

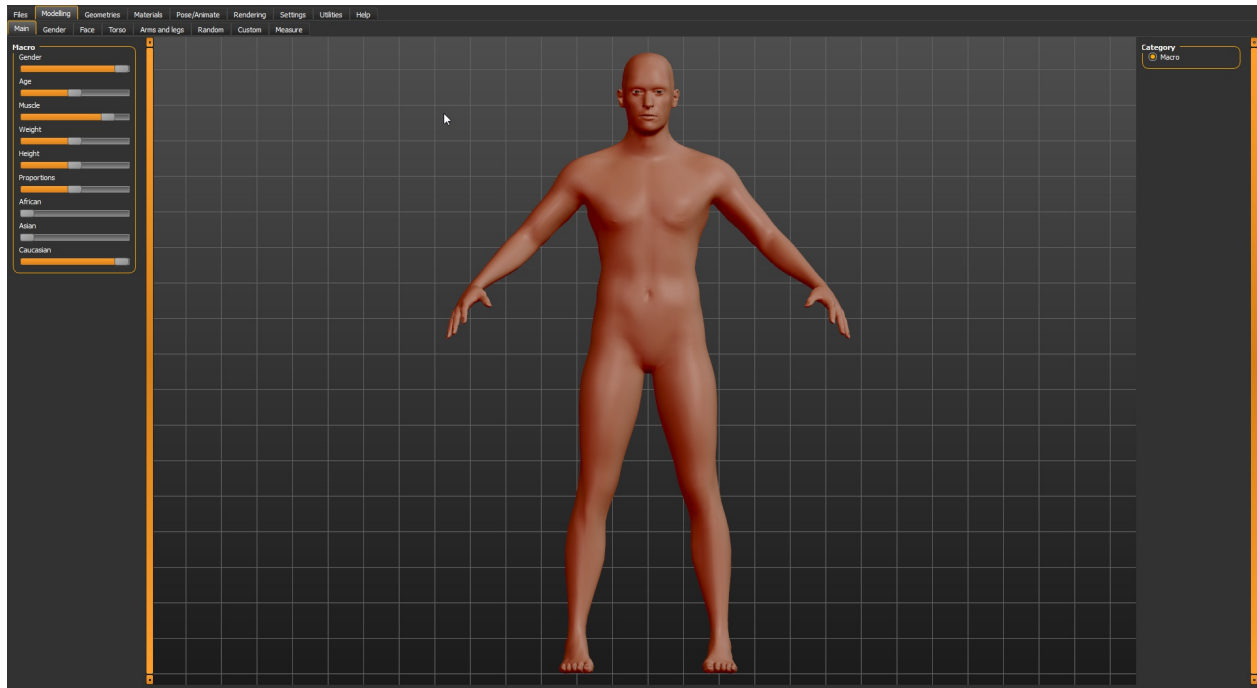
Dokumentation Aufgabe 4

Frank Hasenbalg, 571087

3.11.17

Rigging

Mesh in makeHuman erzeugt.



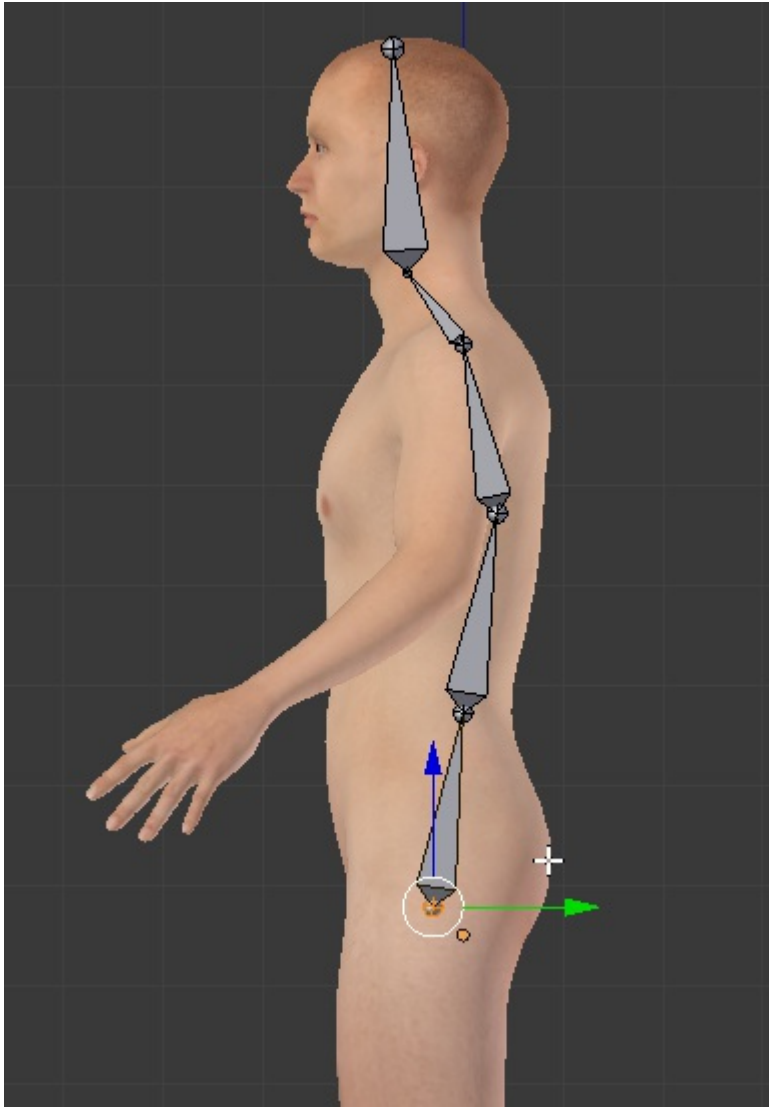
In Blender importiert.



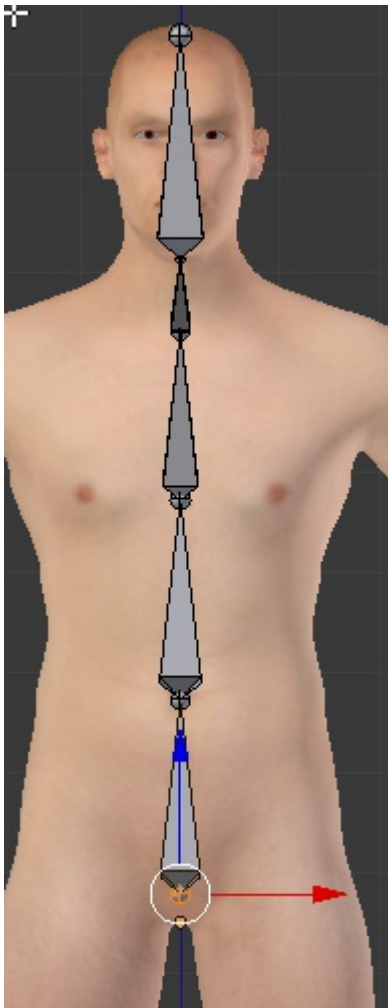
Ersten Knochen gesetzt.



