menu. In this list menu, select [Copy Morph]. A copy of your UV morph will then appear listed in the Morph Tools panel. Now you can edit this copy of your UV morph safely, without overwriting and losing the data of your original UV morph.

## How to edit the active UV morph:

1. Click [View] to create a temporary UV map of the active UV morph's data.
2. Click [Edit] to edit this temporary UV map in Blender's UV Editor. The vertices of the UV morph will be selected in Edit mode of the 3D View window, and in Blender's UV Editor.
3. After you have finished editing the UV morph, click [Apply] to replace and overwrite the data of the active UV morph with your new edited UV morph data. (Only the UV morph data of the SELECTED vertices will be applied to the UV morph. If some or all of your UV morph vertices are unselected, just select all vertices of your model's mesh object in Edit Mode before clicking [Apply].)
4. Click [Clear] to delete the temporary UV map.
5. You can then save the UV morph that you have created by exporting your model to a .pmx file or by saving a .blend file.

## Additional Notes:

To create slider controls for morphs, click on the arrow on the right side of the Morph Tools panel, to display a list menu. Click [Bind] to create morph slider controls for all of the MMD model's morphs. The morph slider control for the active morph will appear immediately below the Morph Tools list box. (At the present time, slider controls for material morphs have not yet been implemented in mmd\_tools.)

To add all morphs into an MMD Display Panel group, click on the arrow at the right side of the mmd\_tools Display Panel panel. In the list menu which then appears, click [Load Facial items].