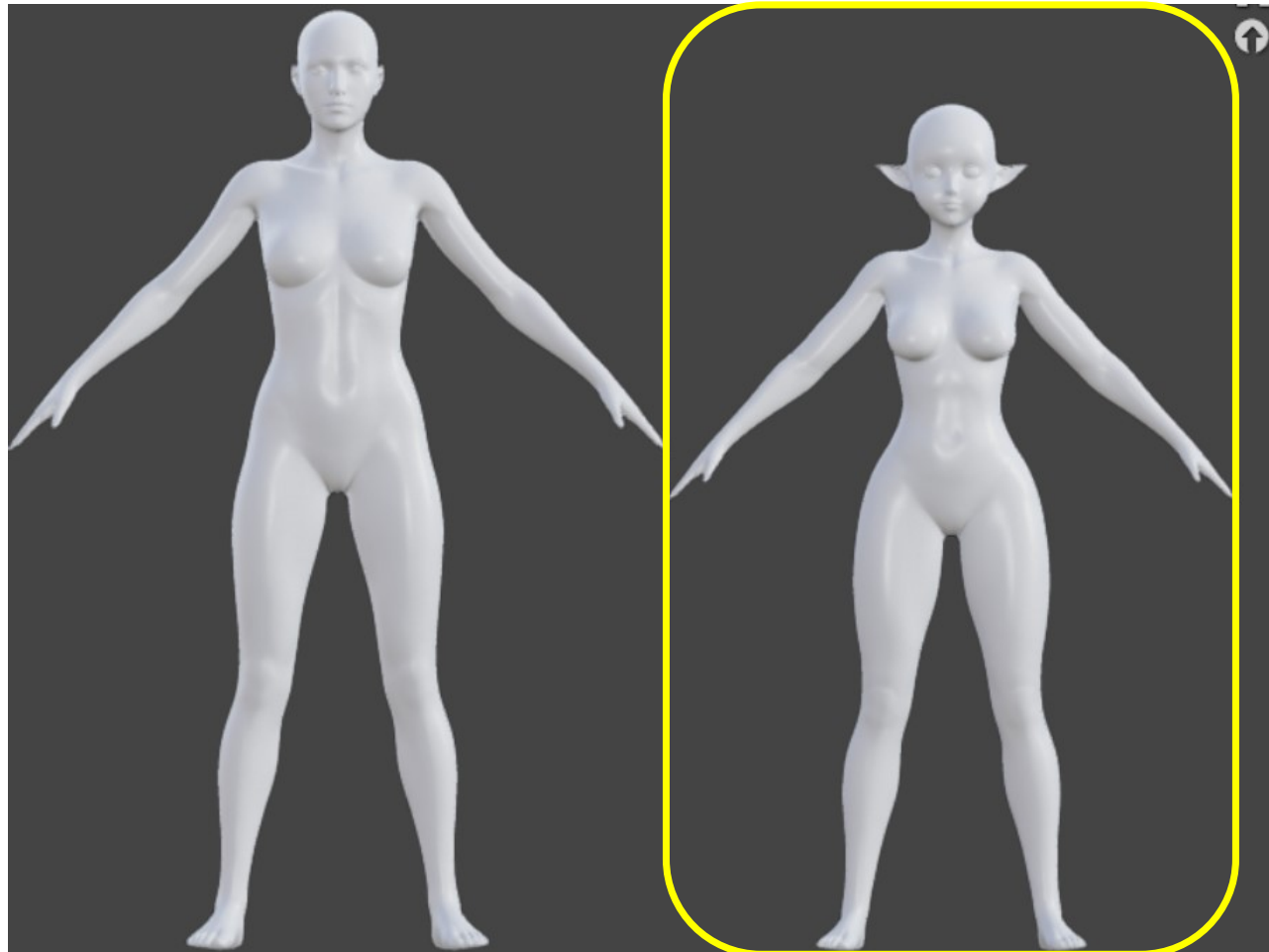


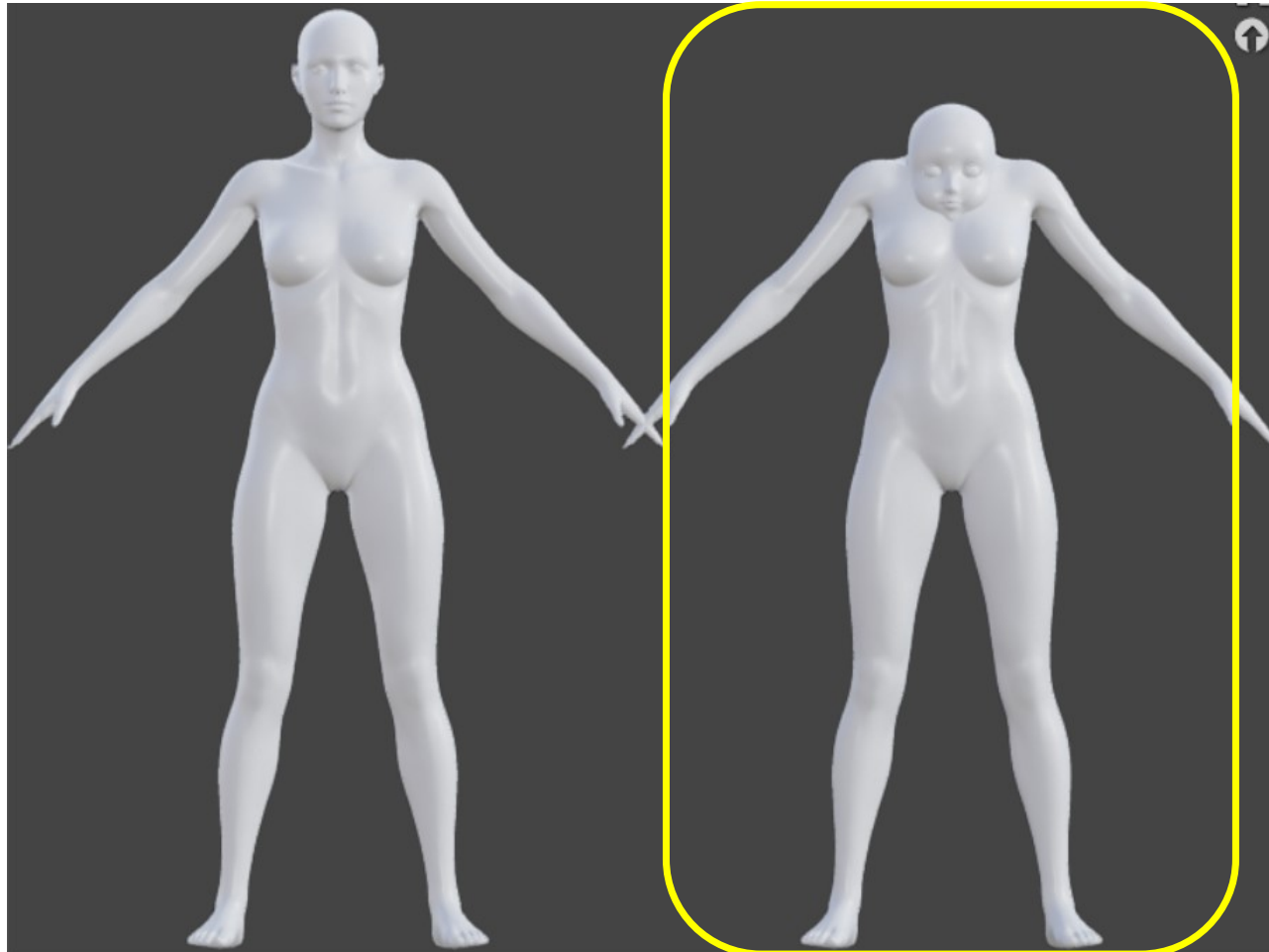
Let's split this morph using 'WYSIWYG' method



