

SHAPES - Blend Shape Editor for Maya

Change Log

Note: for a bug fix the description lists the original issue

2.2 - 15-04-22

New

- Maya 2016 compatibility
- added the option to use the Maya 2016 sculpting tools for the sculpt mode
- the default Maya sculpt tool can be defined through:
`optionVar -sv SHAPESDefaultMayaSculptTool SetMeshSmearTool;`
The default tool is `SetMeshGrabTool`.

Update

- the SHAPES Brush circle can now be set to be displayed during the sculpt process (from the marking menu only)
 - the pull/push strength of the SHAPES Brush now also depends on the distance to the camera
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2.1 - 15-03-14

New

- improved installation with the new installer
 - student version for non-commercial/non-educational institution purposes
 - interface preferences
 - added an auto update function to refresh the target list when an undo event occurs; can be turned off when the scene interaction gets slow due to large data sets; warning messages inform the user about the chosen state
 - improved checking for corrupted target/label/range information which prevents a mesh from loading causing errors
 - speed improvements for collecting blend shape data enhancing the refresh time
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- improved handling of orphan weights which lost their alias name; the alias name of the weight now may be either reconstructed or a new 'unknown' alias is assigned
- preset buttons for slider ranges
- target/label/range information can be cleared now without having to load the mesh if issues occur
- added some basic paint functions to the paint weights button right-click menu
- added the option to toggle the wireframe when using the brush

Update

- improvements when working with references
- better naming when duplicating a mesh
- improvements to the corrective animation workflow so that the slider stays in place when a key should be set at the current value

Fixed

- blend shape menu doesn't update correctly when renaming a blend shape node with a name which already exists in the scene
 - error when the brush plug-in is set to auto load
 - error when exporting the setup if the scene file extension cannot be read
 - error while connecting blend shape nodes if some attributes are already connected
 - error while connecting blend shape nodes when no helper attributes are present
 - error when exiting sculpt mode when some camera attributes for the gate mask are locked or connected
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2.0 - 14-09-30

New

- added the SHAPES Brush to replace the previous standard Maya sculpt geometry tool
- renewed shape combos now allow multi-source shapes and can be edited
- added options to the target list right-click menu to track the current selection and remember it for creating combos, as well as to delete the list
- added the option to set up the weight driver node with a custom reader source point
- edit weight maps for individual target shapes; supports weight painting for more than one blend shape node; including copy/paste, trim/crop, invert/mirror, import and exporting, rename and delete; works with multiple selection, except export
- slider ranges can now be individually set to work beyond the default 0-1 range; multiple selected targets can be edited in the same process
- changing the channel slider with multiple targets selected changes all values instead of just the first selection; works only if the shapes are not driven

- target shapes can now be dropped onto each other to create hierarchies
- added a new group attribute to create logical groups when working with many blend shape targets
- added buttons for filtering the list for active shapes
- when filtering target shapes by values a colored dot now indicates the value of the currently active channels
- the indication of active shapes can be set to update live
- added the ability to create a new shape based on either the original mesh or the currently deformed state of the mesh
- added a new function to bake the current pose to original to encompass design changes
- added the ability to update the setup with a new mesh containing topology changes
- new set key button for keying the selection with the current value
- added an option to ignore zero attributes on a shape driver when set to SetDrivenKey; this can help reduce the length of the available attribute list
- mesh tweaks can now be baked to the original mesh to allow for mesh updates without having to update all existing target shapes
- added the option to add a separate mesh when creating a new in-between shape; the menu items 'Add Selection As New Target' will show 'Add Selection As New In-Between' when the user has chosen to add a new in-between from the channels right-click menu
- remove orphan attributes (target shapes that have been deleted but remain as a weight[...] entry in the target list)
- added a menu item to reset the target list
- user editable side identifiers for mirroring
- added an option to display a green camera frame when in sculpt mode
- added an option to assign the default shader to the sculpt mesh; this helps to display the paint freeze color of the SHAPES Brush

