

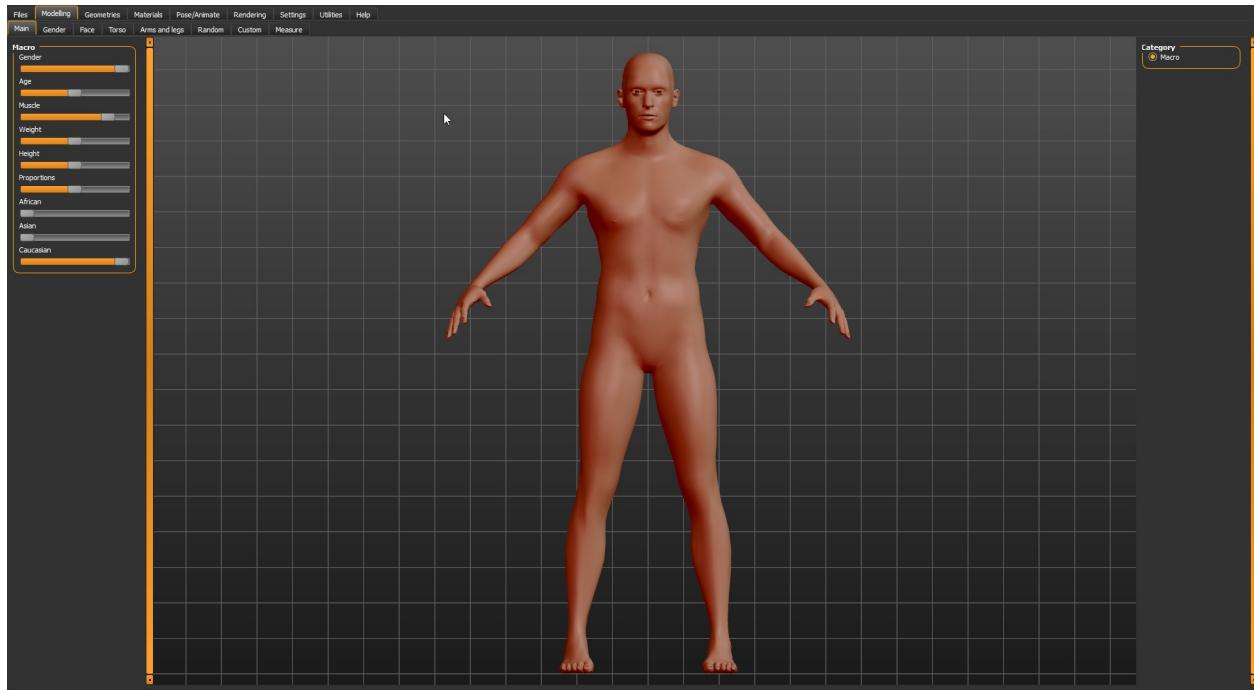
Dokumentation Aufgabe 4

Frank Hasenbalg, 571087

3.11.17

Rigging

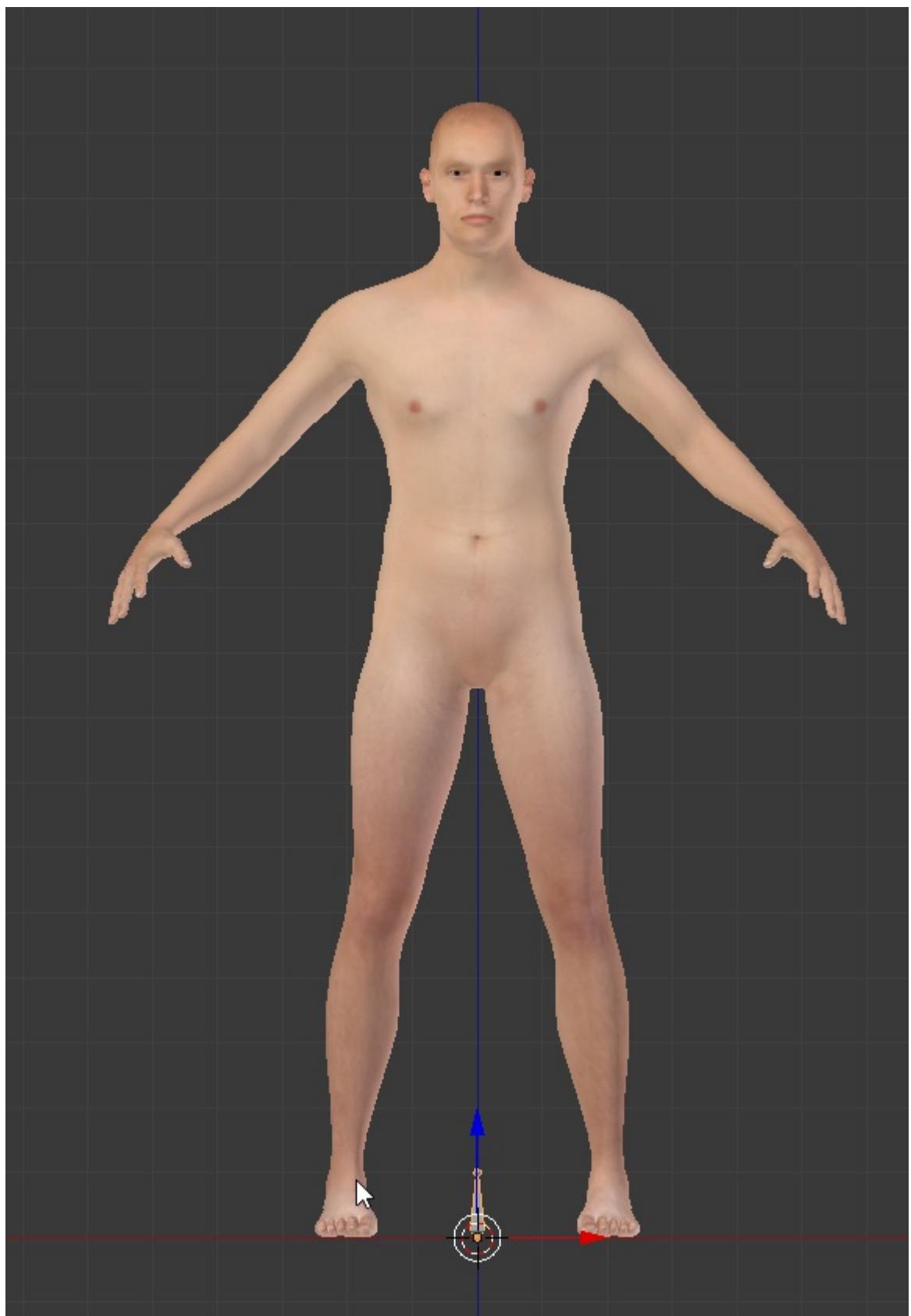
Mesh in makeHuman erzeugt.