G8F

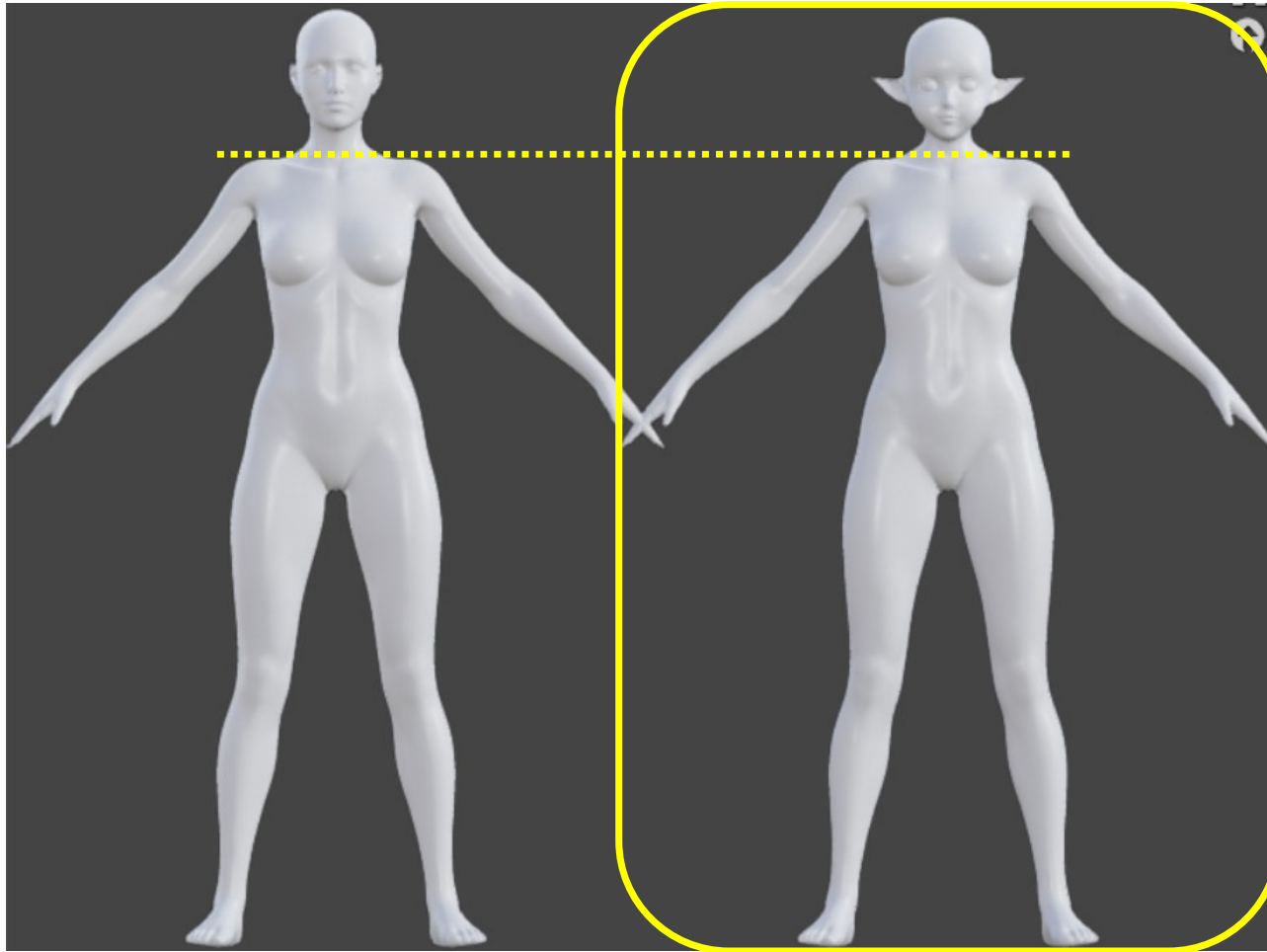
Morph

Head Morph (1/2)



