

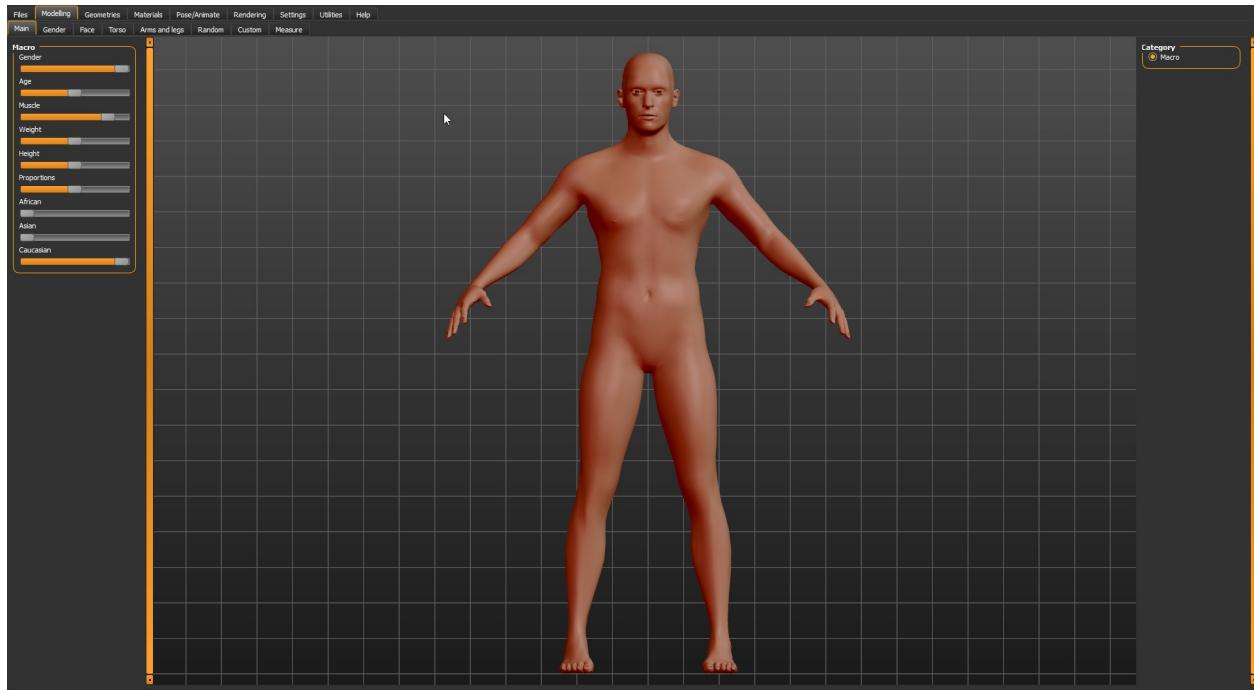
# Dokumentation Aufgabe 4

Frank Hasenbalg, 571087

3.11.17

## Rigging

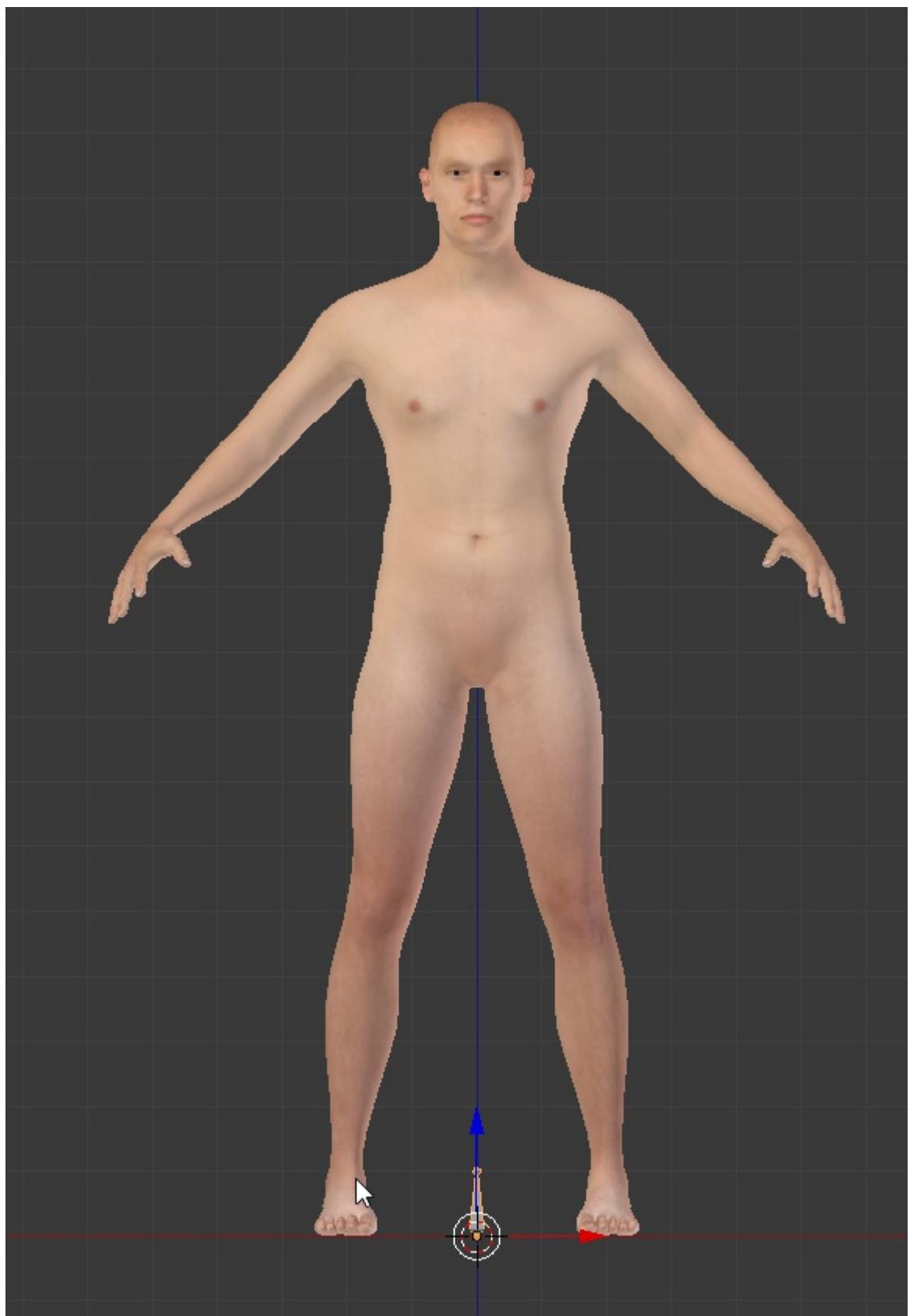
Mesh in makeHuman erzeugt.