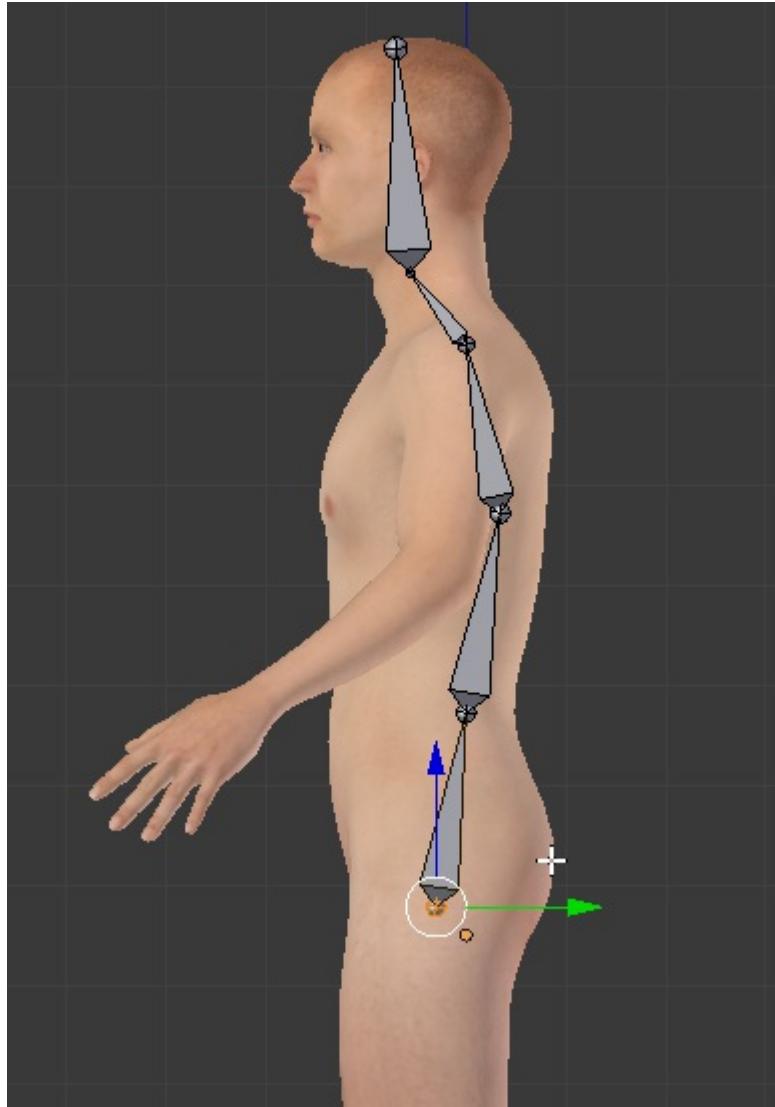
In Blender importiert.