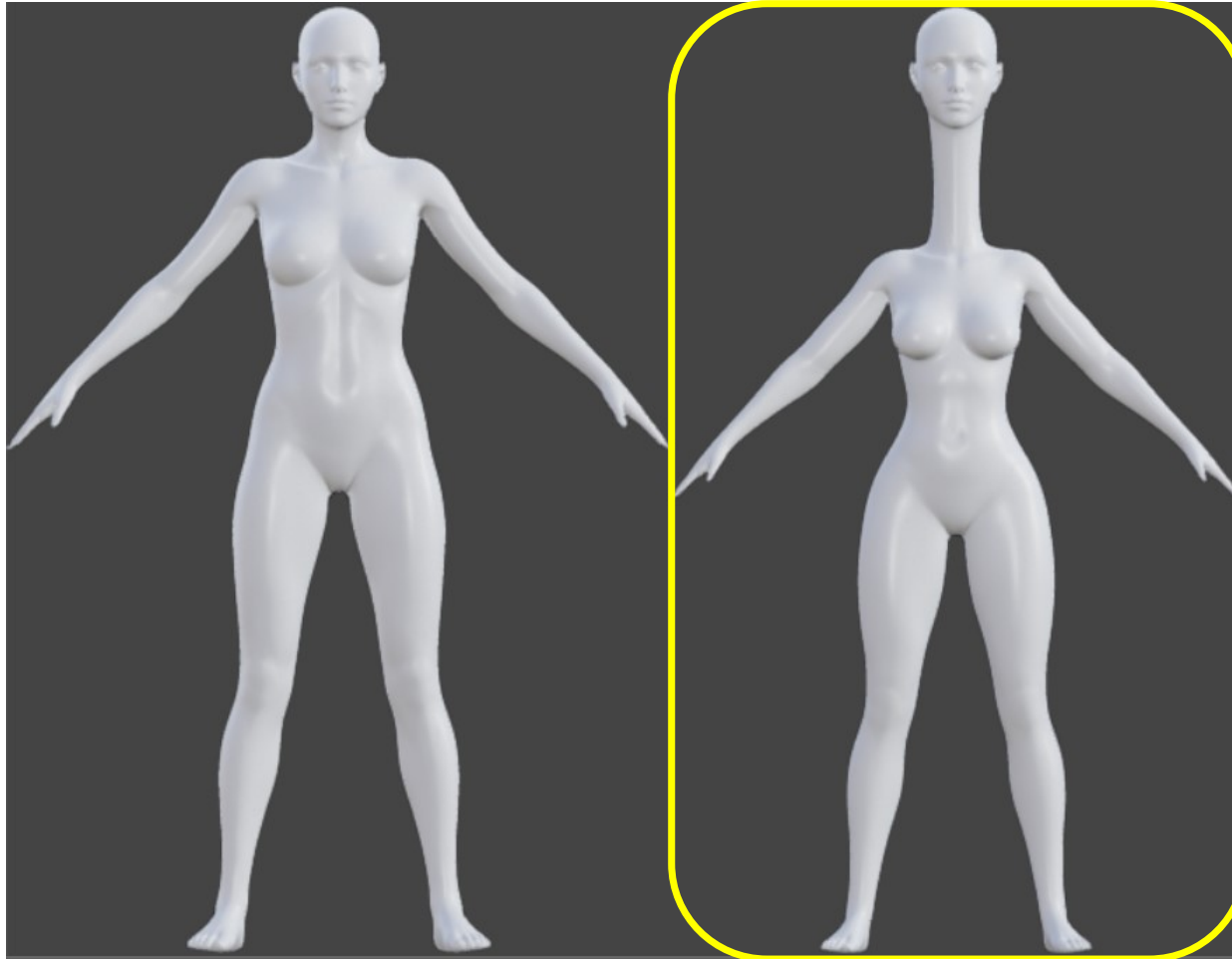
We apply the morph deltas only for the head

