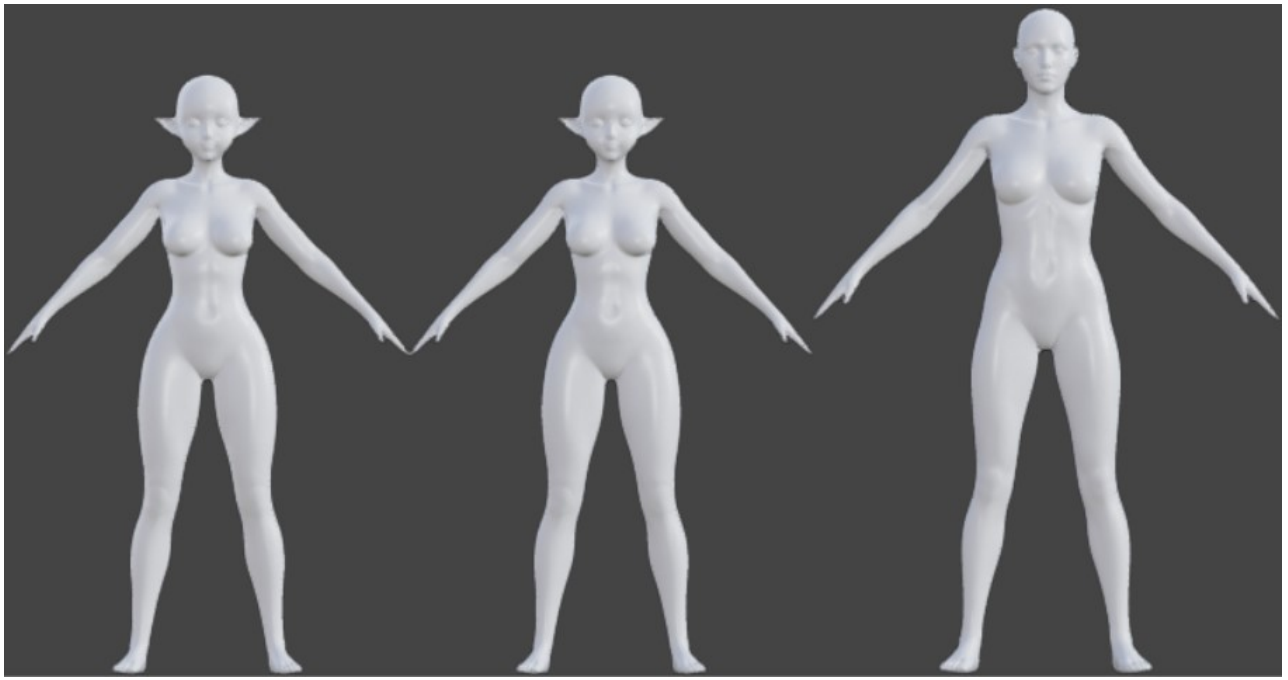
Let’s split this morph using ‘normalized’ method