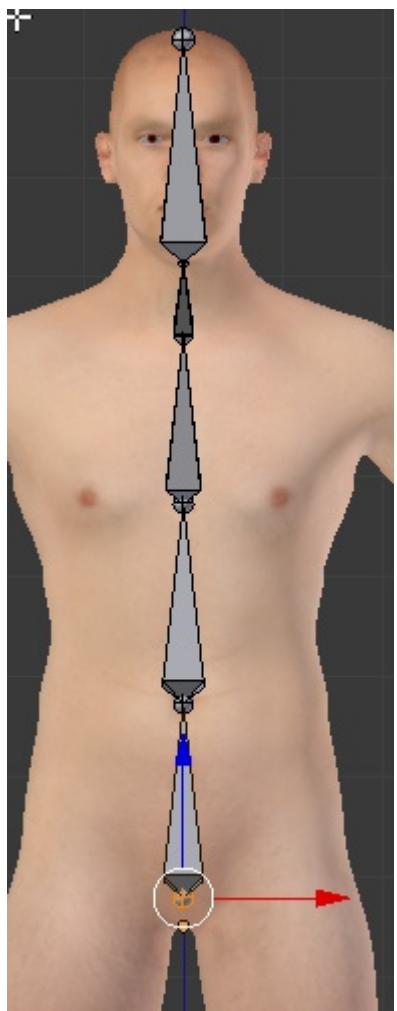
Ersten Knochen gesetzt.



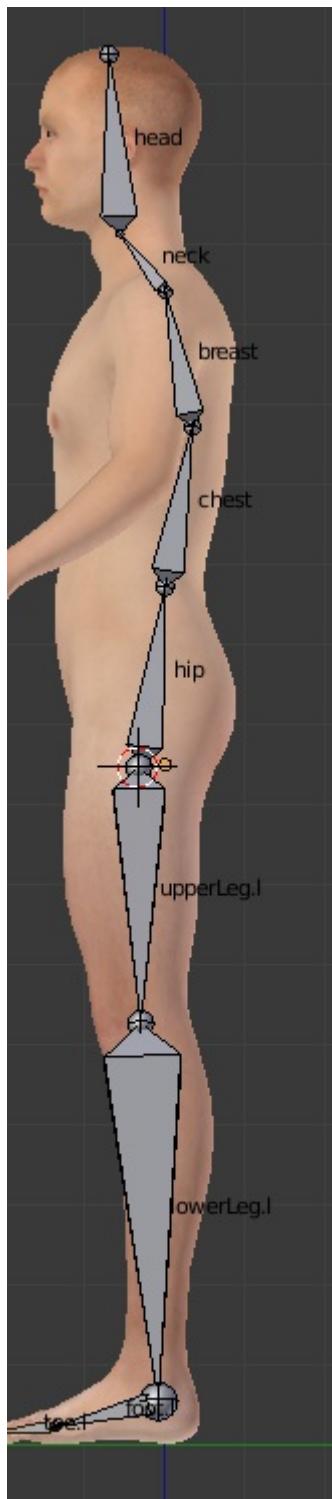
Wirbelsäule vereinfacht nachgebaut.



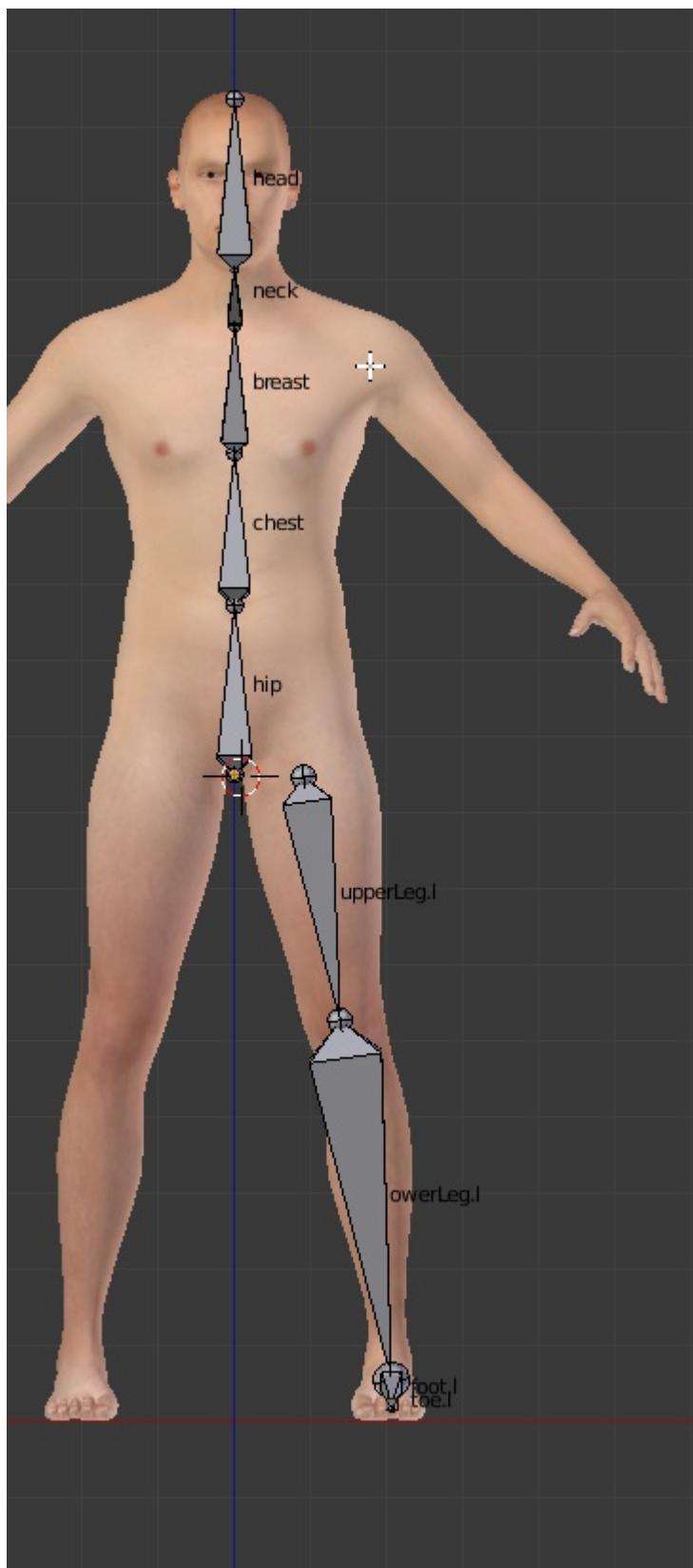
Von allen Seiten ausgerichtet.



