5.8.5.1 Modeling - Modifiers - Deform - Armature Modifier
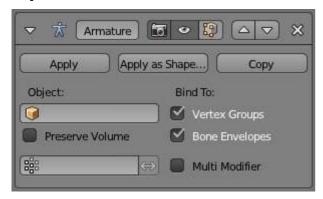
Armature Modifier

The *Armature* modifier is used for building skeletal systems for animating the poses of characters and anything else which needs to be posed.

By adding an armature system to an object, that object can be deformed accurately so that geometry doesn't have to be animated by hand.

> **Note**
>
> For more details on armatures usage, see *this chapter.*

Options

Armature modifier

Object
    The name of the armature object used by this modifier.
Preserve Volume
    Use quaternions for preserving volume of object during deformation. It can be better in many situations.
Vertex Group

    The name of a vertex group of the object, the weights of which will be used to determine the influence of this *Armature* modifier's result when mixing it with the results from other *Armature* ones.

    Only meaningful when having at least two of these modifiers on the same object, with *Multi Modifier* activated.

    Invert
        Inverts the influence set by the vertex group defined in previous setting (i.e. reverses the weight values of this group).

Multi Modifier