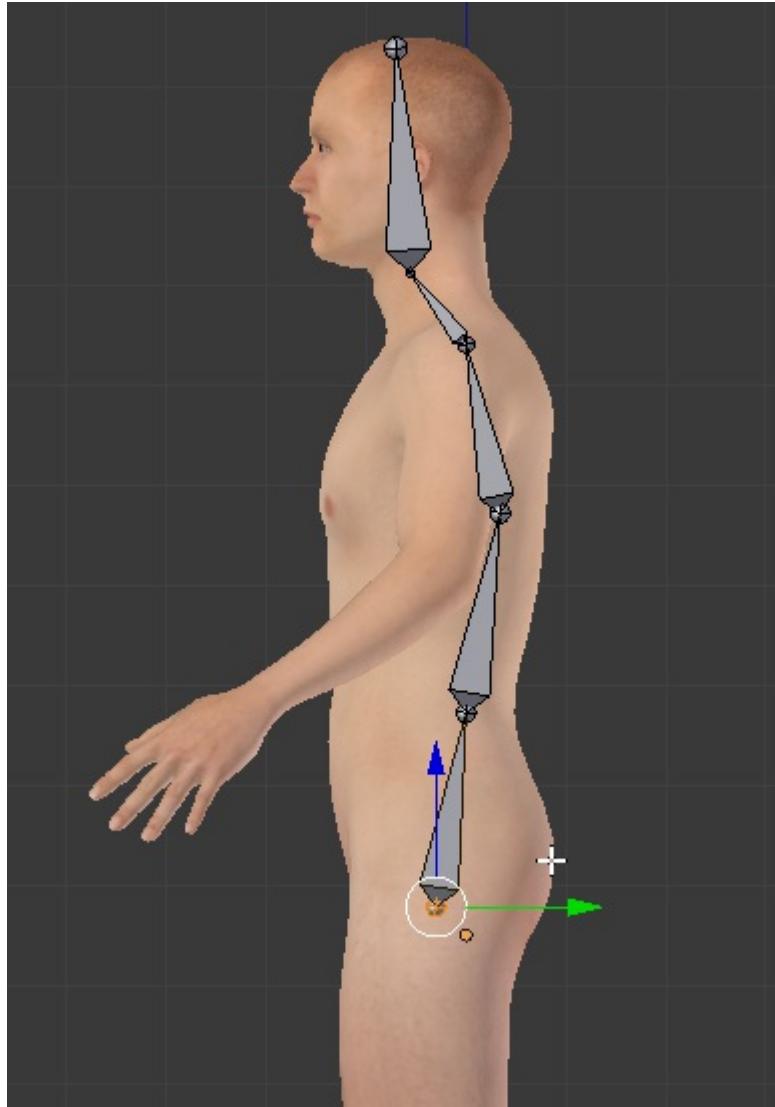
In Blender importiert.



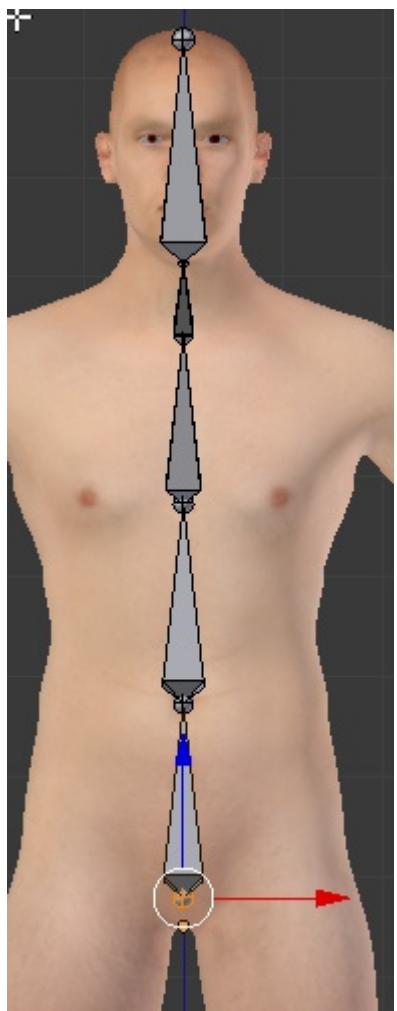
Ersten Knochen gesetzt.



Wirbelsäule vereinfacht nachgebaut.



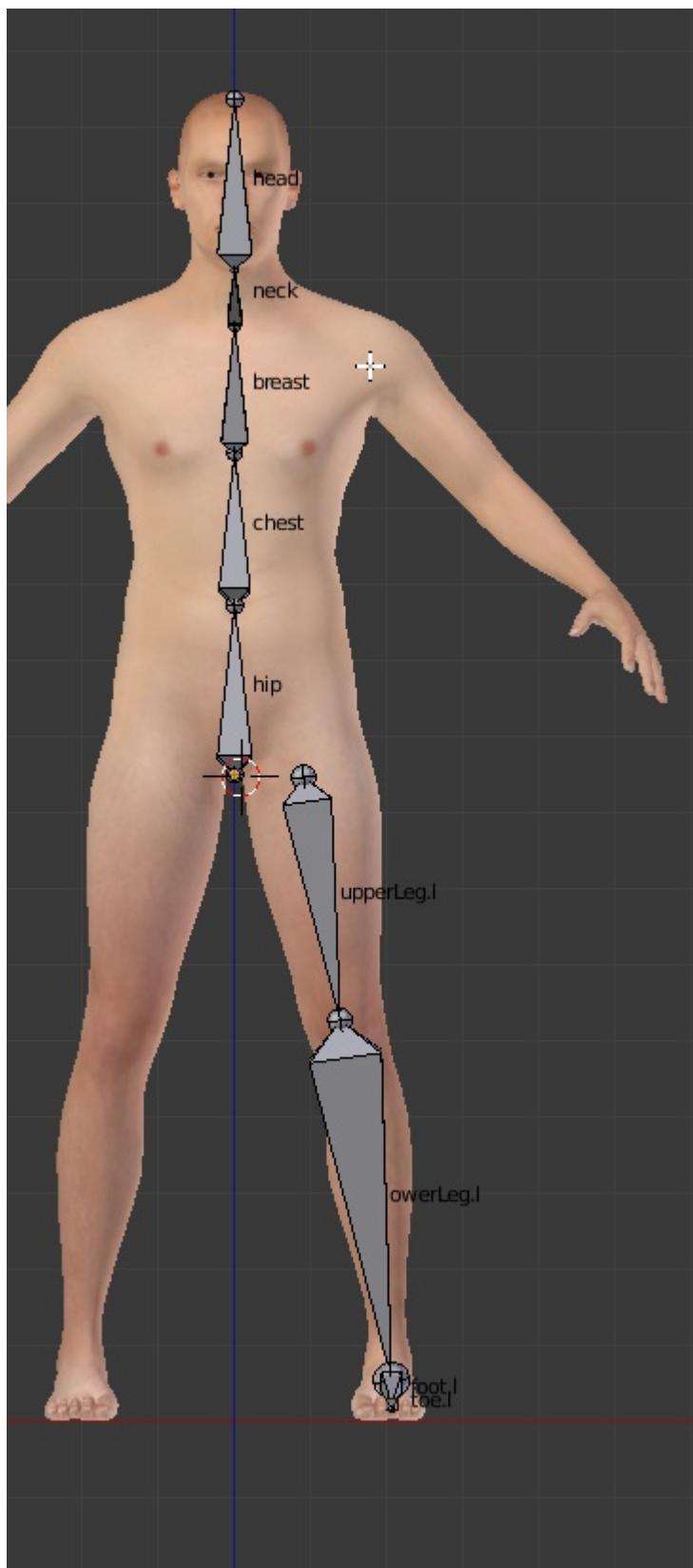
Von allen Seiten ausgerichtet.



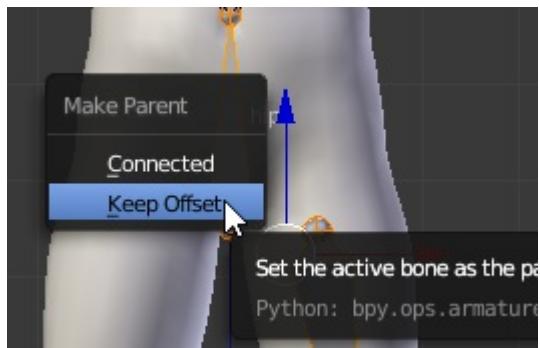
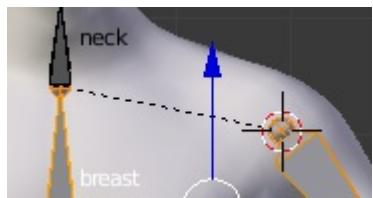
Bein dazu.



