7.5.1 Rigging - Skinning - Introduction

Skinning

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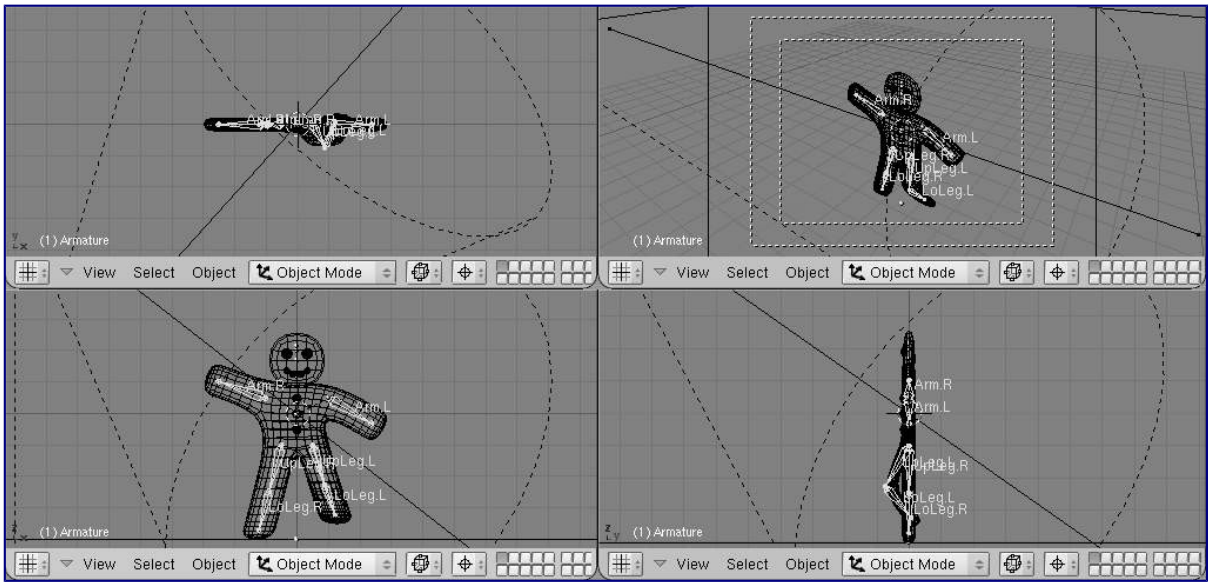
We have seen in *previous pages* how to design an armature, create chains of bones, etc. Now, having a good rig is not the final goal - unless you want to produce a “Dance Macabre” animation, you’ll likely want to put some flesh on your skeletons! Surprisingly, “linking” an armature to the object(s) it should transform and/or deform is called the “skinning” process...



The ginebread mesh skinned on its armature.

In Blender, you have two main skinning types:

- You can *Parent/Constrain Objects to Bones* - then, when you transform the bones in *Pose* mode, their “children” objects are also transformed, exactly as with a standard parent/children relationship... *The*

“children” are **never** *deformed when using this method*.

- You can *Using the Armature modifier on entire Mesh*, and then, some parts of this object to some bones inside this armature. This is the more complex and powerful method, and *the only way to really deform the geometry of the object*, i.e. to modify its vertices/control points relative positions.