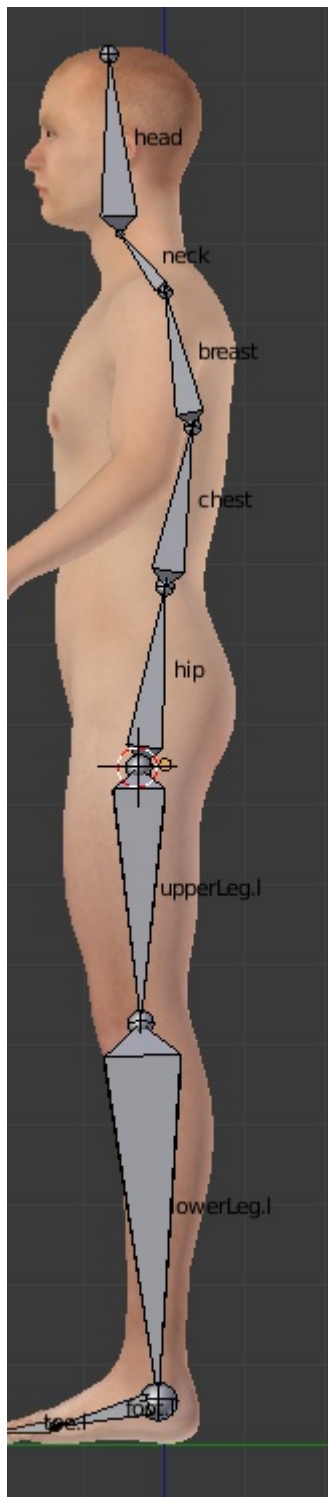
Wirbelsäule vereinfacht nachgebaut.



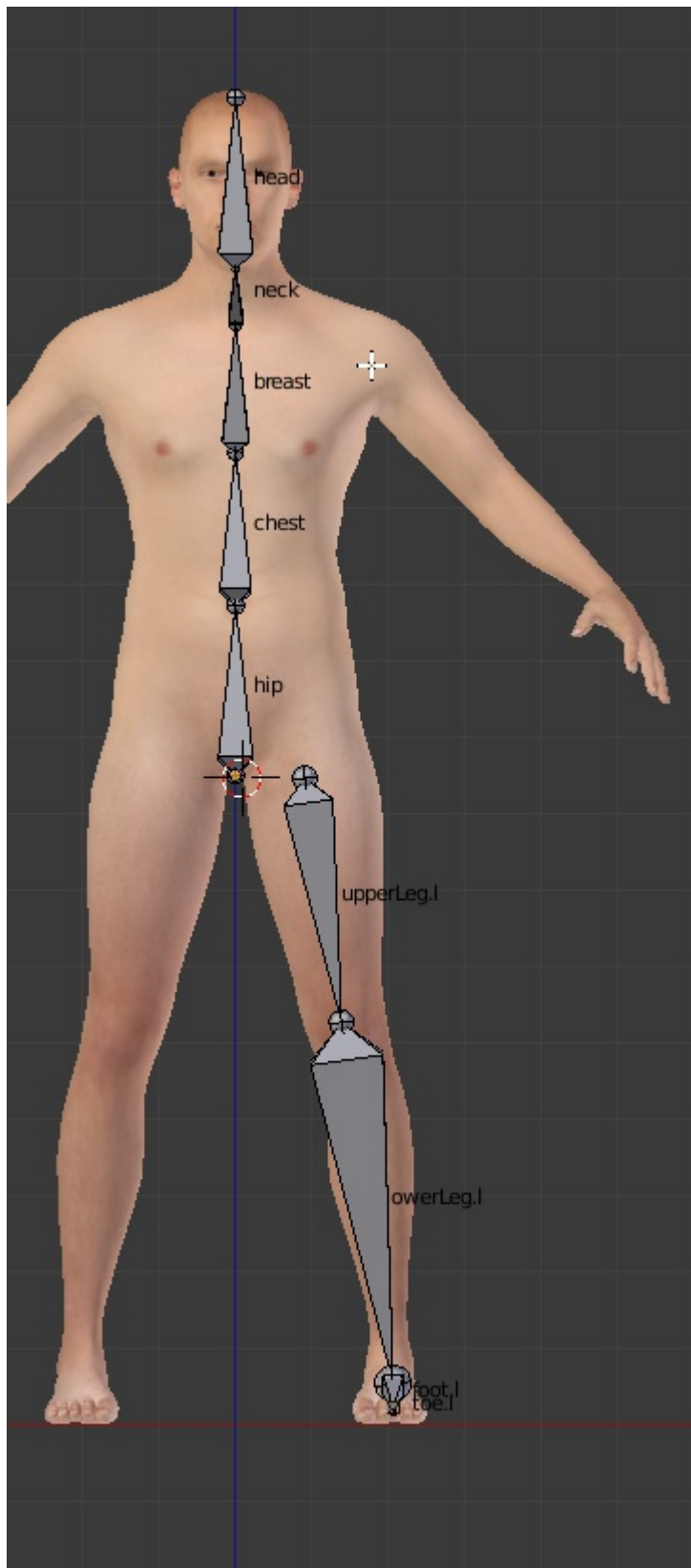
Von allen Seiten ausgerichtet.



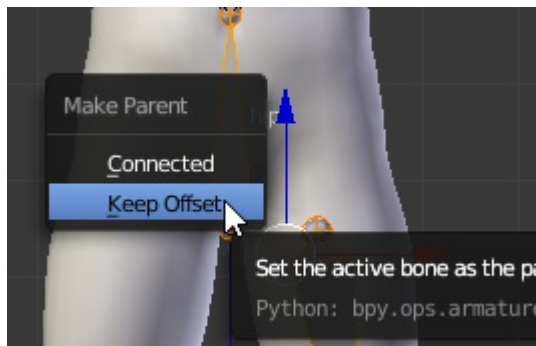
Bein dazu.