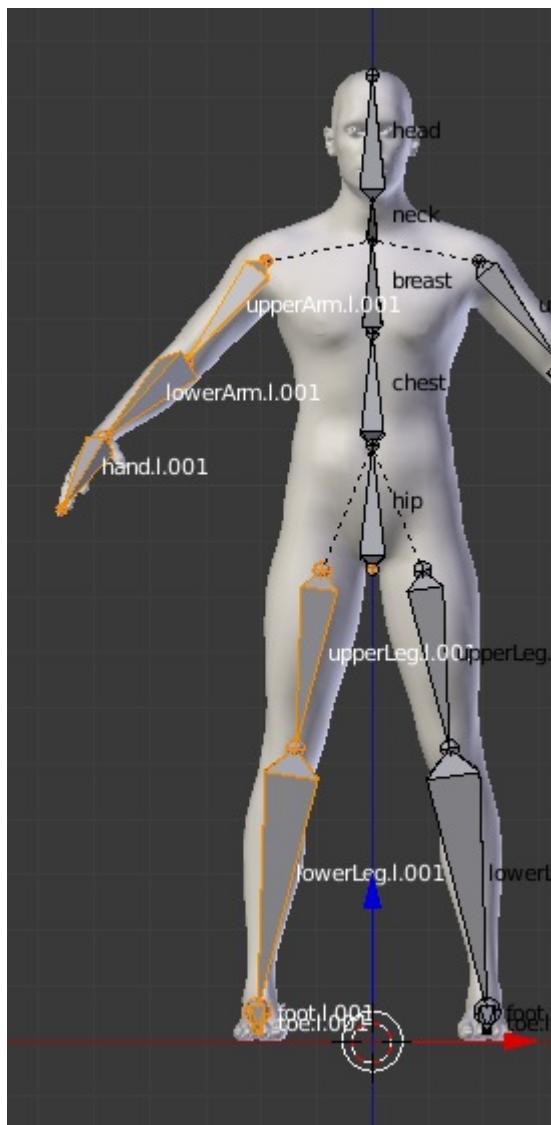
Bein ausrichten.

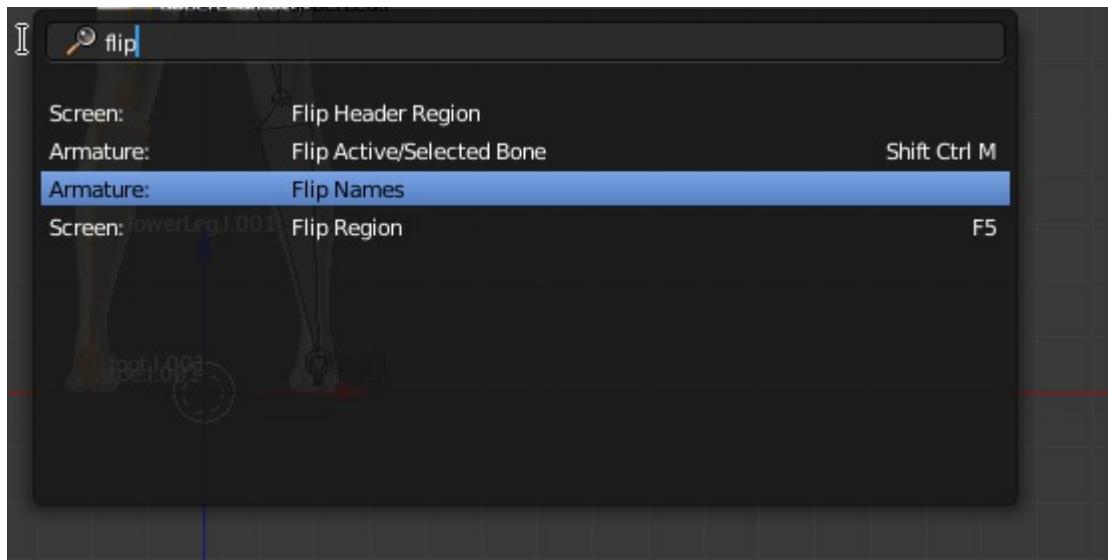


Arm und Bein an die entsprechenden Knochen an der Wirbelsäule parenten.



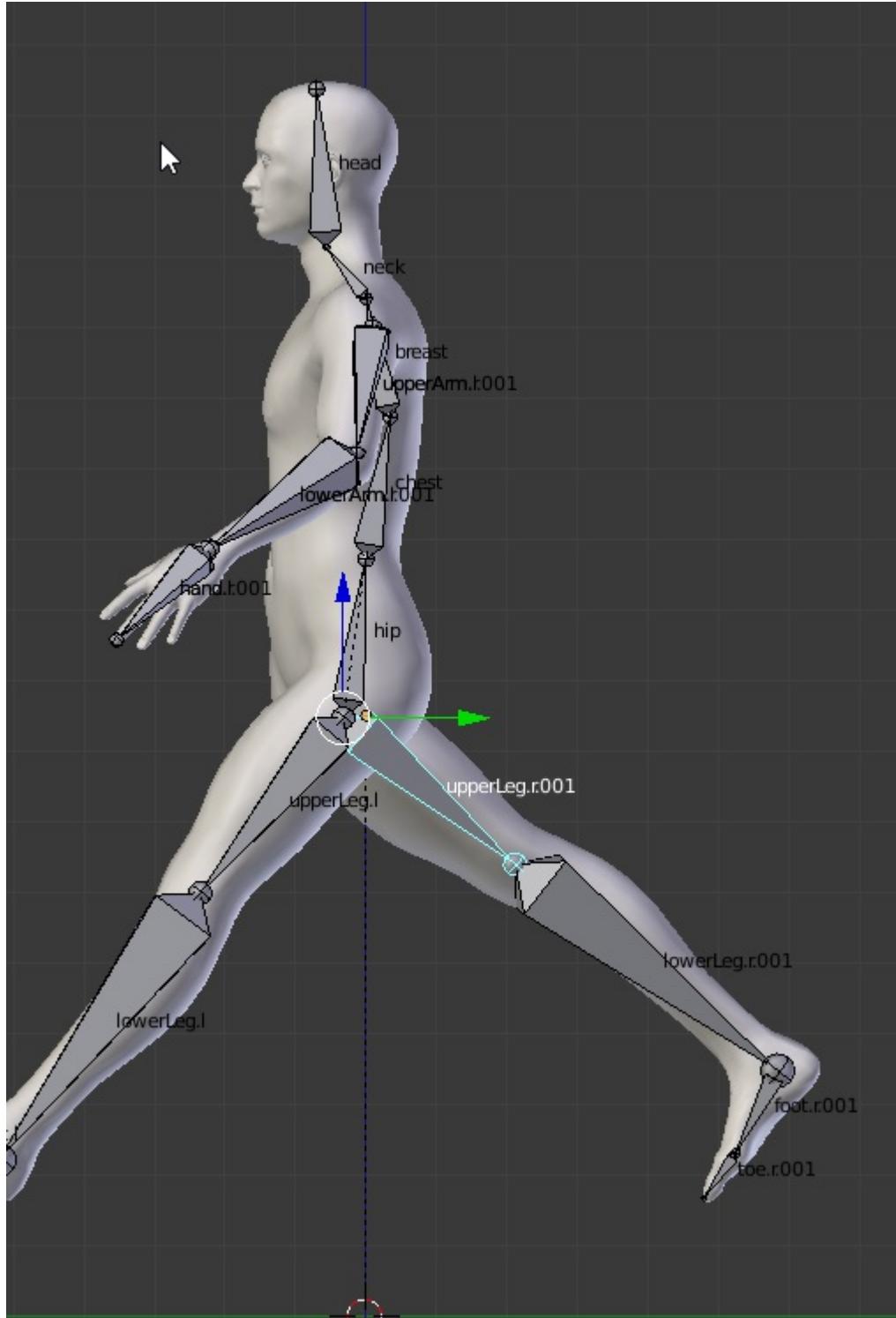
Alles von der Linken auf die rechte Seite kopieren und Namen umkehren.

