

MODDING ~

Don't do any modifications in the original rig file please. Do those changes on a duplicate of the original rig file. Stay safe.

• Face

Be aware that the more you change the the face the likelier it will be that the resulting deformation will have issues. Broad changes are safer than small tweaks.

- Change overall Proportions with Lattices, constrain or parent them to the *"head_sub_CTRL"*
- Add Blendshape Node + Add Target to sculpt
- Add Target to existing *"shapes_BSH"* Node
- Anim Layer for an overall change to the model with the rig ctrls
 - Then try animbot > snapshot default pose to stay "on model"

• Colours

The clothes have a very simple lambert shader assigned. Find it in the Attribute Editor and tweak the colours to your liking

The textured body parts have some color correct nodes between the image file and the shader. You can try modifications there. E.g. for a black&white effect you can put the saturation value to 0.

I'm using the **"ambient color"** or **"incandescence"** values to get a more saturated, flat look. Make sure to adjust those as well if you change the colour anywhere.

• Clothes

The tighter the clothes, the easier it is to attach them with decent results. Do it in a duplicate file, in order not to screw up the original rig. Be safe!

1 - Quick and dirty:

1. Select the cloth geo(s)
2. Select the body geo LAST!
3. Deformer > Wrap Deformer

Be warned – the deformation results will be pretty bad in some areas – it might slow down playback

2 - Skinning

1. In the outliner select the “bind_joints” selection set
2. Press the ↓ key
3. Select the cloth geo
4. Skin > Bind Skin □ (with option box!!)
 - a. Bind to : [Selected Joints]
 - b. Max Influences : [8]
5. Now select the cloth geo
6. Then select the body geo
7. Skin > Copy Skin Weights

That’s a great starting point to refine the skinning further.

Shoulder and Hip areas will never be perfect without either simulation or lots of corrective shapes

You can also copy skin weights from an existing piece of clothing (might get better results)

Females (on the tops vis ctrl) can use the “Cleavage” attribute to lift and compress the breasts, mimicking the effect of a bra. You might want to use that if you are modeling tops for females. The breasts are modeled in a relaxed state and look a bit weird with certain clothes.

• Shoes

Attach with Skinning Method, copying from an existing shoe.

If your shoe has a heel, pose the foot first with the “Heel Offset” Attribute on the Shoe’s vis ctrl.

• Textures

All 6 characters have the same Body, Eyes, Teeth, Tongue UVs, so you can mix and match any textures between them.

Use the color correct nodes on the shader to slightly change the look. E.g. more tanned, pale, pink, or olive.