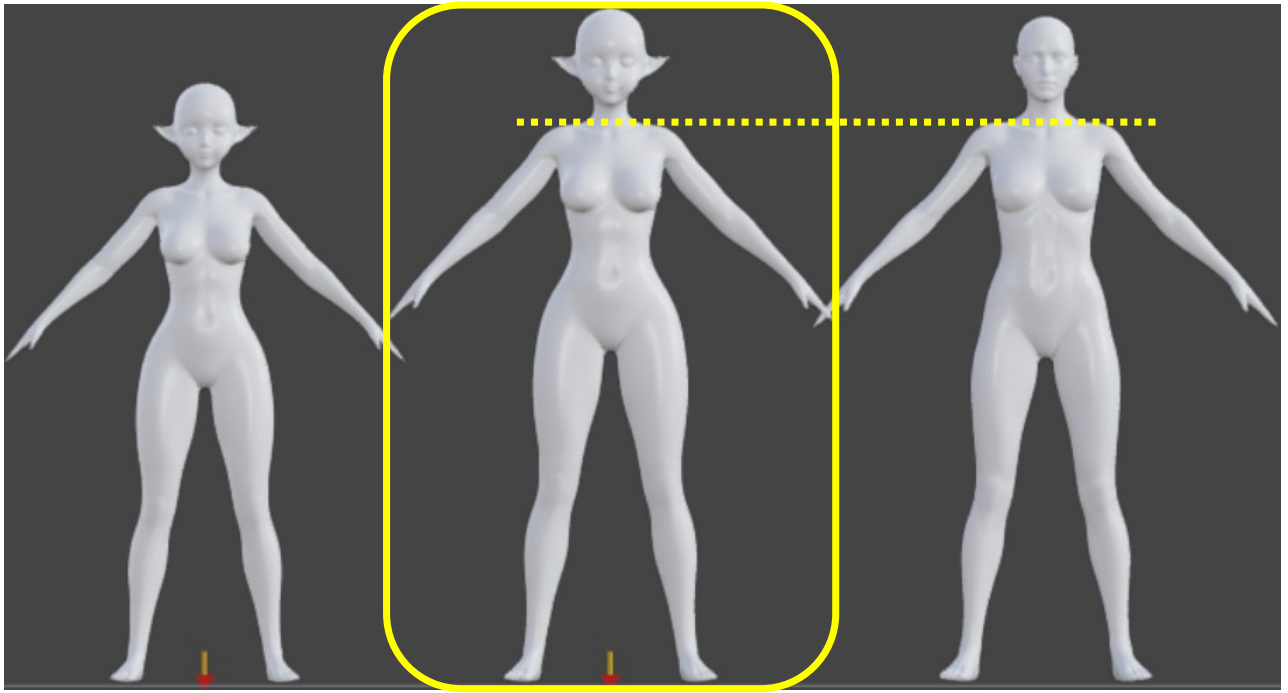


Morph

Morph

G8F

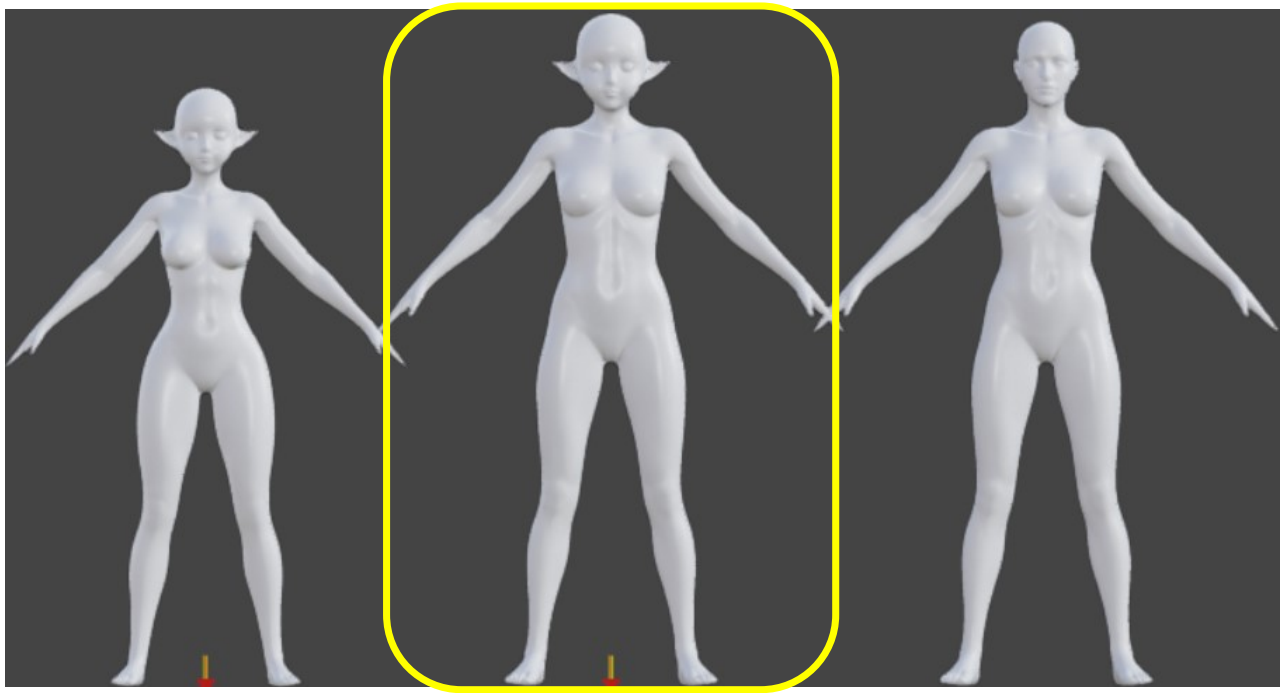
Step #1 - Rescale morph



Morph | Scaled Morph | G8F

We scale the morph based on a reference vertex (#3127), in order to remove