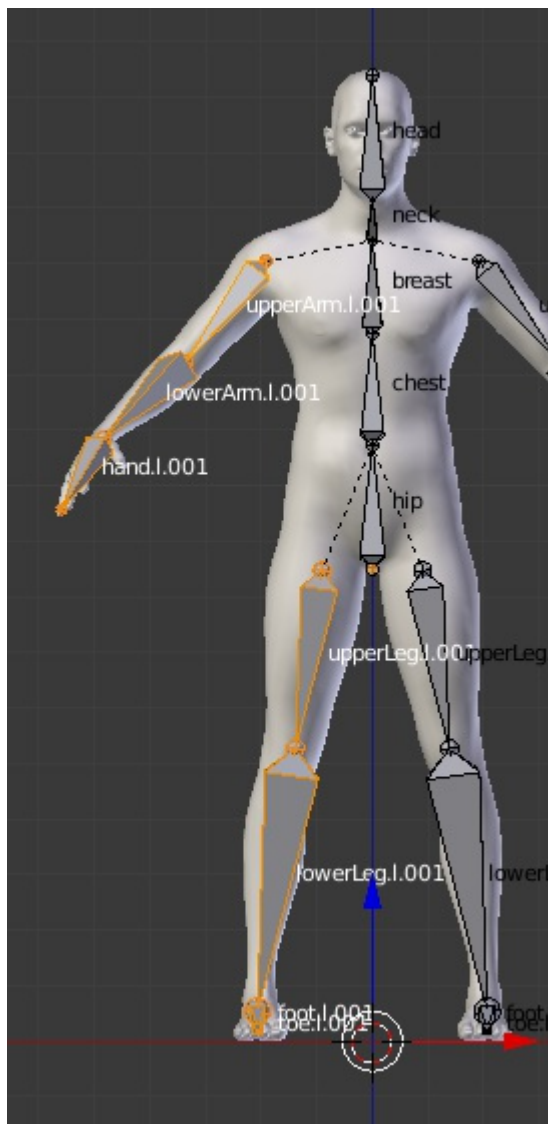
Bein ausrichten.

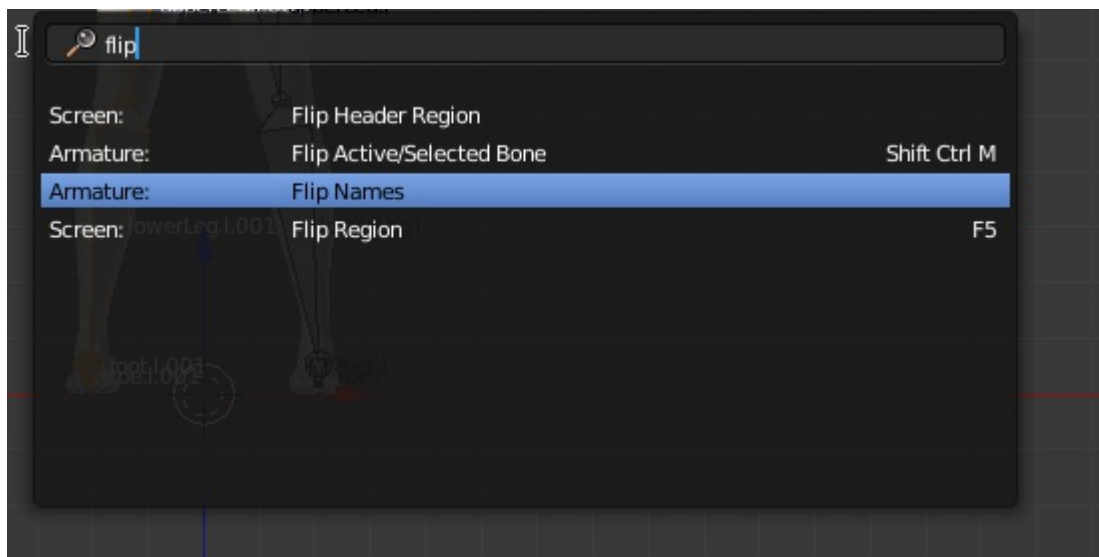


Arm und Bein an die entsprechenden Knochen an der Wirbelsäule parenten.



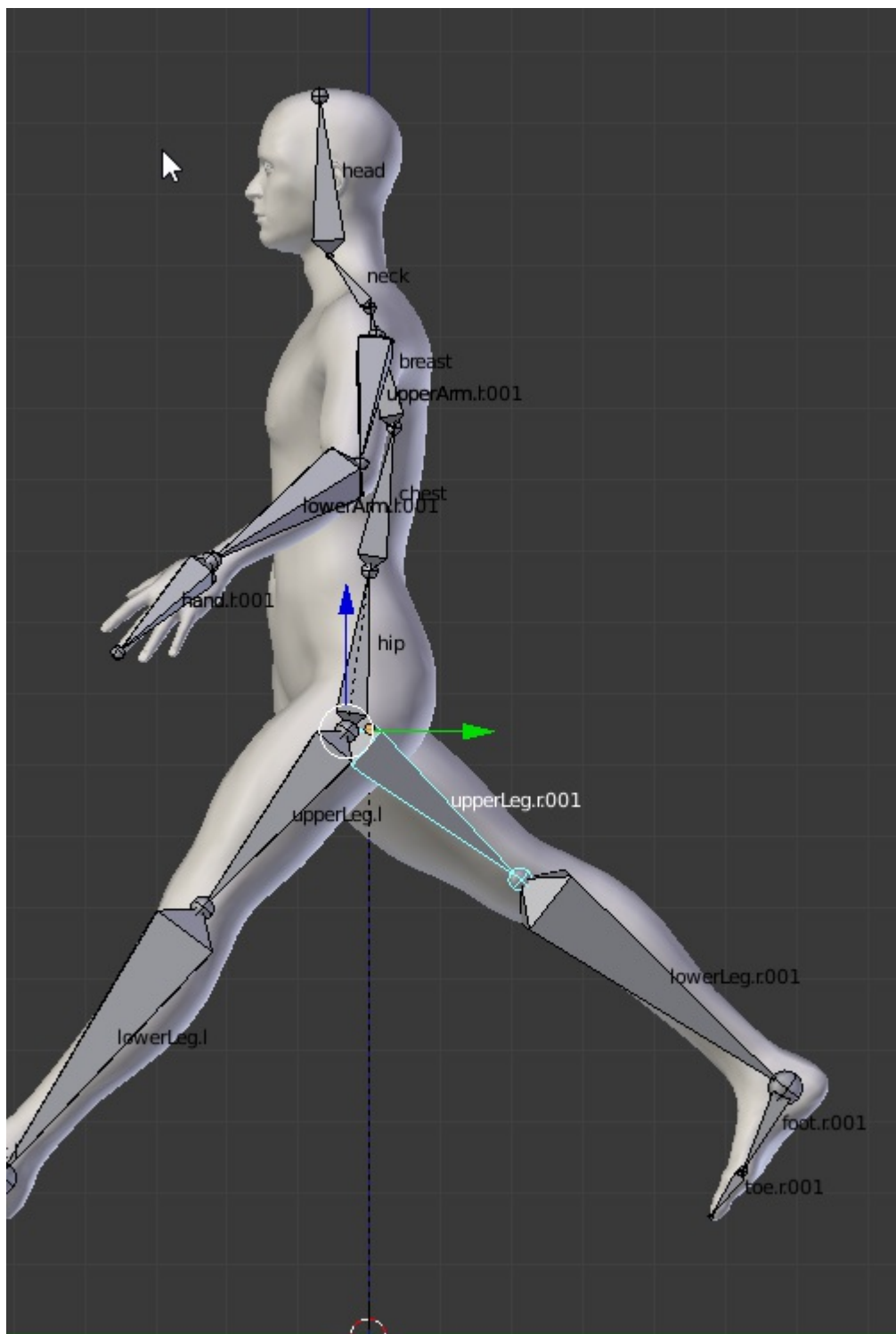
Alles von der Linken auf die rechte Seite kopieren und Namen umkehren.