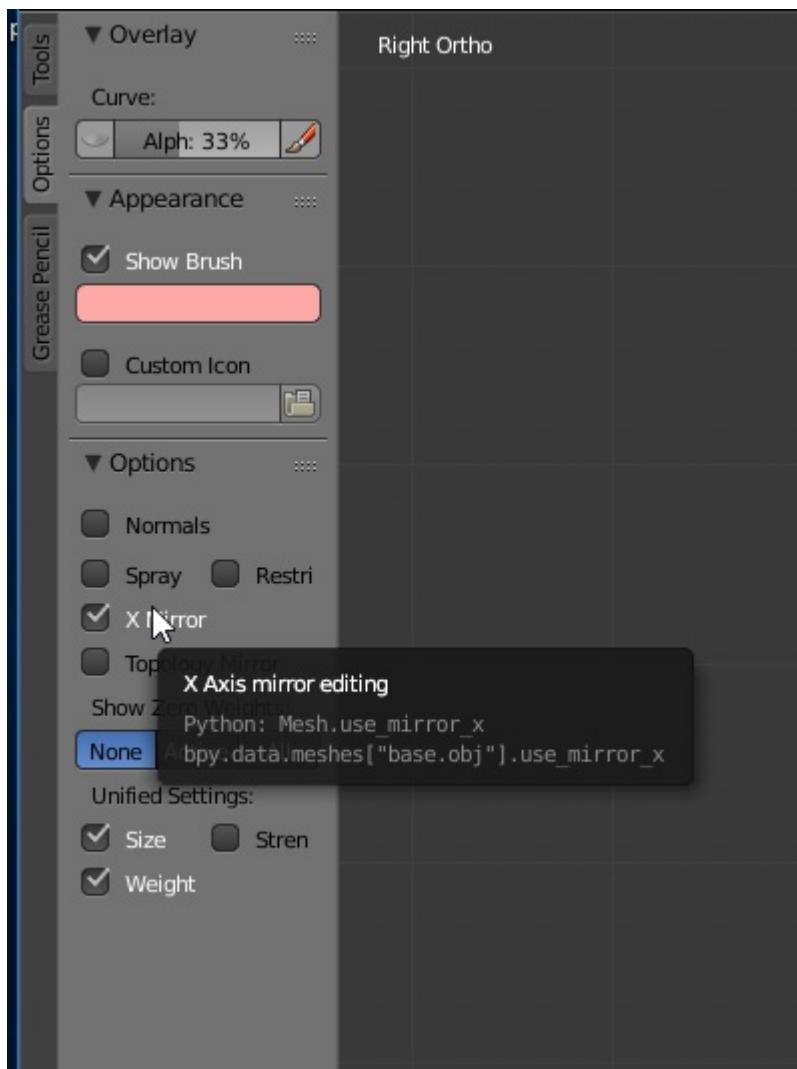




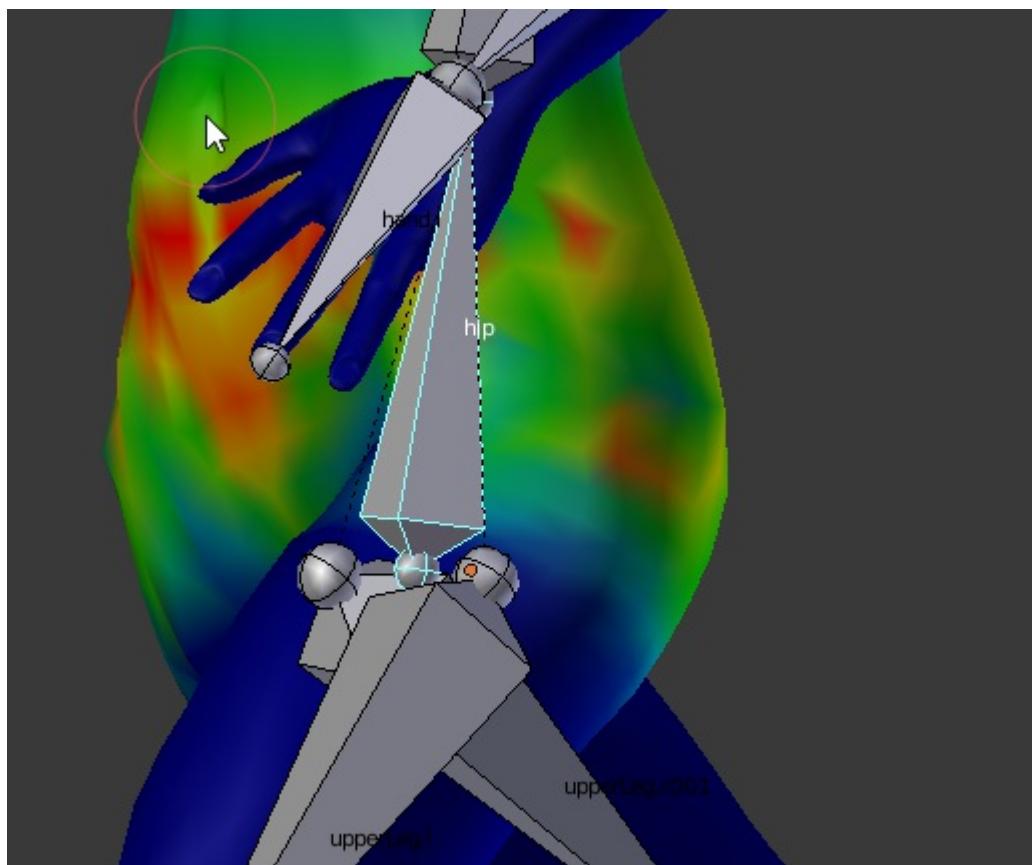
## Skinning

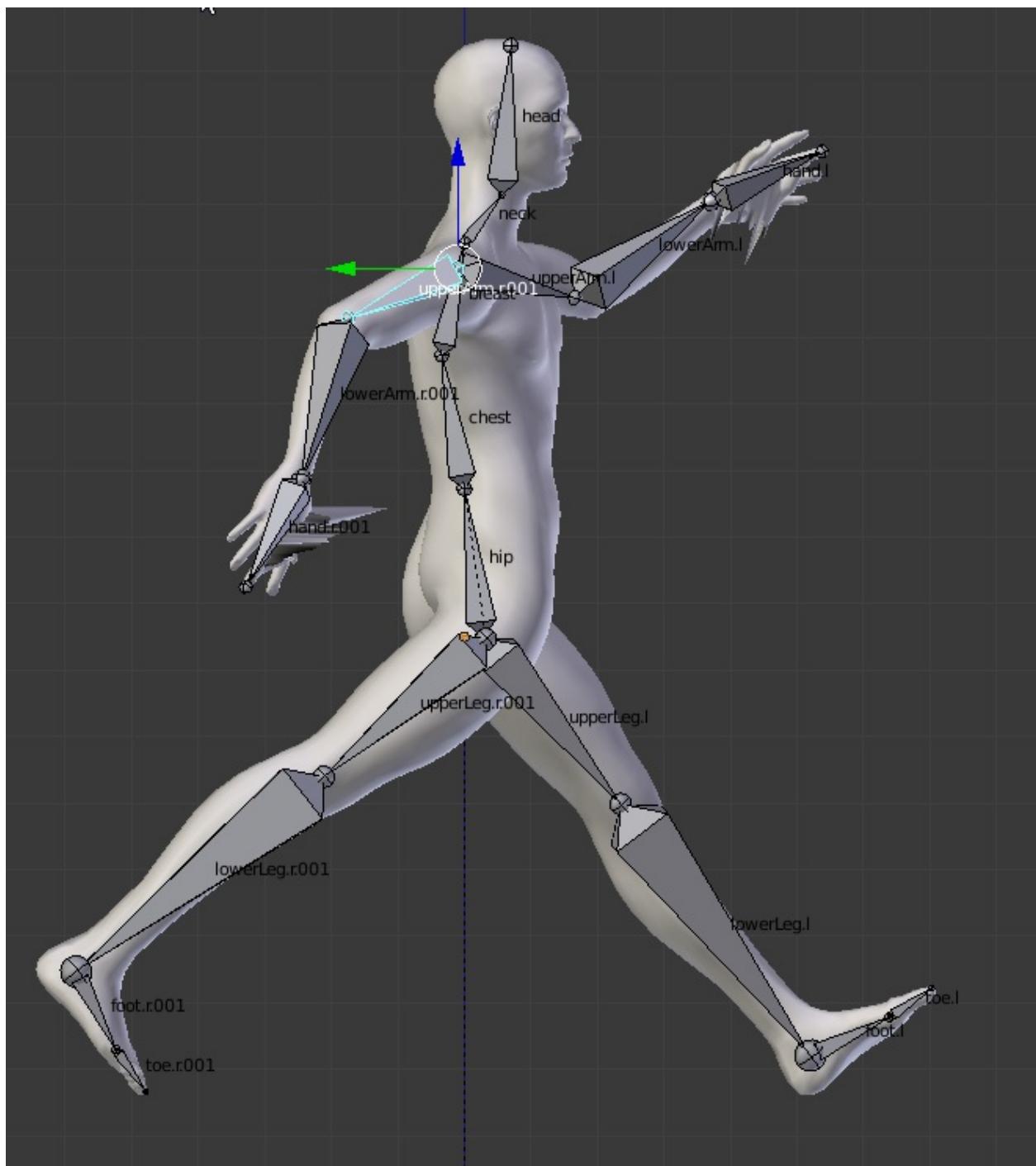
Mit *Automatic Weightpaint* skinnen und dann gucken, wo es hakt.