Head Morph (2/2)



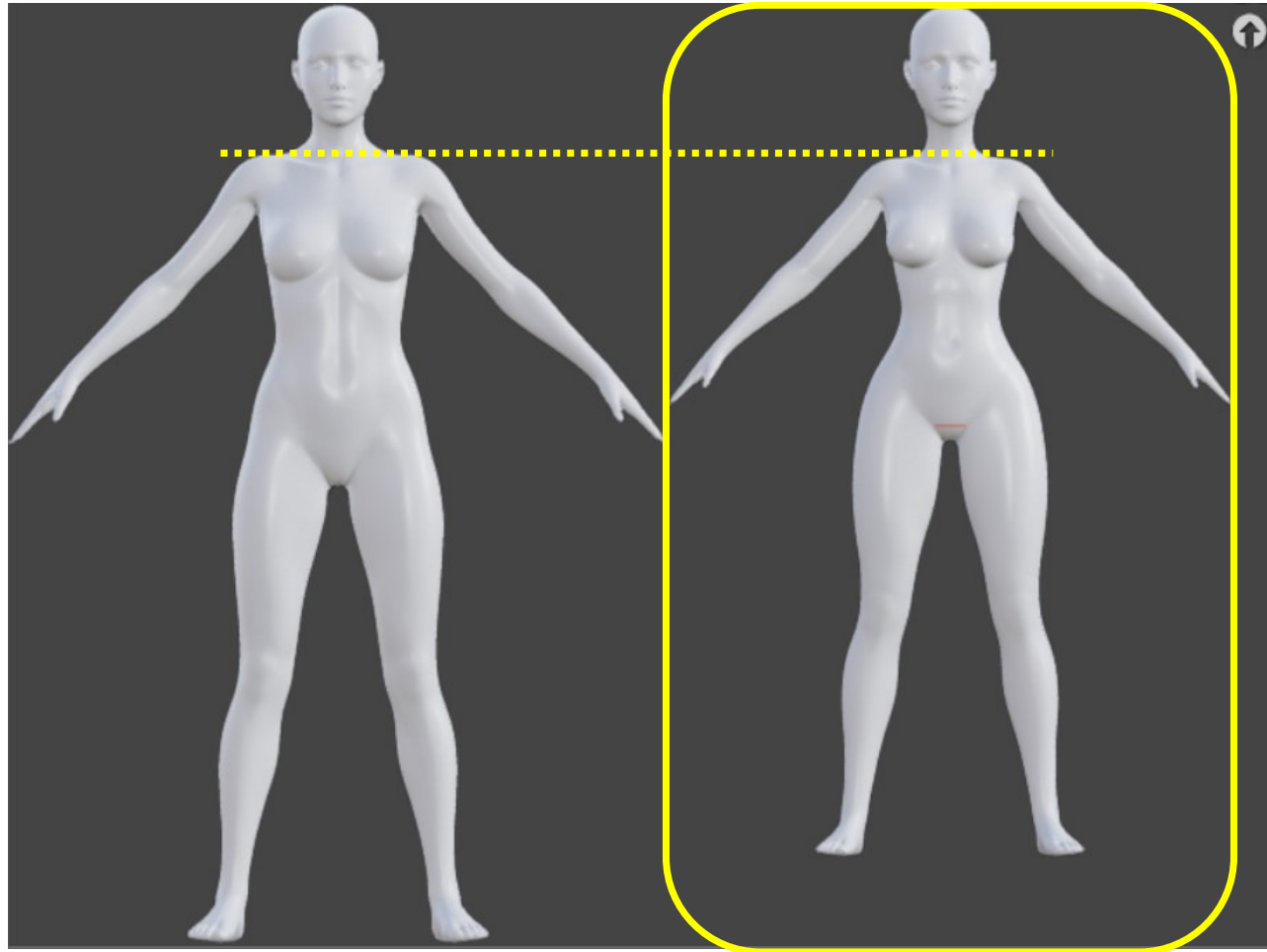
- ❖ We use the reference vertex (#3127) to lift the head at neck level
- ❖ We can now adjust rigging to shape, freeze the properties and save as morph asset