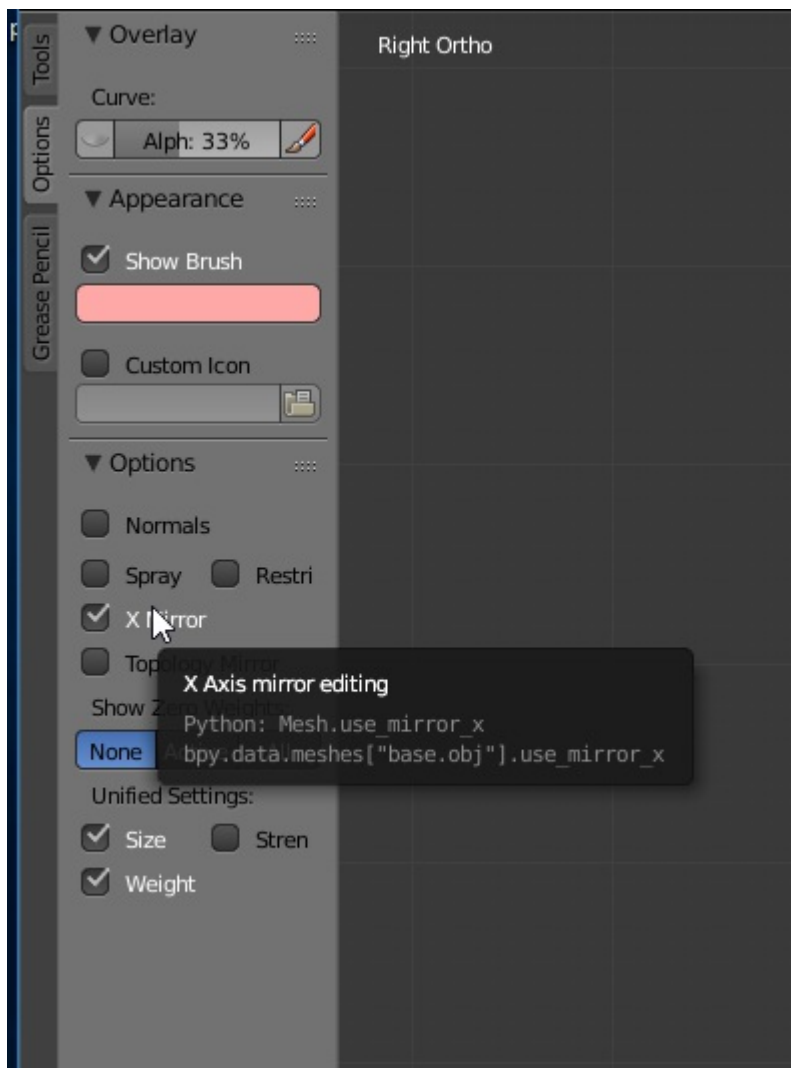




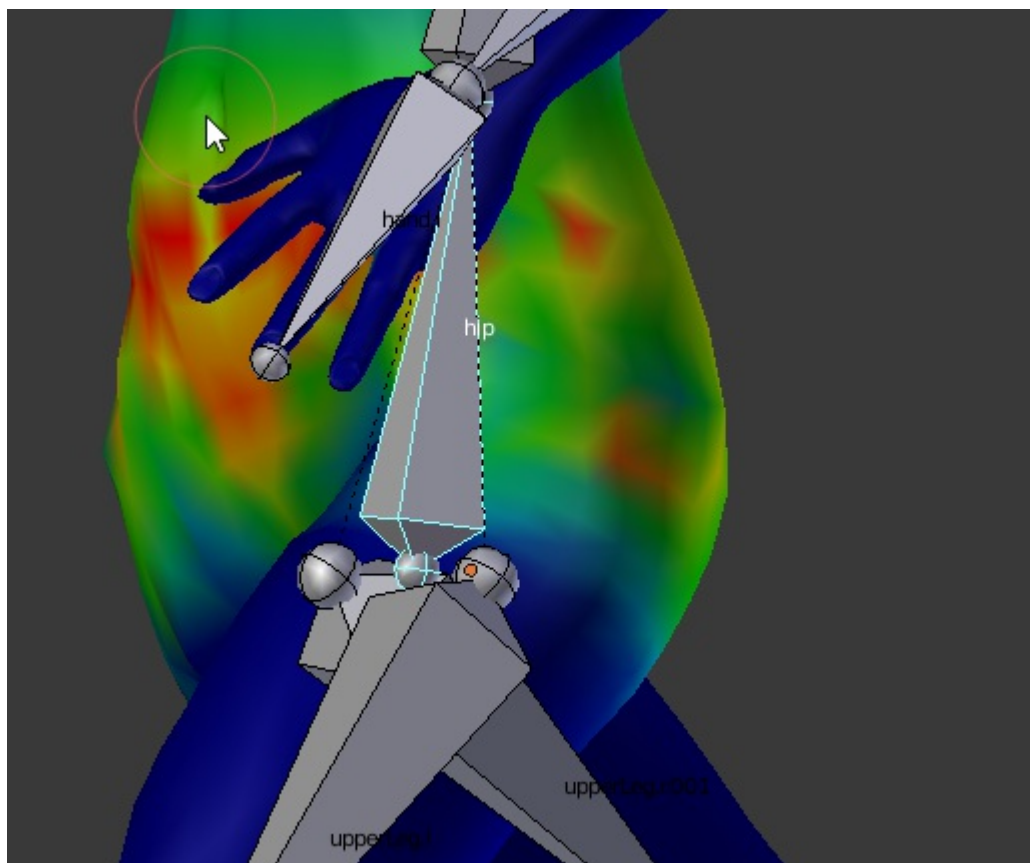
Skinning