Update

- merging shapes now respects the current target value of each selection
- updated the mirror actions to make them easier to understand
- deleting target shapes works now with multiple selection
- included a confirmation when deleting shapes; can be bypassed from the menu
- removed restriction to have a skin cluster in order to drive target shapes
- removed restriction to only use transform nodes as drivers
- when initializing splitting a shape the original target shape is turned off (only when the shape is not driven)
- when the driver list is filtered and a new driver is added the filtering will remain; if a driver is added but not matching the filtering it will stay hidden until the filtering is cleared; this applies to the type filter as well as the search string
- deleting a shape driving a combo results in a warning that the combo is about to be deleted and that this affects other driven shapes
- after deleting a shape the list will focus on the item above it instead of scrolling to the top
- when a custom node drives a helper attribute it can be selected through the channel right-click menu
- improvements to reading the blend shape data

- improved error messages when position based mirror could not be performed
- improved finding the symmetry edge for order based mirroring when the initially found edge would be right on the mesh border
- the target reverse list check box has been moved to the target list right-click menu
- separated the weightDriver node plugin from the SHAPESTools plugin for a better consistency between SHAPES and non-SHAPES environments, where only the weightDriver plugin is available (i.e. Renderfarm usage)
- improved the removing of unwanted mesh tweaks
- the blend shape pulldown menu now only displays the actual node name when working with references and namespaces
- after exporting the blend shape setup the blend shape node can be optionally deleted
- improved the capability to maintain custom set driven keys and geometry connections (daisy chain) when exporting the blend shape setup
- general code improvements

Fixed

- after painting blend shape weight maps the target list shows the individual weights and breaks the workflow
 - exiting sculpt mode without making any changes results in an error with non-skin meshes
 - exporting the setup stores in-betweens with the wrong target id
 - mirroring a shape driven by SDK connects the new shape to the driver of the original
 - Mirror/Symmetrize produces partly inverted results when Maya symmetry is enabled
 - in case all driver channels are locked and hidden selecting the driver creates an error when trying to setup a set driven key
 - reordering targets and then creating a combo lets icons appear on the wrong buttons
 - deleting a shape used for driving a combo creates an error
 - loading a skinned mesh with 'Auto List Joints On Load' option off leads to extraction errors
 - entering sculpt mode with a helper attribute selected results in an error
 - error when a mesh with the name of the new sculpt mesh (newCorrective) already exists in the scene
 - loading a mesh with shape drivers sharing the same shape node name results in an error
 - adding the selection as posed target produces an error if the sculpt mode hasn't been used before
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1.1 - 14-03-09

New

- unlink a driven target shape to manually adjust the channel slider without having it snapping back to the driver value; the driver automatically is re-connected when selecting a target shape in the list, if the target list is refreshed or if a new mesh gets loaded
- added an animation folder to easily key selected channels; the blend shape node is automatically selected if the folder is opened; also allows to set an animation range with a defined pre/post key-bracketing (zero weights before and after); selecting a target shape automatically selects the animation curve node if the animation folder is open
- swapping of shape data between two shapes while keeping the driver connections if existent
- clicking the select button of a shape driven by animation curves or direct connections a second time allows you to delete the incoming node
- new blend shape nodes can be added either in front of the chain or after the currently active blend shape node; this can be used to add a new blend shape node for corrective animation, keeping it separate from the other blend shapes

Update

- the locator which defines the weight driver target vector appears now with a postfix '_loc' to better match the general naming convention
- increased the precision for the set driven key start and end values to two decimals
- merging shapes works now with any number of selected items in the target list
- the weight driver node can now handle an angle range up to 180 degrees
- the set driven key attributes option menu now also lists non-keyable attributes
- mirroring sdk driven target shapes doesn't require the model to be posed anymore
- improved update speed while working with a large list of target shapes when creating/deleting shape drivers and combos
- the weight driver cone has now a consistent size at any angle and doesn't extend to a very large disk with a value of close to 90 degrees

Fixed

- shadows disappear if the weight driver node is displayed in Viewport 2.0
- mirroring a shape driven by a weight driver node is not possible in certain situations depending on the rotation of the driving joint
- the cone of the weight driver disappears in viewport 2.0 if set to inverse
- mirroring sdk driven target shapes uses always 0 as the start value for the mirrored driver
- several issues when editing target shapes after switching back from a different blend shape node
- issues identifying the Maya version in case of special cuts
- shape driver attributes are not listed correctly and produce errors if the maxwell plug-in is present