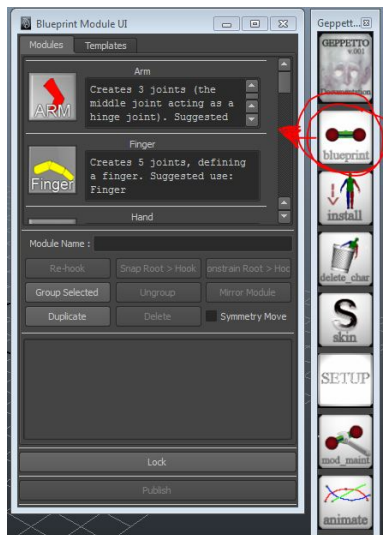


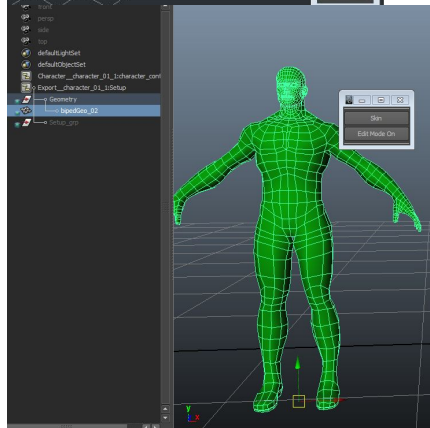
A Quick Guide To Character Setup in GEPETTO



Start off by opening the blueprint UI. I have setup a template called biped_01. Just load that up as a starting point.

Position the blueprint to fit your character. When you are all done you can save that file somewhere just in case, or you can save it as a new template. Now lock then publish the new character.

Create a new scene and press the character install button. You should see your new character in the list. Go ahead and load him up.



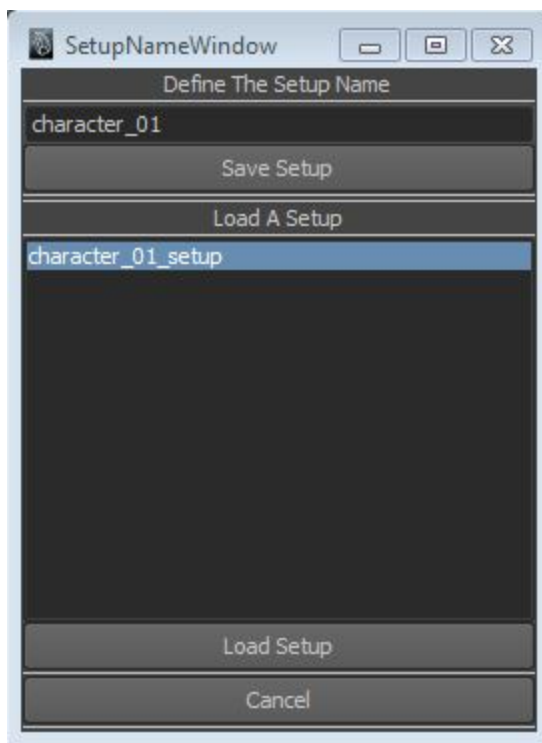
Import your mesh and press the Skin button. Select the mesh and press skin. This will bind the character and set him up in a new group.

The skinning UI also now has a edit mode button. This unlocks the container so you can edit the weights. In case you have trouble accessing the contents of a container, you can select the container and use this code.

```
cmds.lockNode(l=False, lu=False)
```

Now you can throw a simple rig on the character to assist in weight painting by pressing the mod_maint button. Select any limb and a list of viable animation modules will pop up.

Install what you want.



When you are done weighting you can save out the setup file using "SETUP". The text field is where your character gets named. By default the tool uses the character name you chose at publish. For the most part this setup file is just like any other you are used to. The setup will be sent to / character/char name/setup.

Just set it up with layers and junk as normal. Exporting has been tested but only once so let me know if anything goes wrong. Bone markings and holding locations are done but you may want to edit them. We also discussed the .emp files. I have not changed them yet, but I am working on a

tool to identify any issues.

Note: You can get the character into the bind pose via a button on the animation UI. I will make that automatic at setup export.