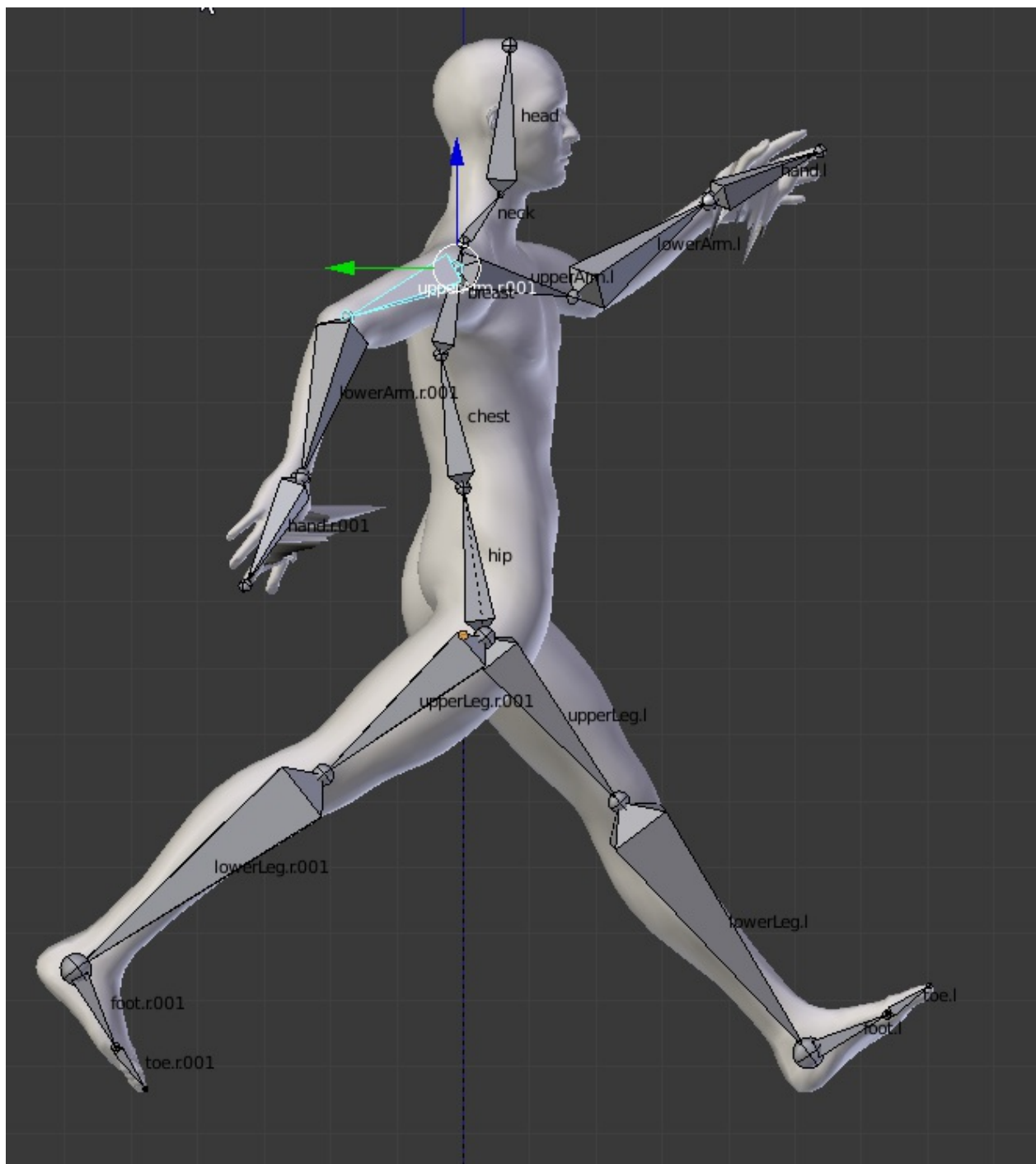
Mit *Automatic Weightpaint* skinnen und dann gucken, was hakt.