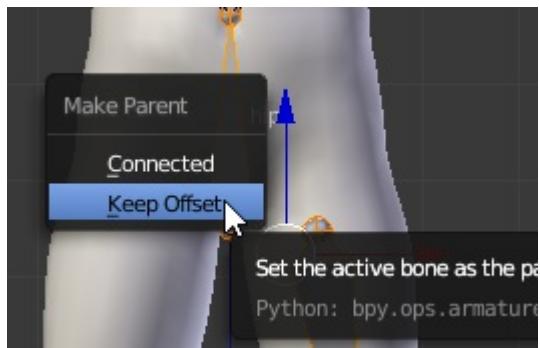
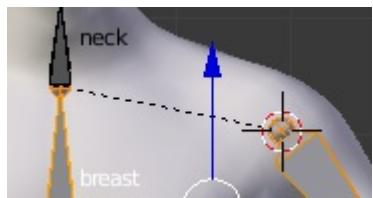
Bein dazu.



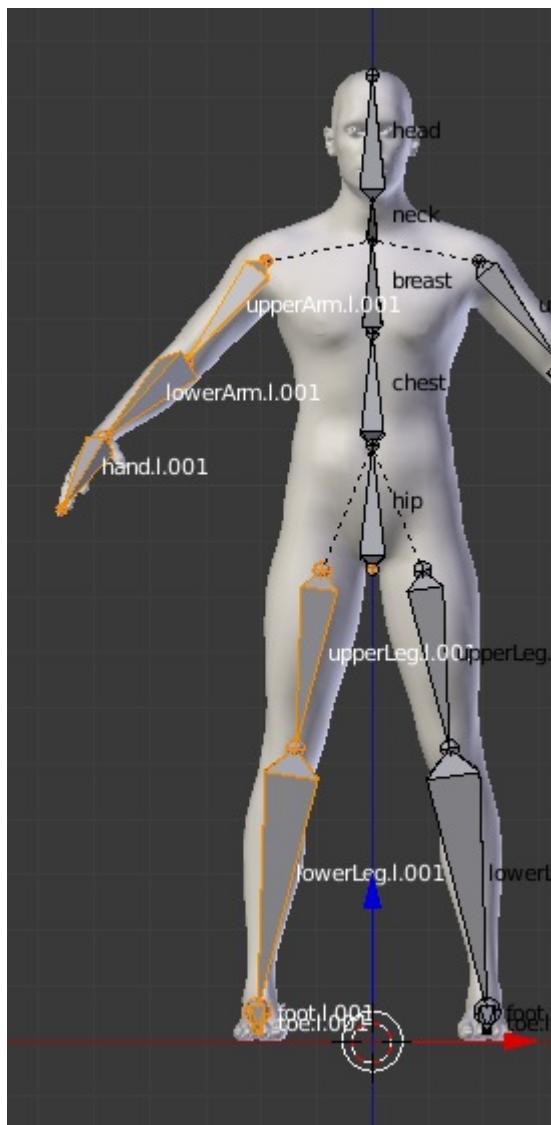
Bein ausrichten.



Arme und Beine an die entsprechenden Knochen an der Wirbelsäule parenten.