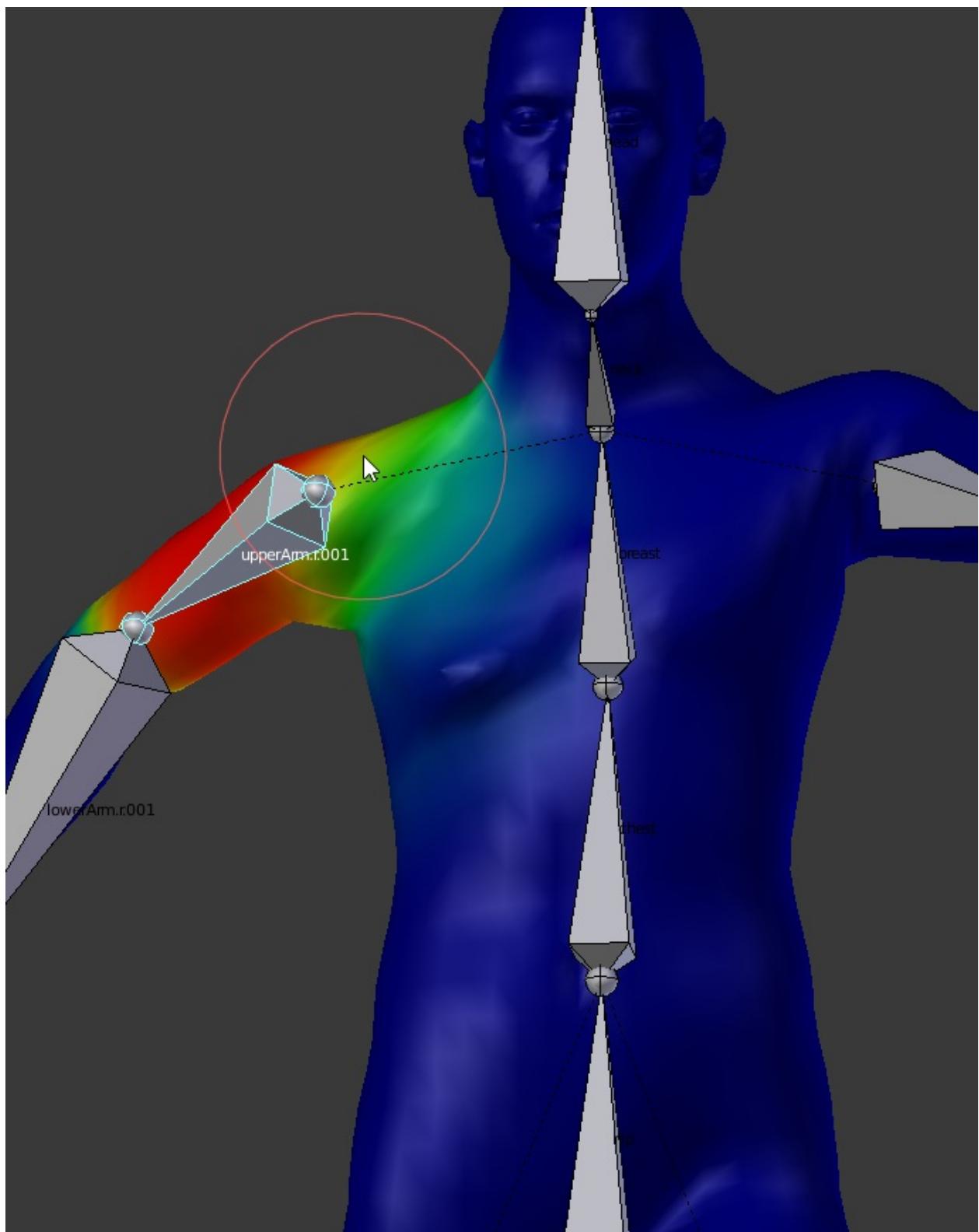


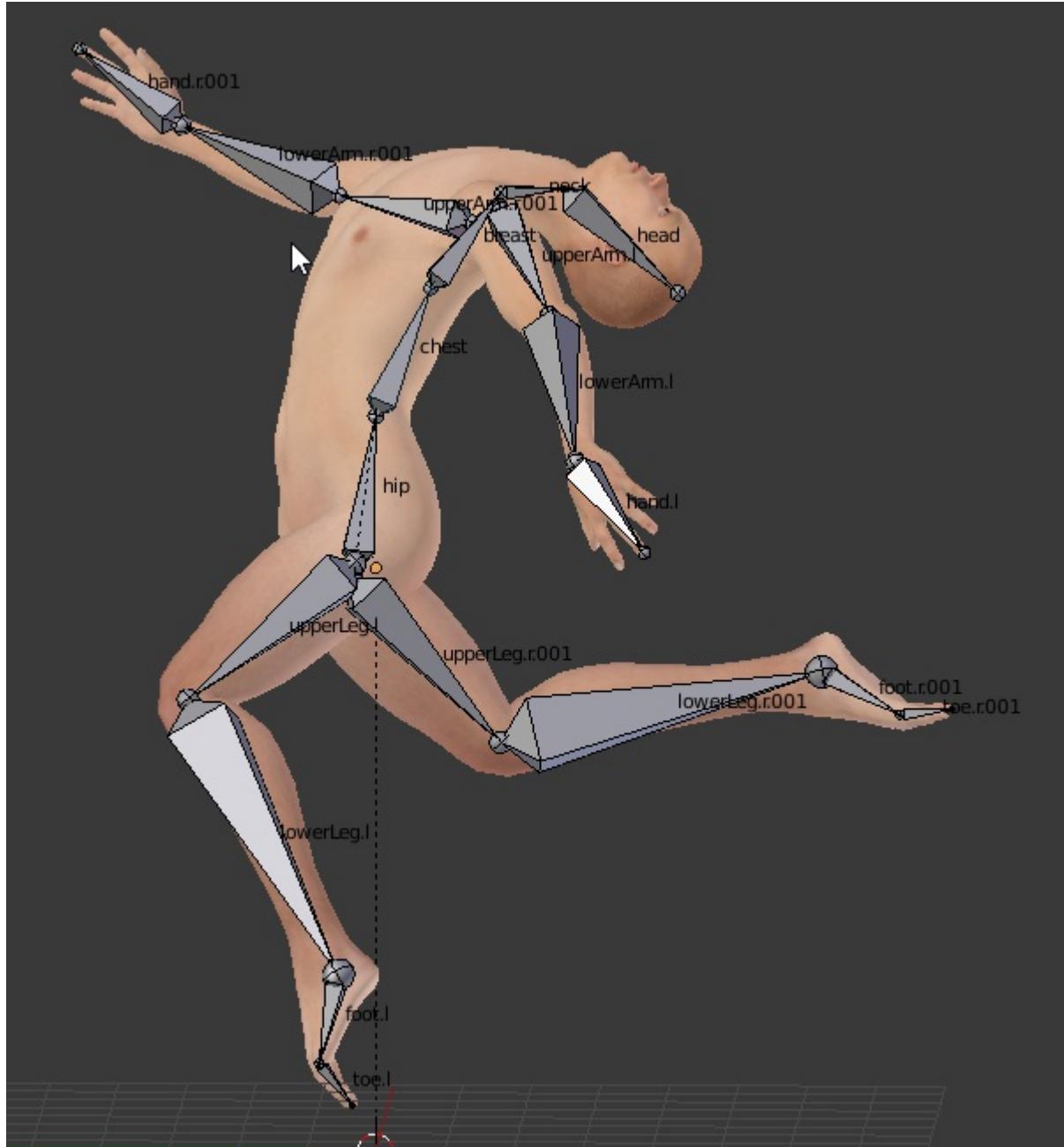


Huefte und Schultern ausbessern.





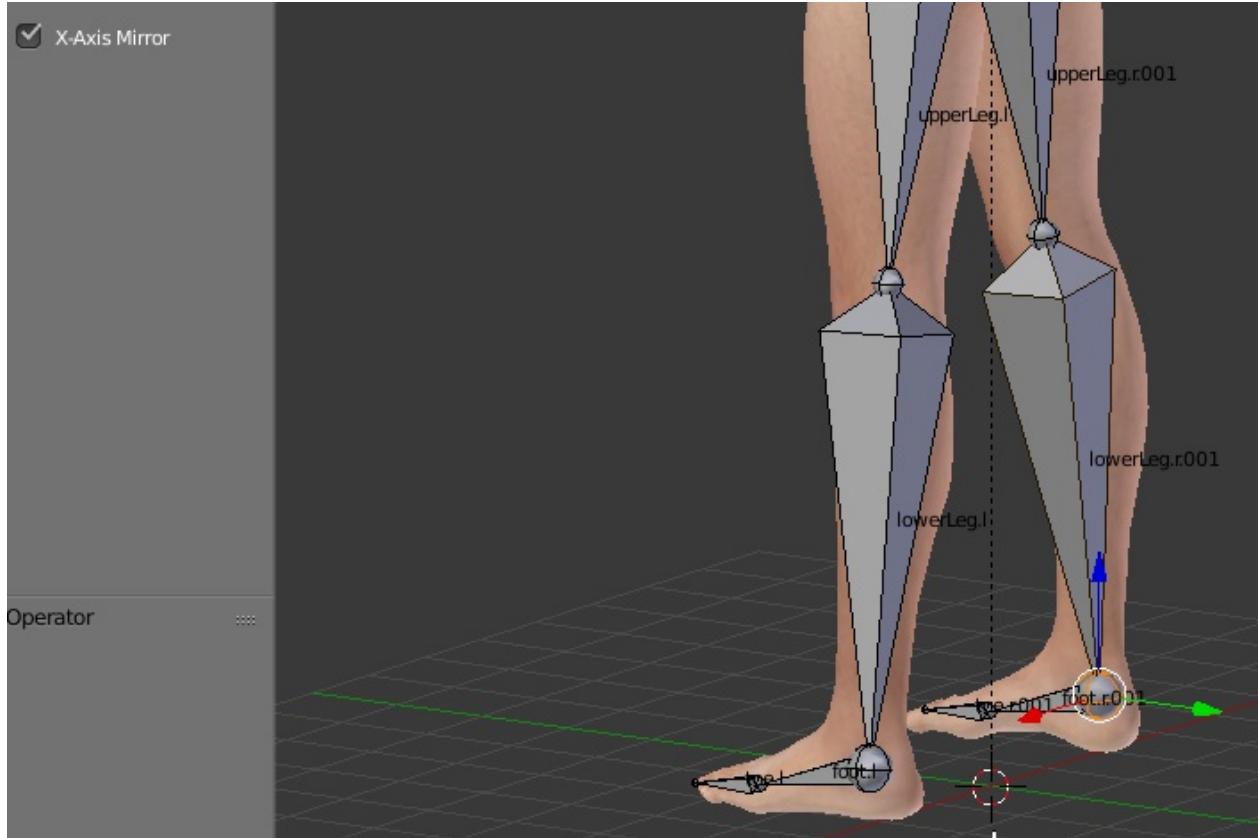