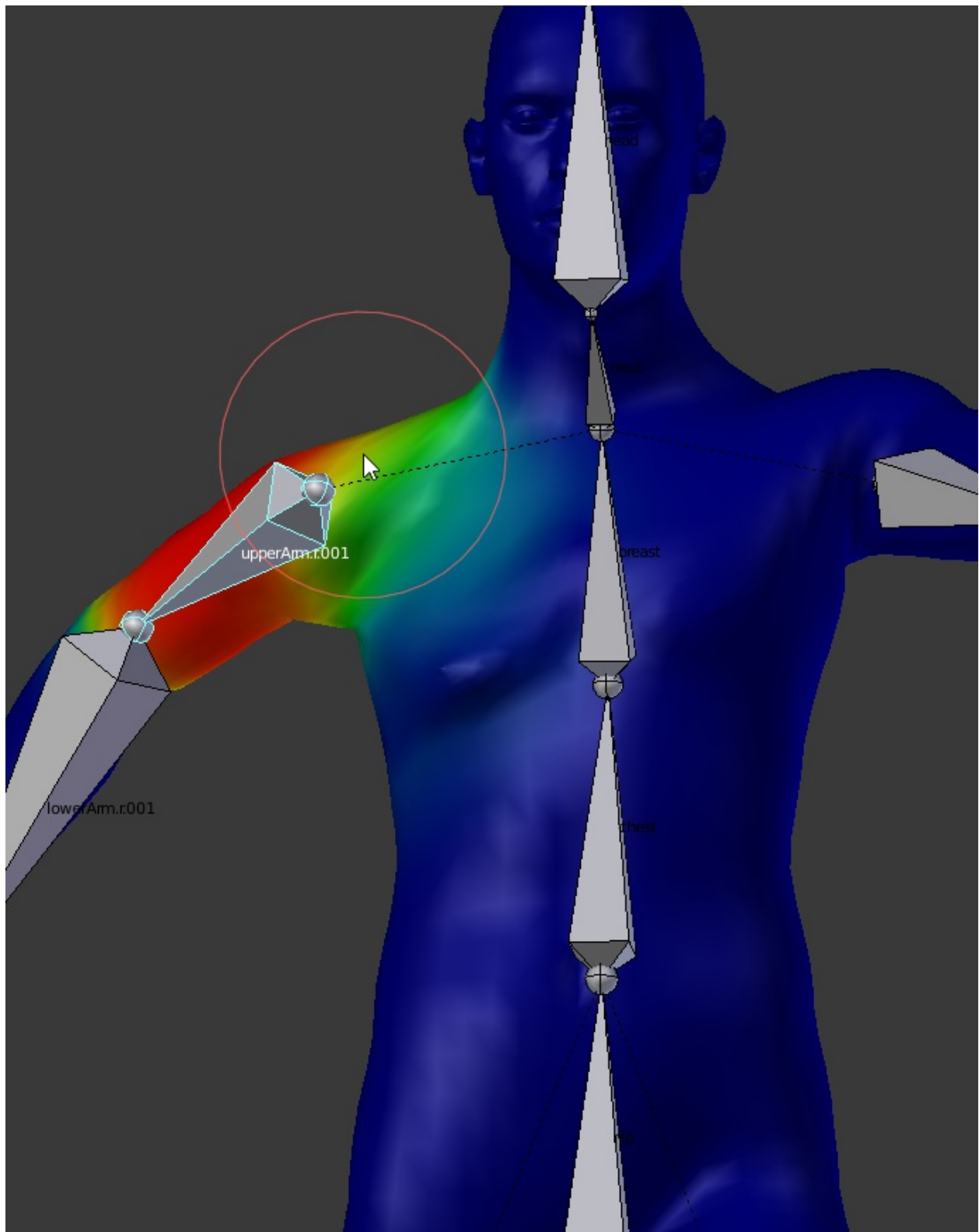


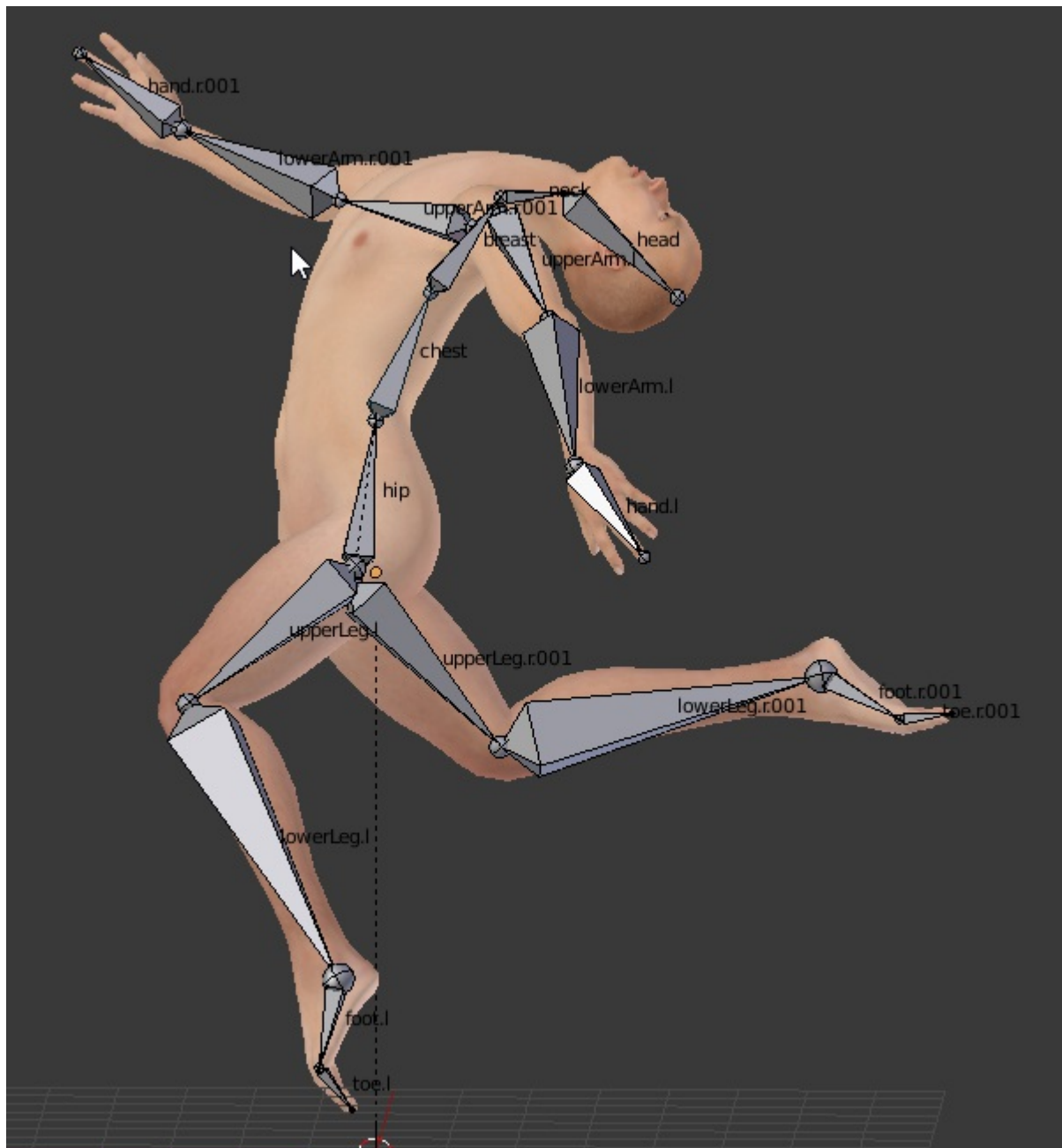


Huefte und Schultern ausbessern.