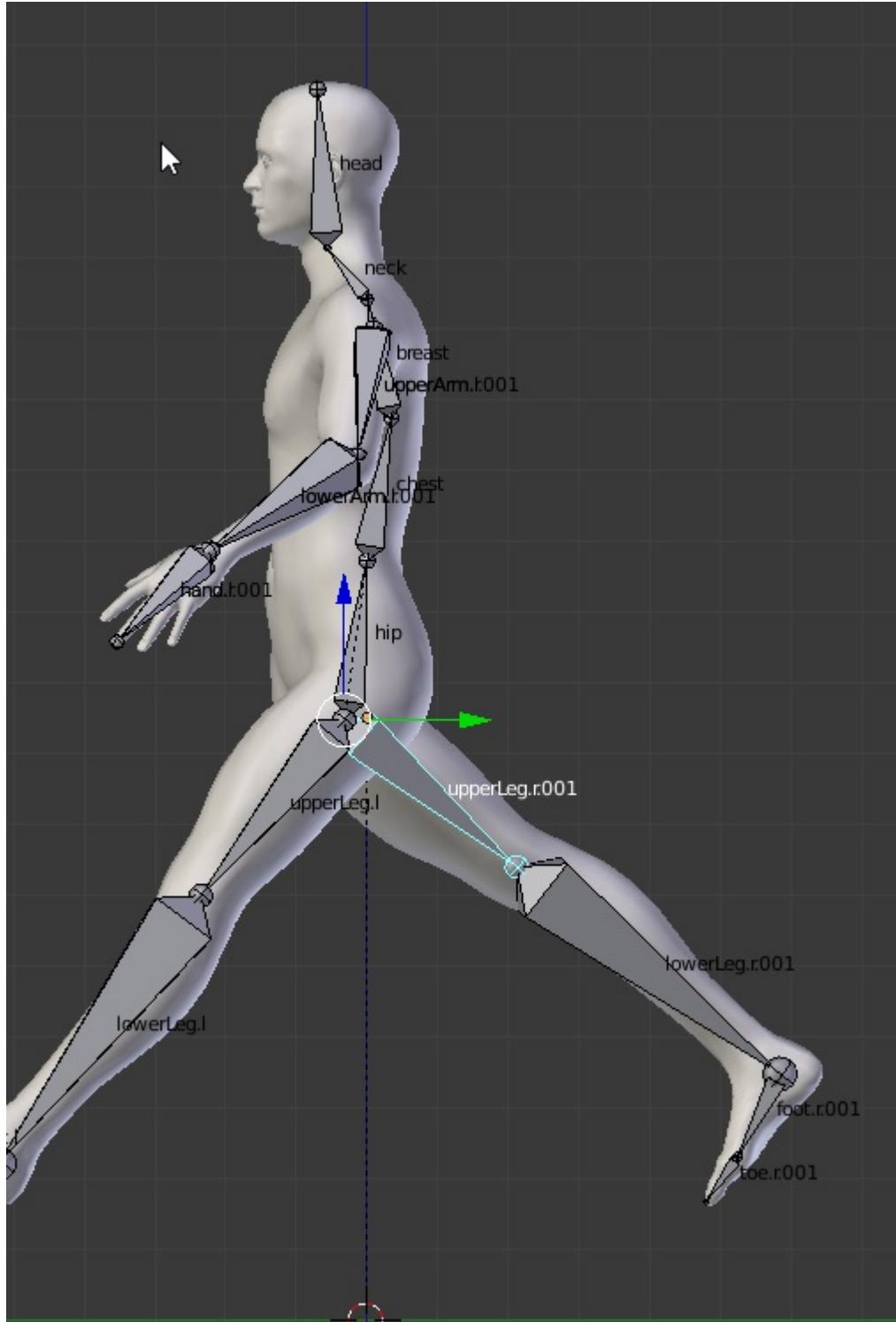
Alles von der Linken auf die rechte Seite kopieren und Namen umkehren.

