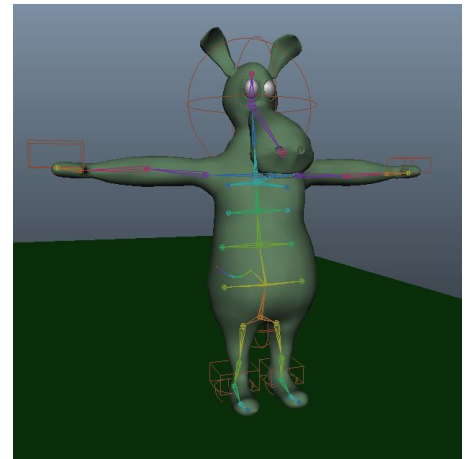
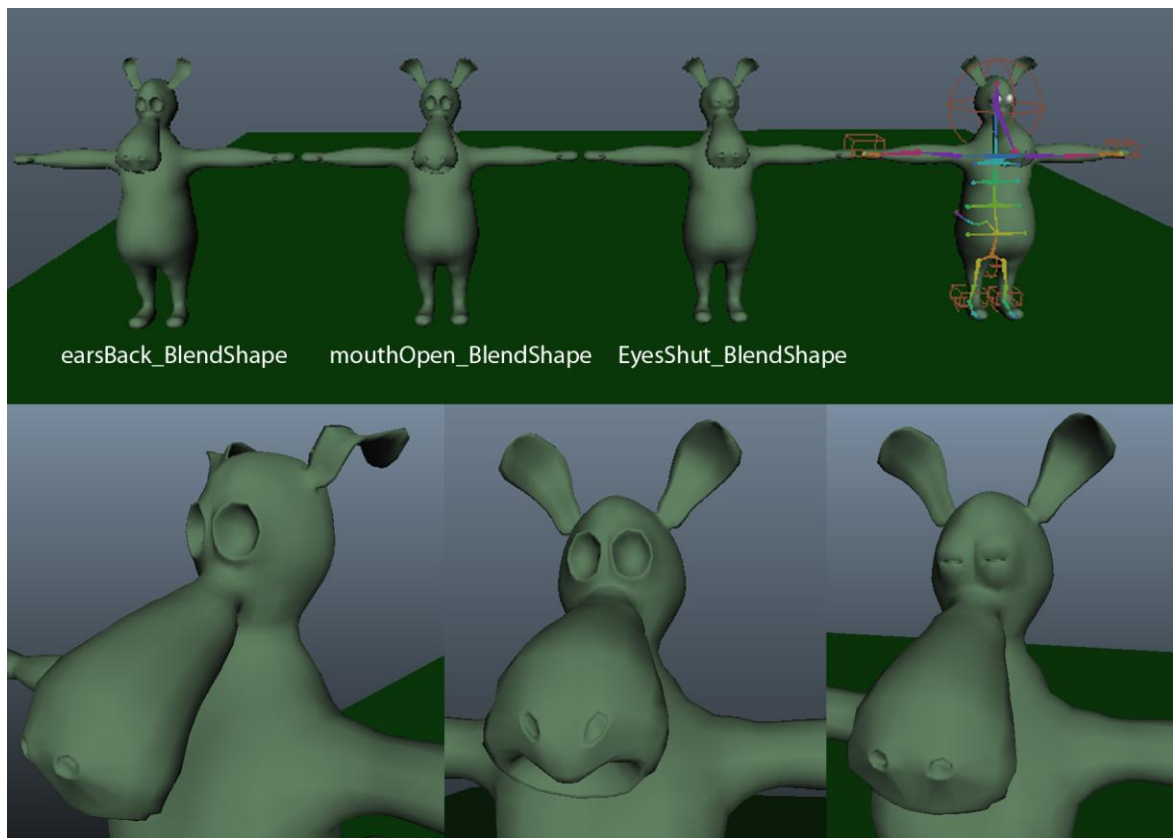


Adding blendshapes to a rigged and skinned character in Maya 2010

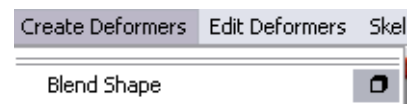
Set your character in bind pose. I am going to do three different blendshapes. One with the mouth opened, one with the eyes closed, and one with the ears leaning back.



Copy your mesh three times, and place the new meshes on a row beside your rigged character. Name the meshes correctly. I used the soft move tool to shape my meshes..