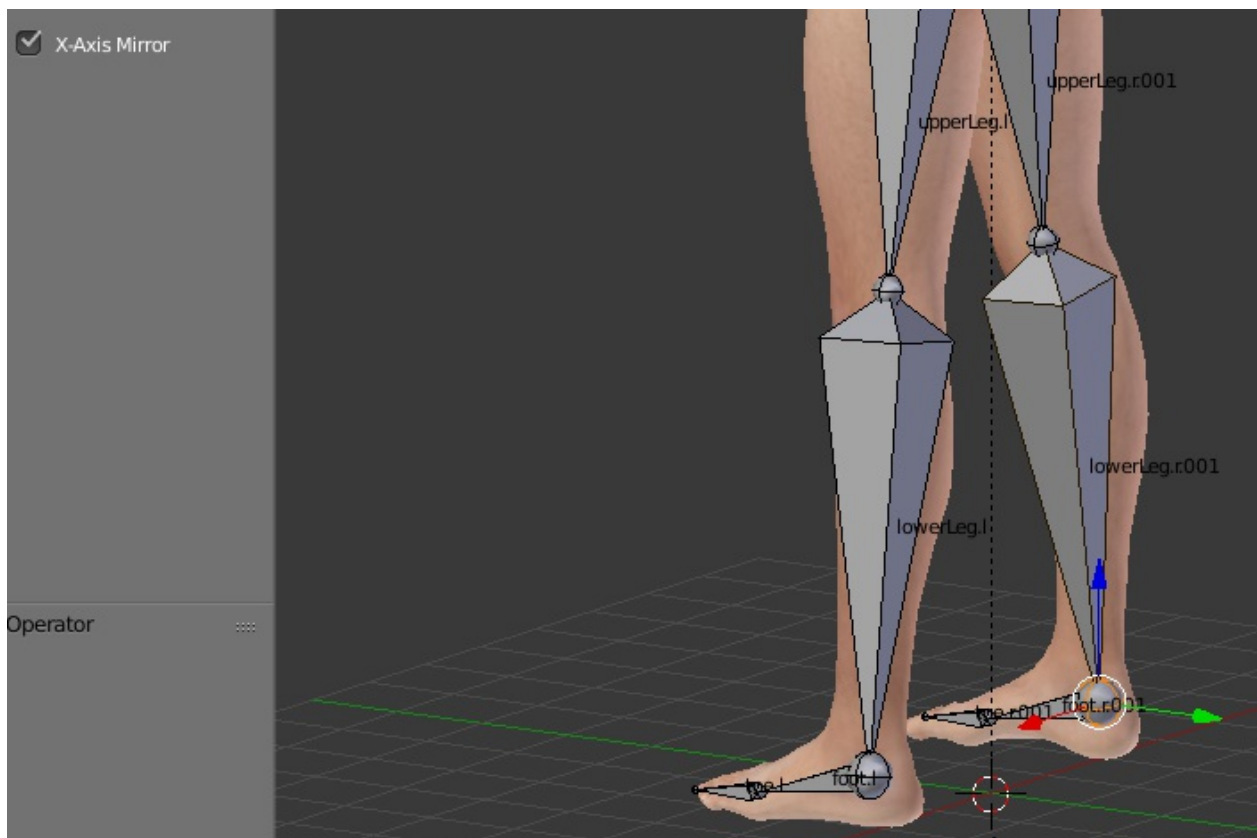




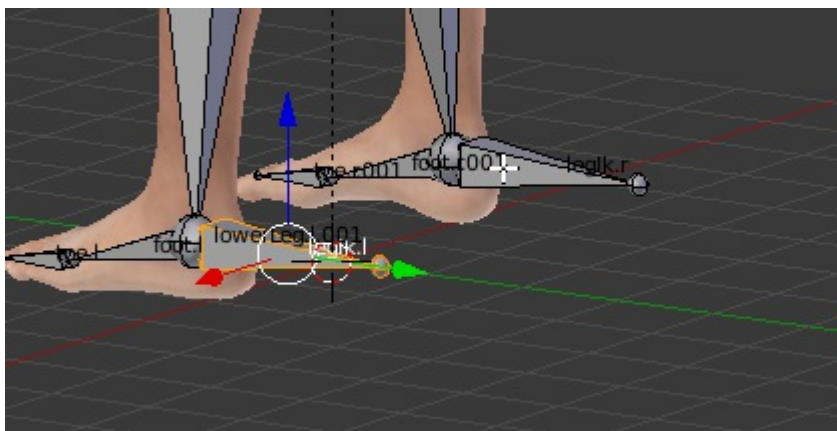


IK Rigging

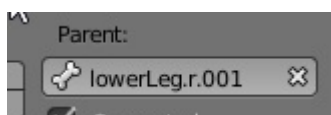
Aus den Hacken die IK Controls ziehen.



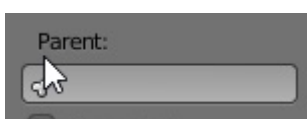
Deform Property ausstellen.



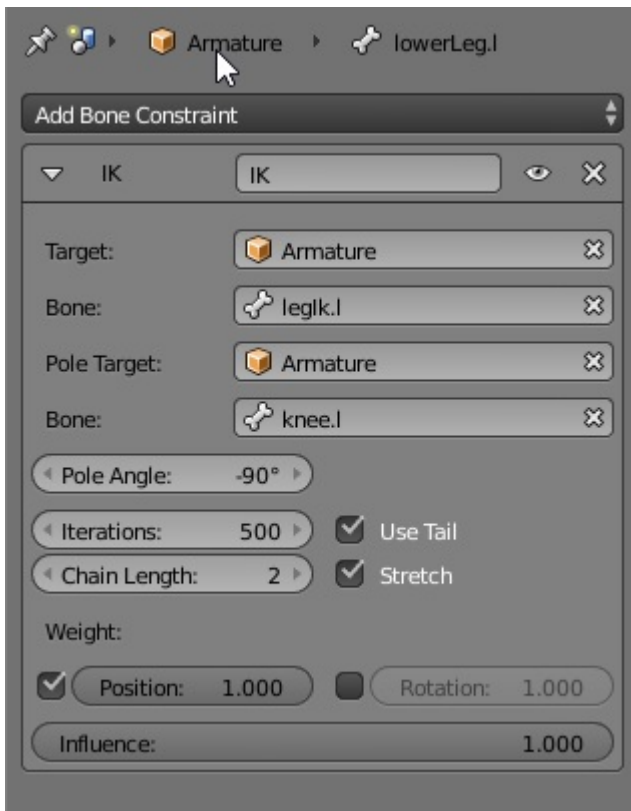
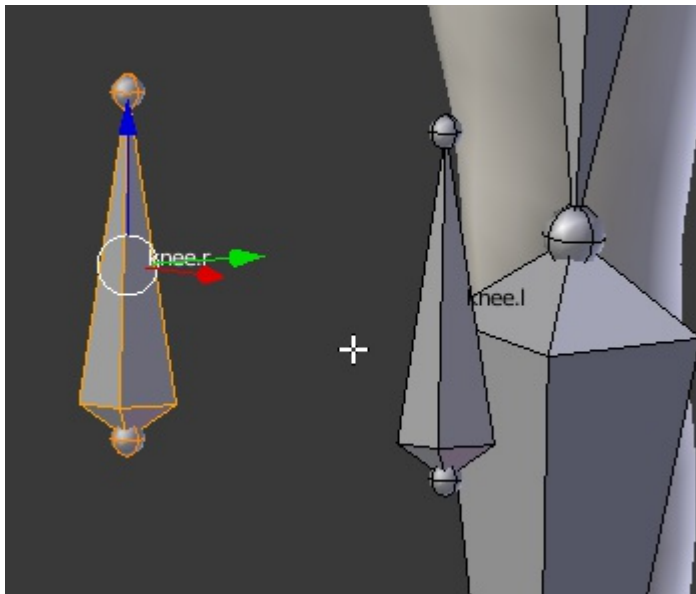
Parent an den *root*-Bone.