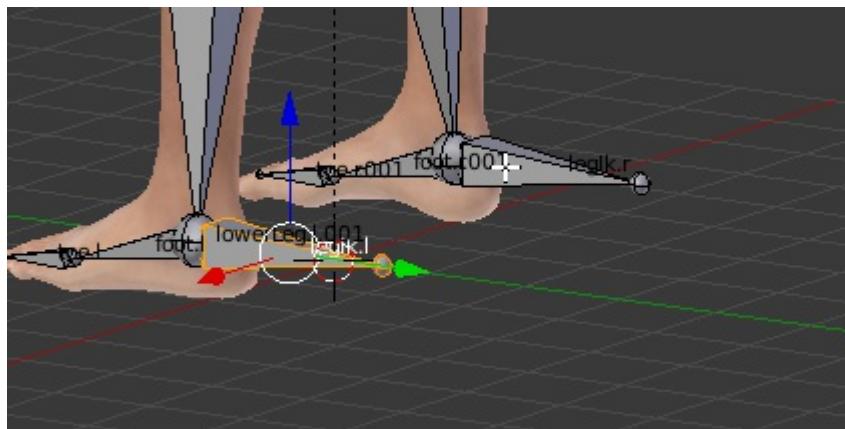
## IK Rigging

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Aus den Hacken die IK Controls ziehen.



Deform Porperty ausstellen.