Body Morph (1/3)



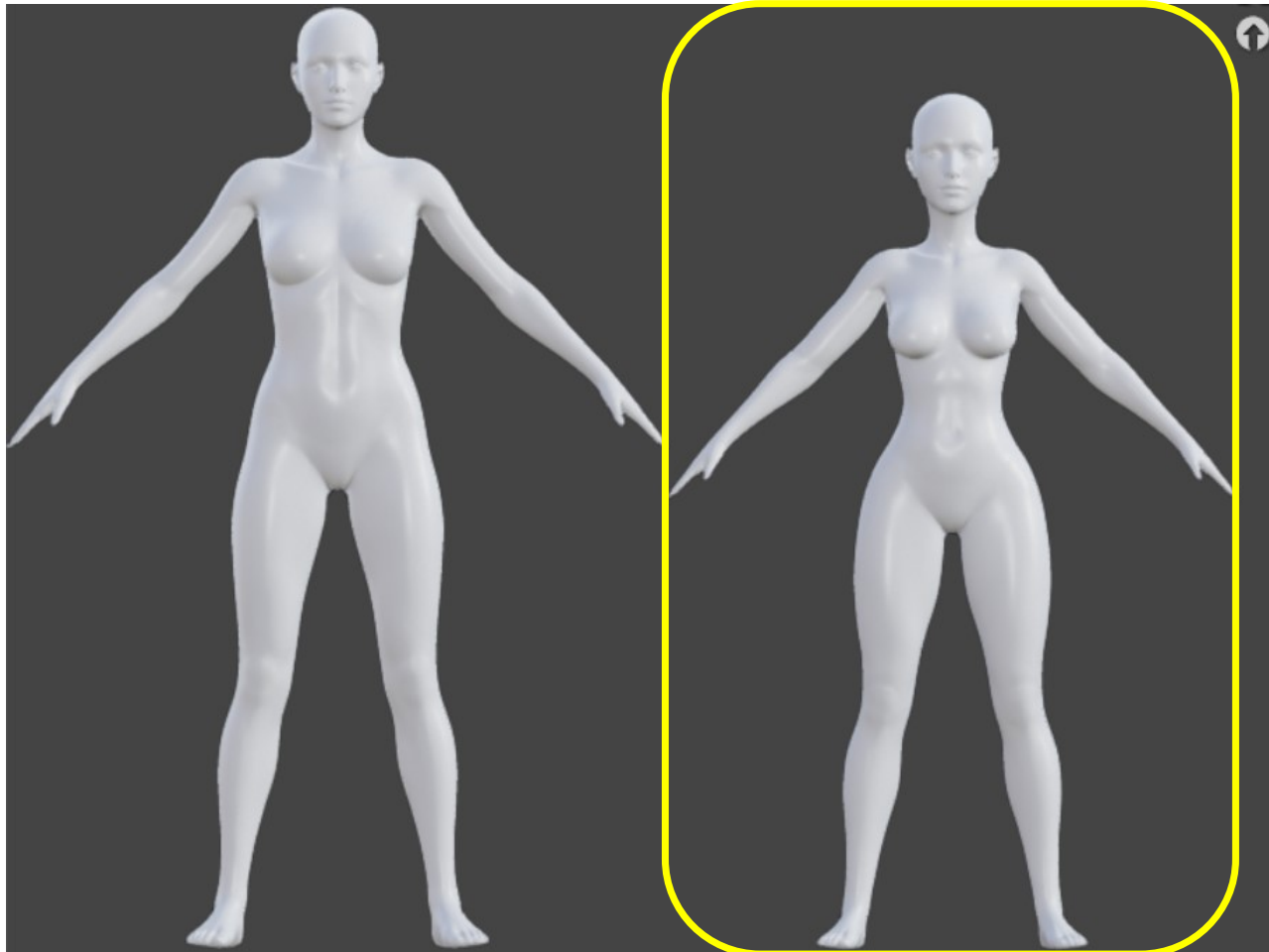
We apply the morph deltas only to the body