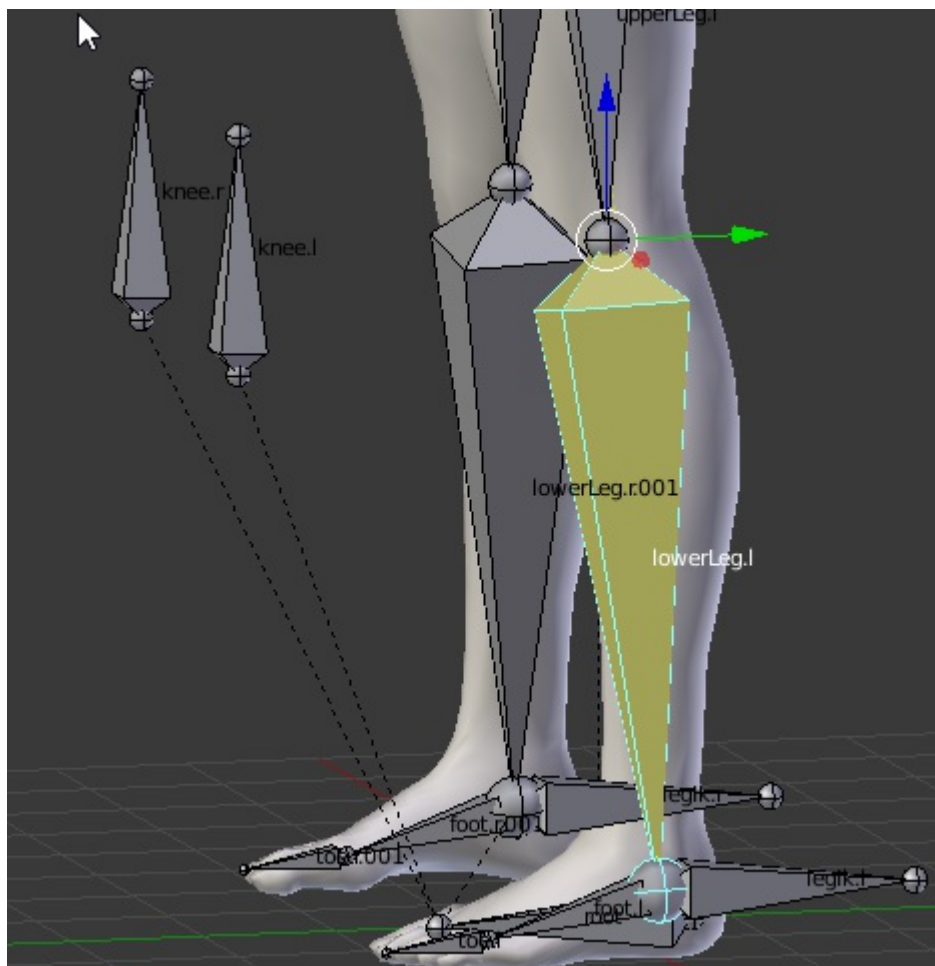


Root-Bone einbauen.

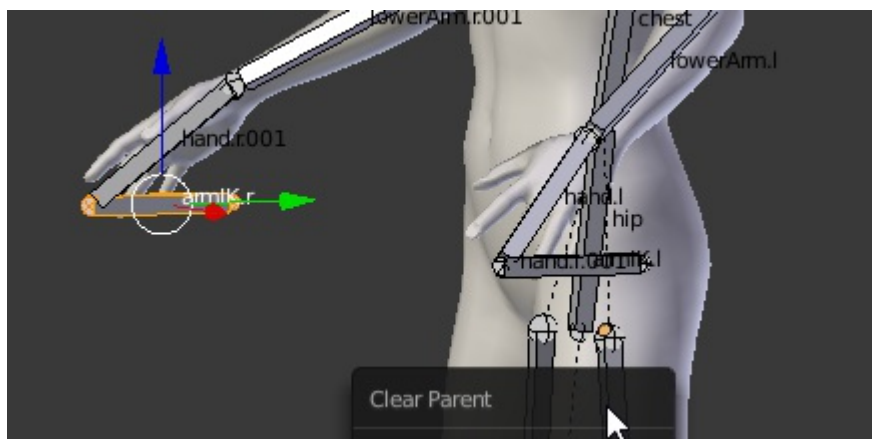


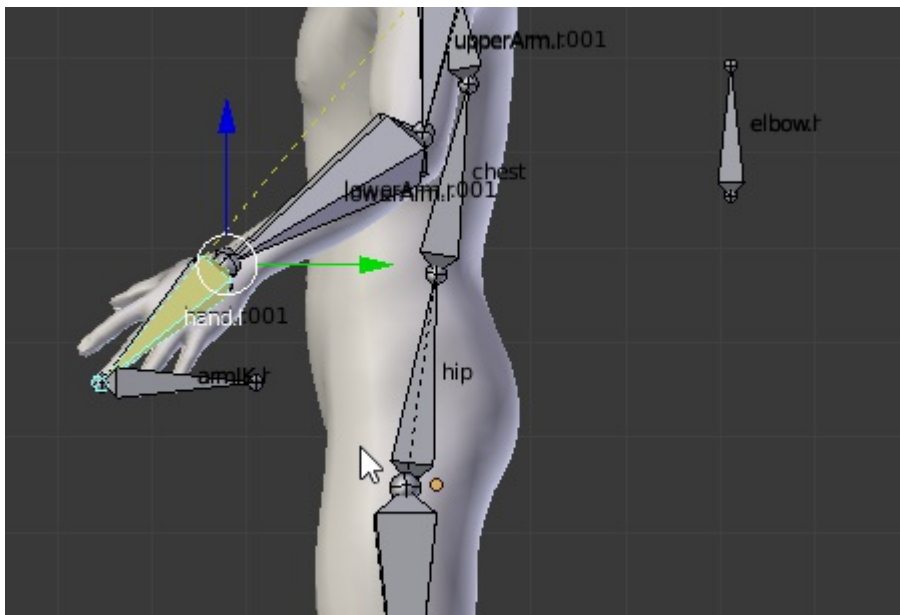
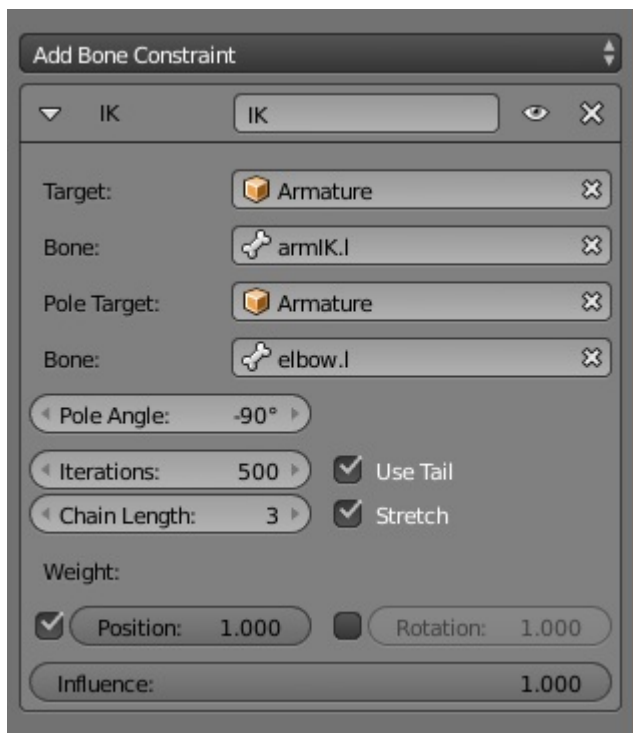
IK ans Schienbein.





Bei den Armen geht es analog zu den Beinen.





Animation

Quellen

- makeHuman, Joel Palmius, Thomas Larsson, Arvind Pinto, Rob Baer, [Version 1.1.1](#), [Lizenz: AGPL3](#)