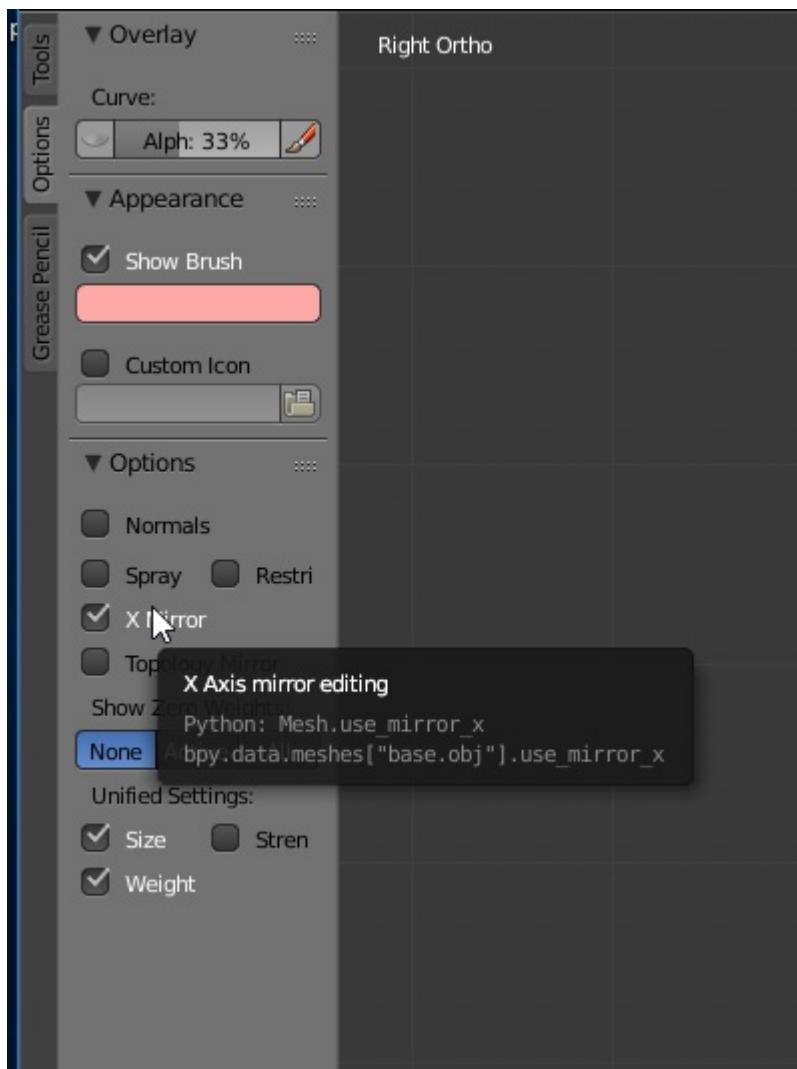




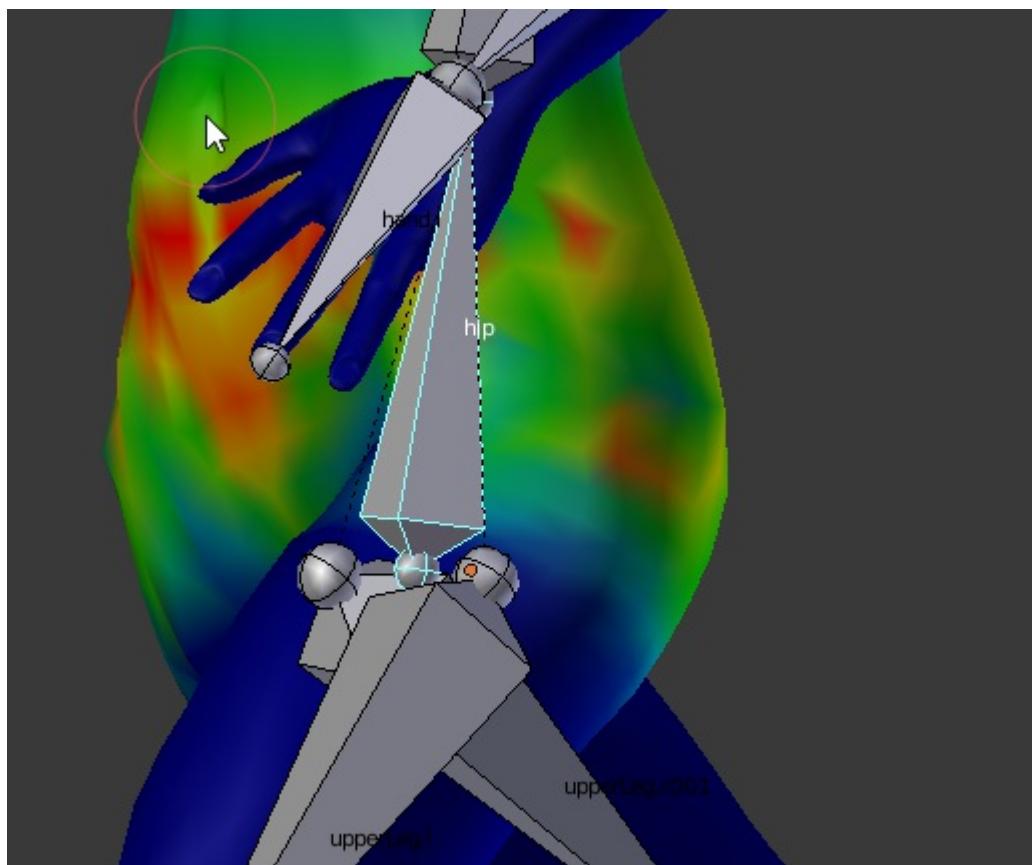
Skinning