Body Morph (2/3)



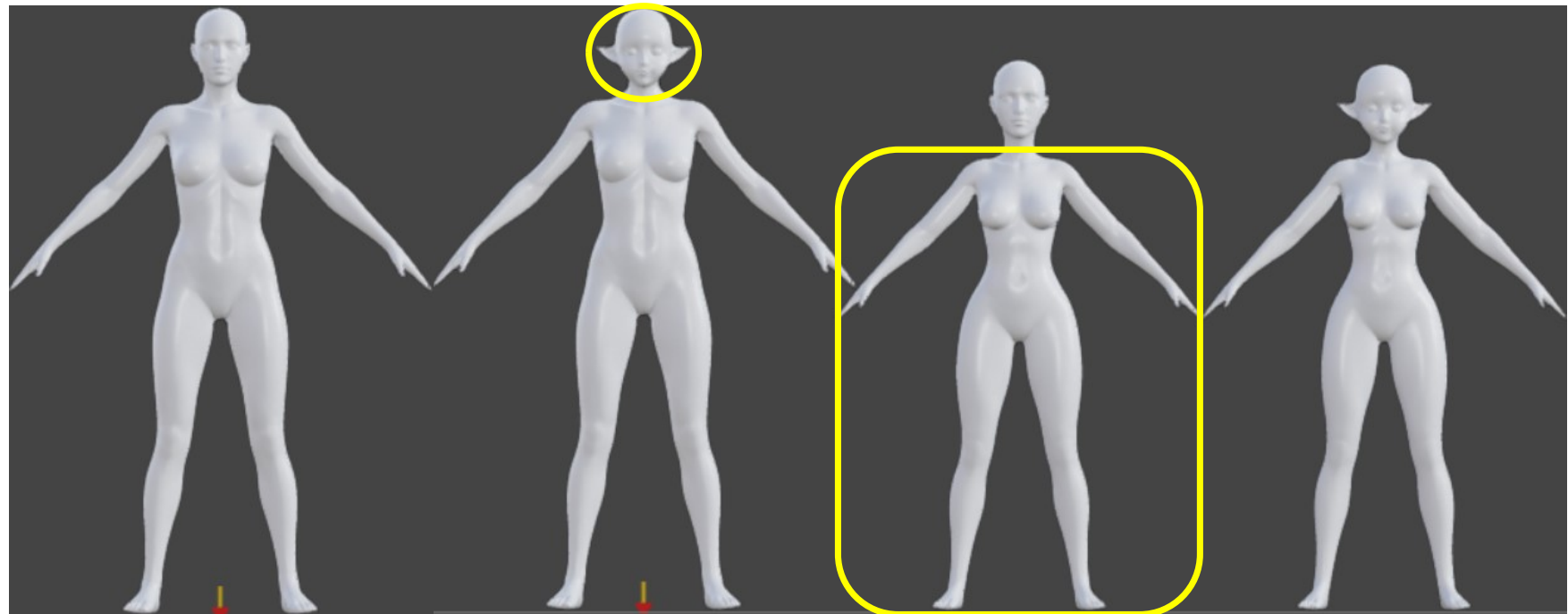
We use the reference vertex (#3127) to lift the body at neck level

Body Morph (3/3)



- ❖ We bring the figure back to floor by translating its root bone (Hip)
- ❖ We can now adjust rigging to shape, freeze the properties and save as morph asset

Final result



G8F

Head

Body

Controller = Head + Body