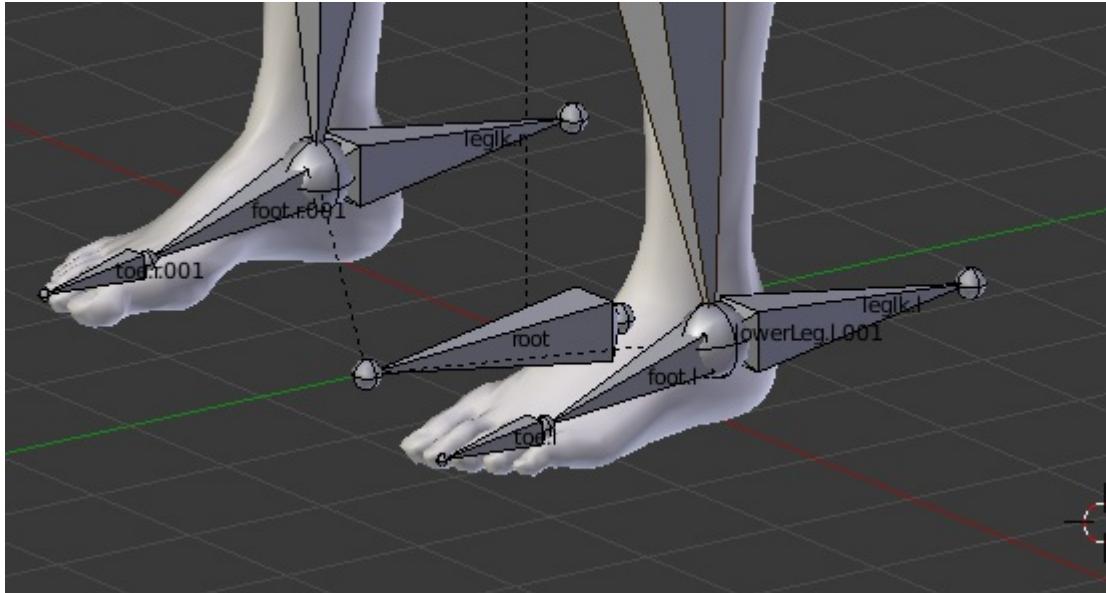
Parent an den root-Bone.



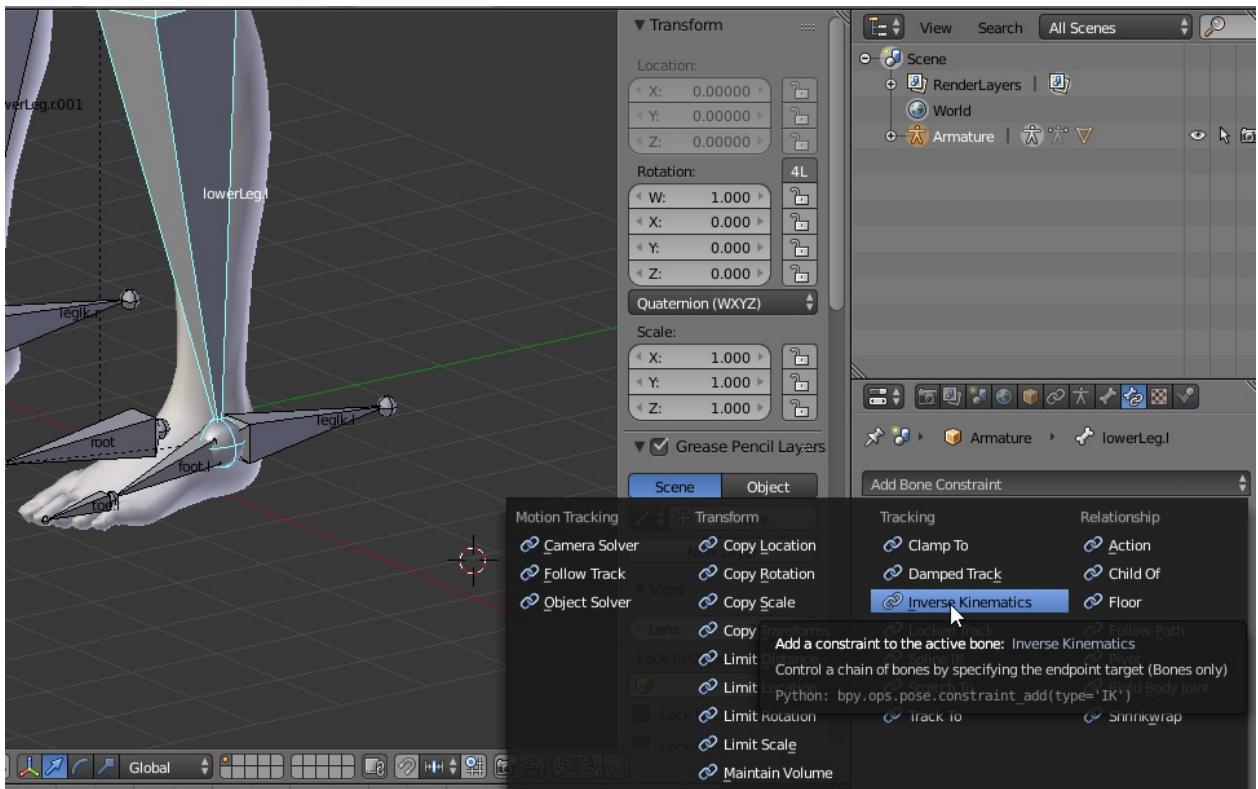
Root-Bone einbauen.

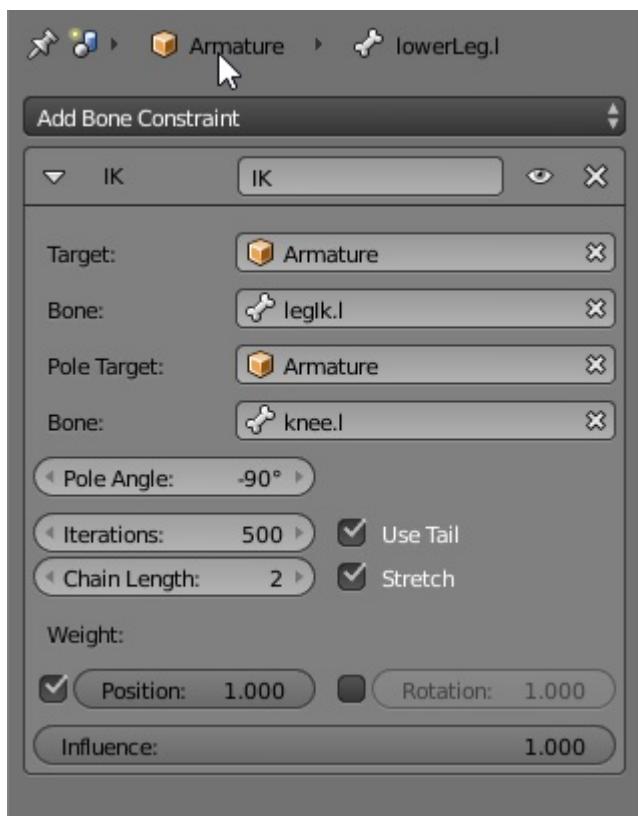
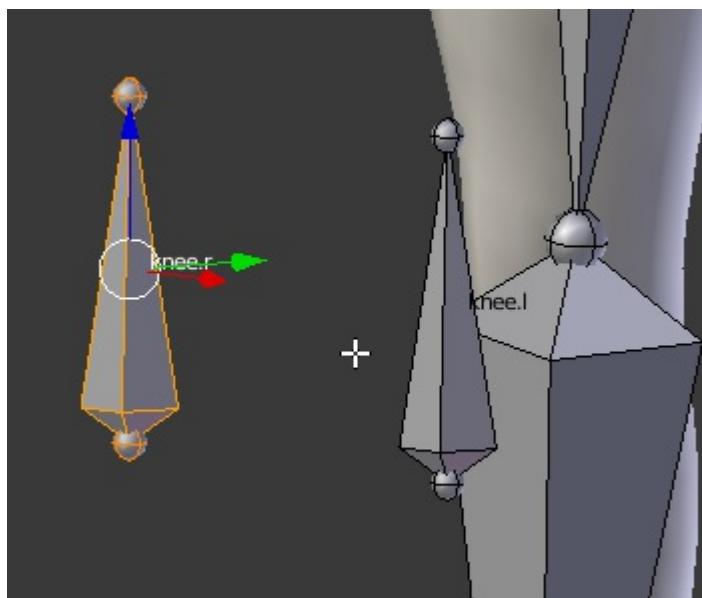