base of neck offset relative to G8F

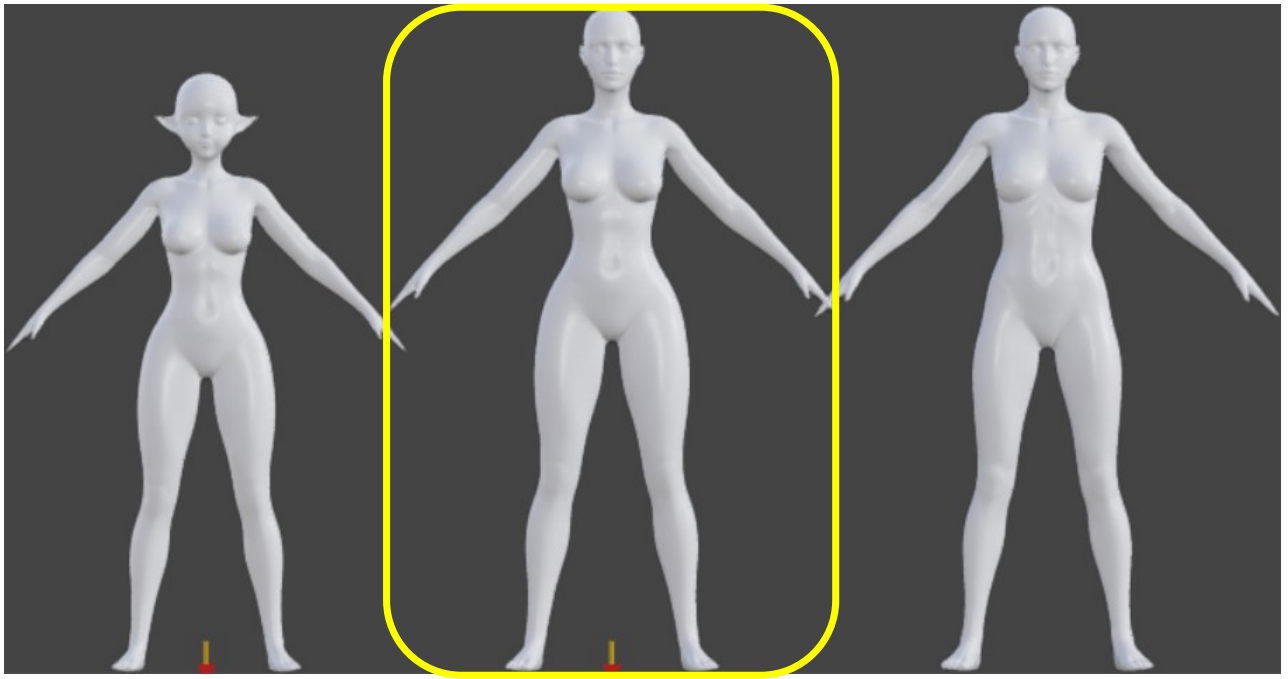
Step #2 - Head morph



Morph | Scaled Morph | G8F

- Compute deltas only for the head
- Adjust rigging to shape, freeze properties & save as a morph asset