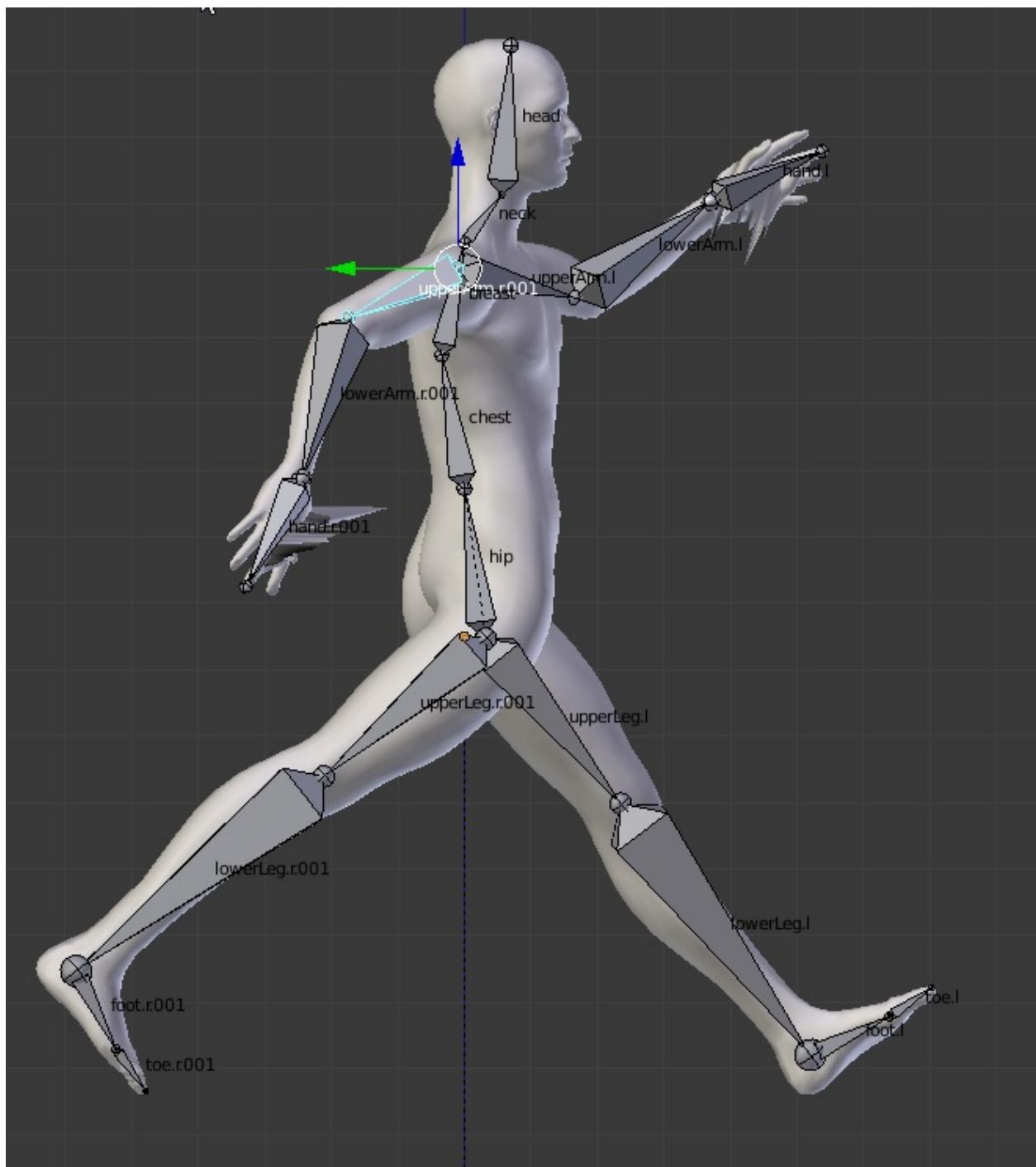
Mit *Automatic Weightpaint* skinnen und dann gucken, wo es hakt.