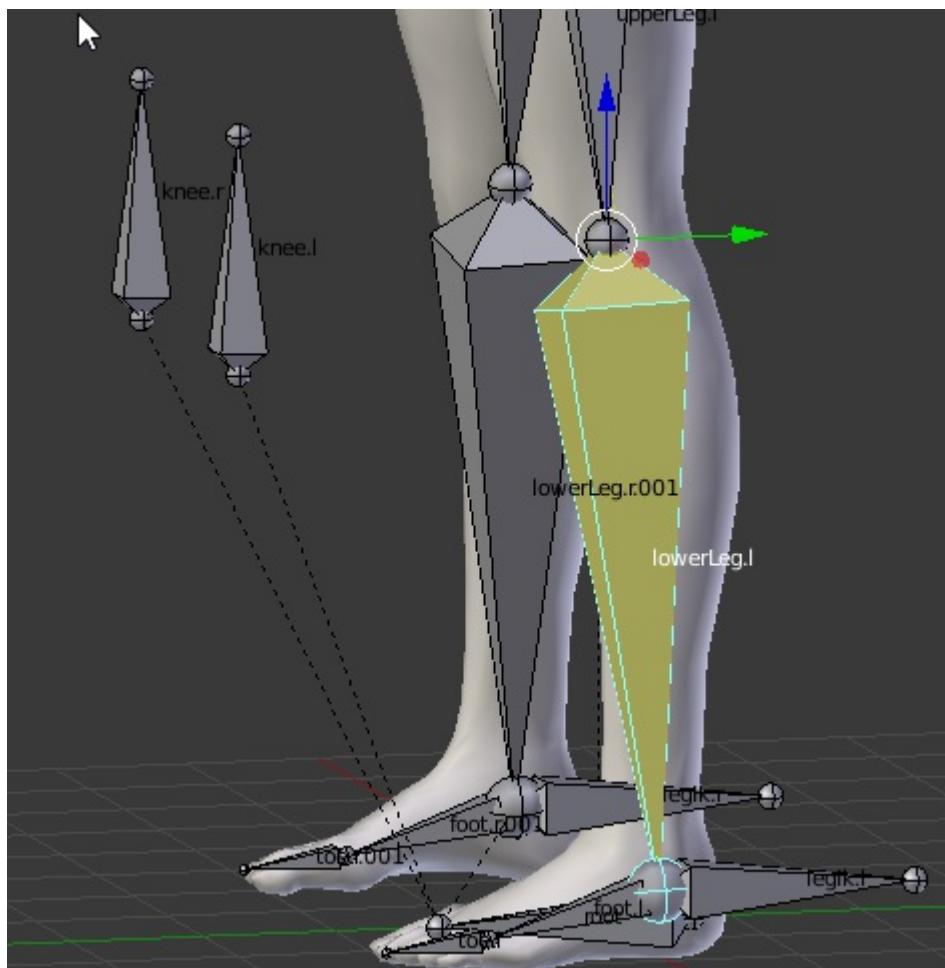
IK ans Schienbein.



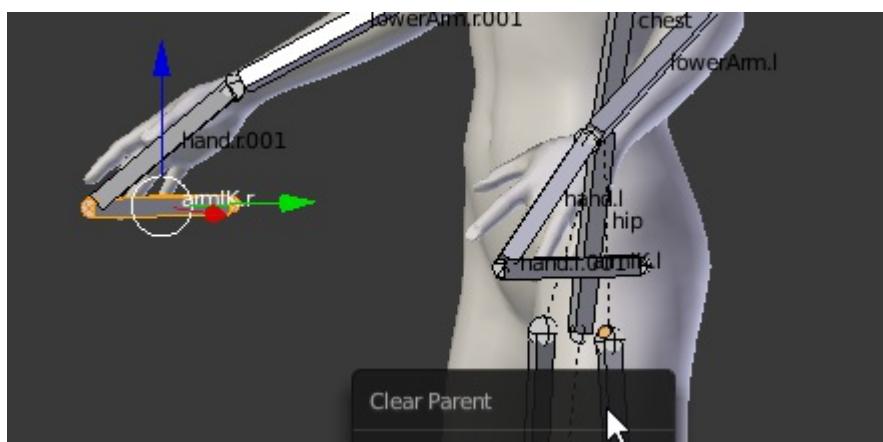
Knie einbauen als Poletargets.

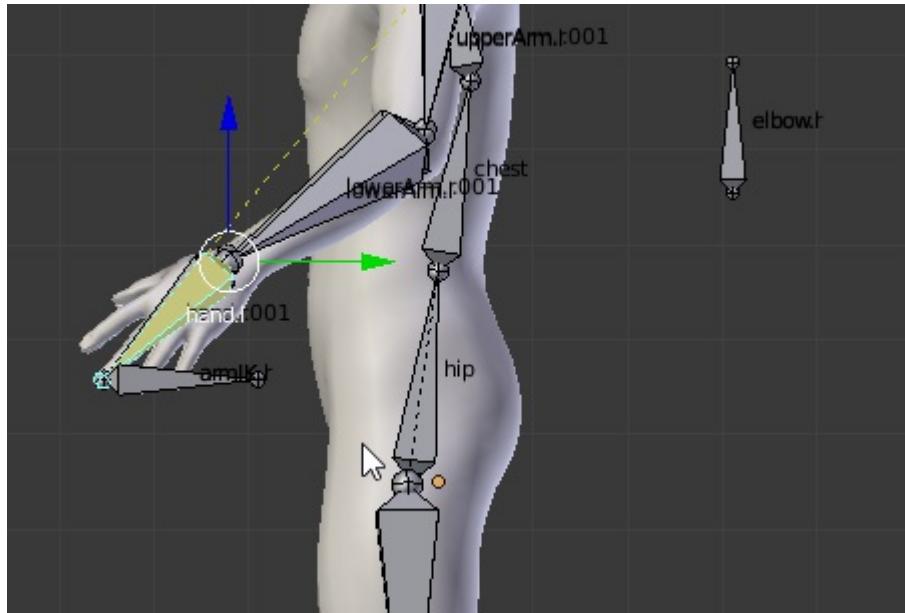
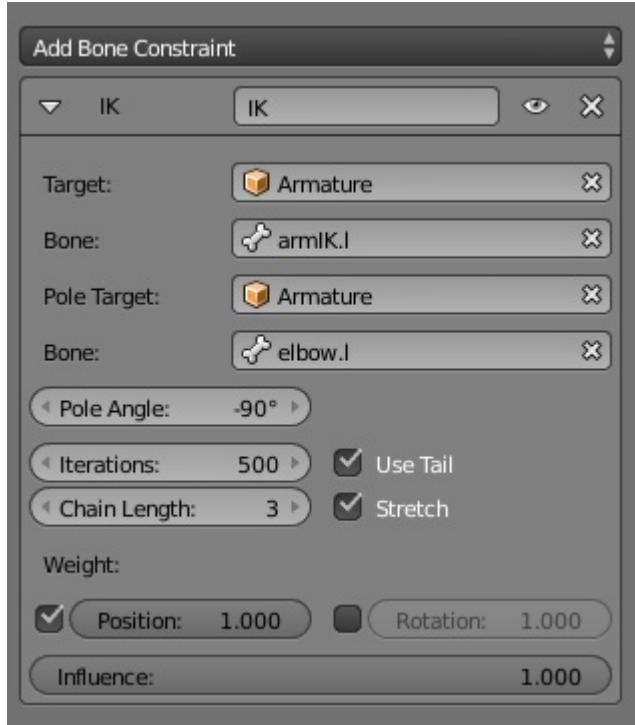






Bei den Armen geht es analog zu den Beinen.





## Animation

## Quellen

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