Step #3 - Body morph



Morph | Scaled Morph | G8F

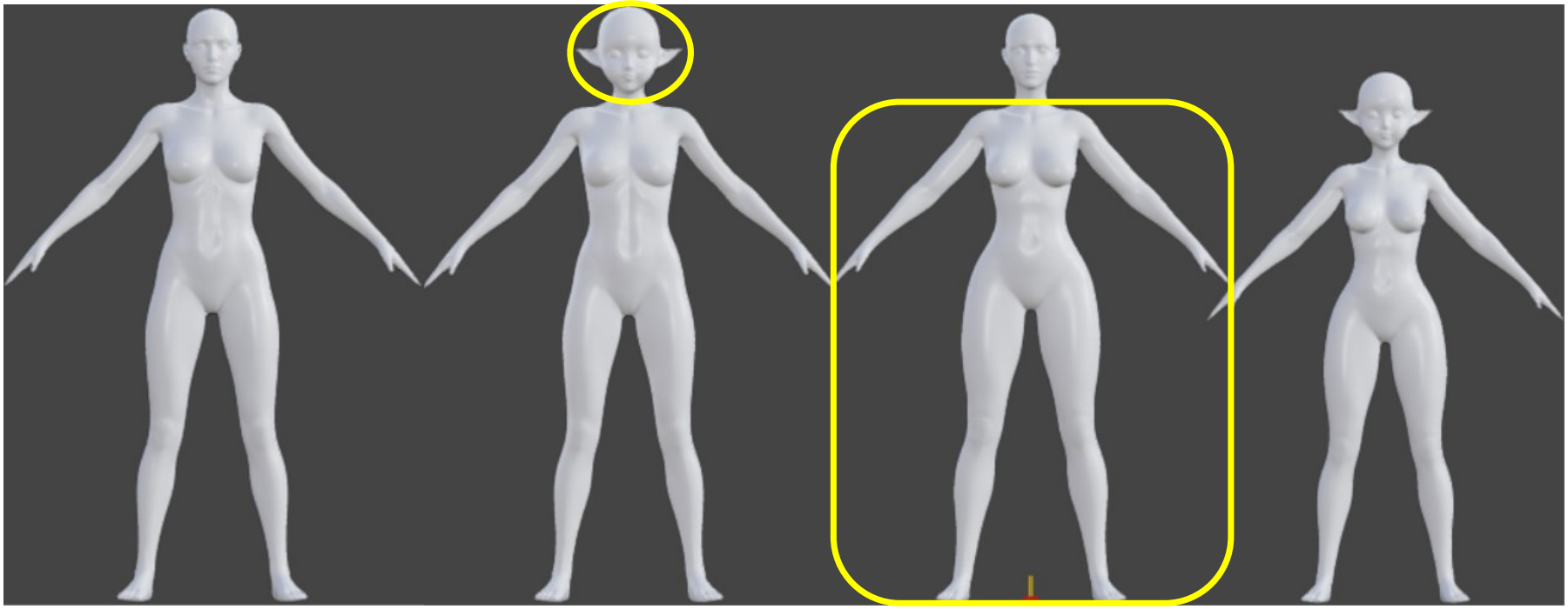
- Compute deltas only for the body
- Adjust rigging to shape, freeze properties & save as a morph asset

Step #4 - Scaled controller morph

Morph | Scaled Morphs | G8F

- Apply the scaled morphs (head & body) and reset figure scale to its initial value
- Freeze properties & save as a morph asset

Final result



G8F

Head

Body

Controller applied =
Head + Body + Scale

There are 2 main advantages to this method :

- ✓ its simplicity
- ✓ it generates ‘normalized’ shapes that blend well with most characters that have ‘standard’ proportions