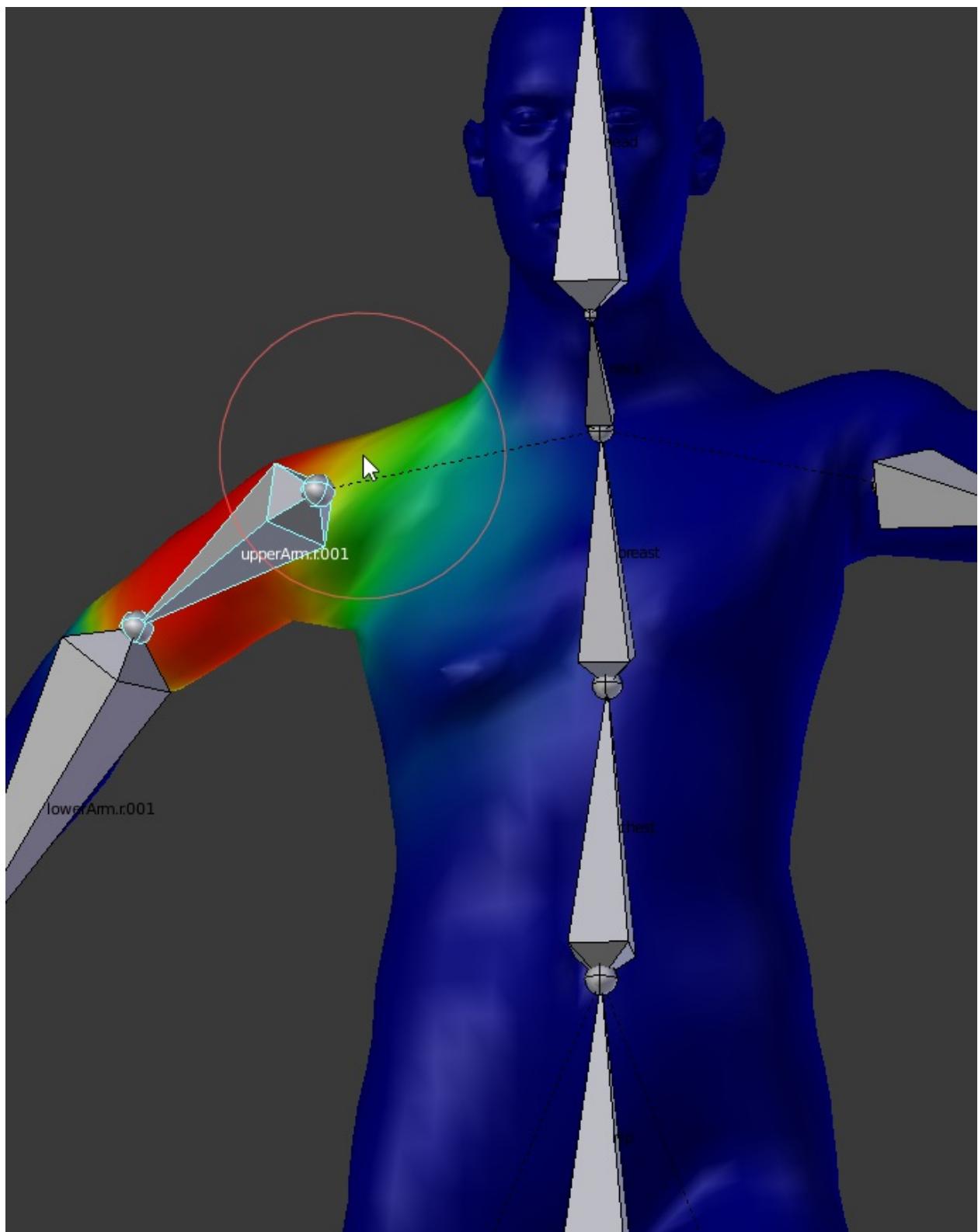


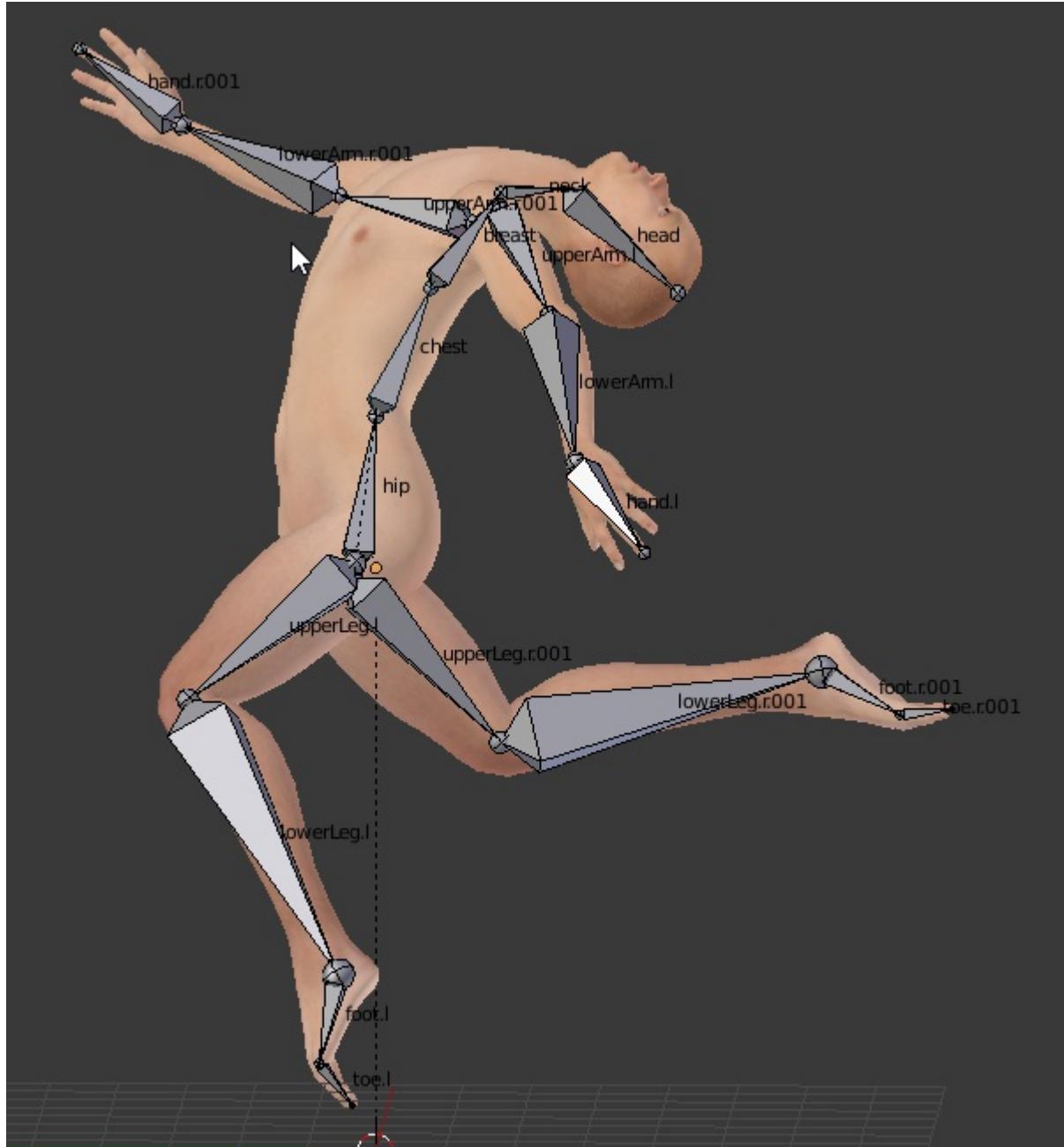


Huefte und Schultern ausbessern.









Animation

Quellen

- makeHuman, Joel Palmius, Thomas Larsson, Arvind Pinto, Rob Baer, Version 1.1.1, Lizenz: AGPL3