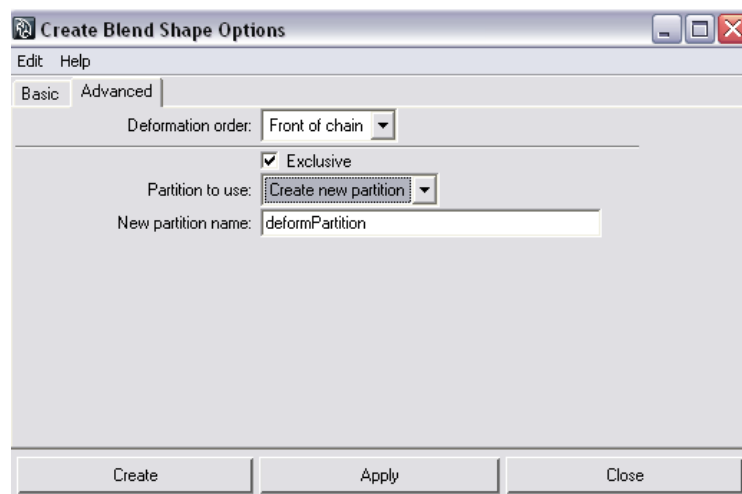


Now select the three blendshape meshes, and then shift-select your original mesh. Hold h and press LMB, and switch to animation mode. Select "Create Deformers" > Blendshape (optionbox).

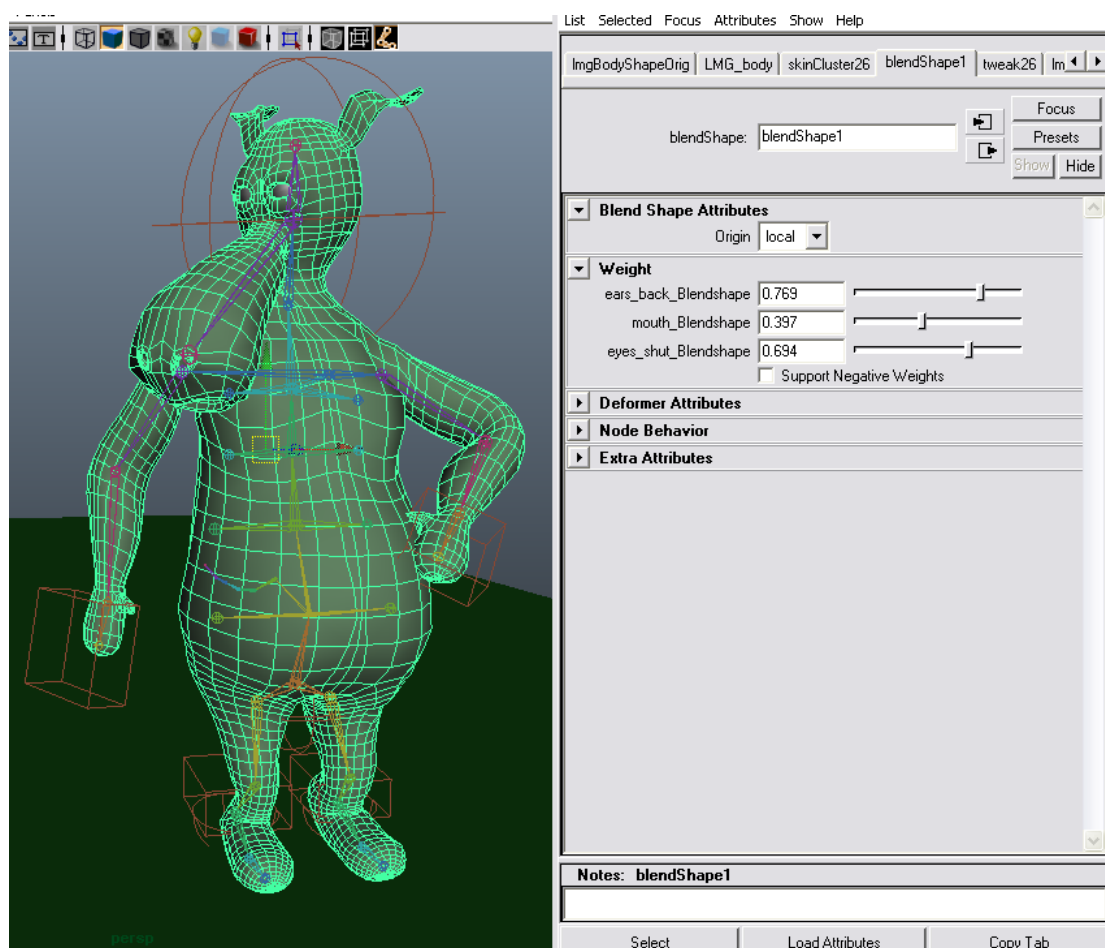


Switch to the advanced tab, and set the Deformation order to “Front of chain”. Press apply.

This will put your blenshapes below your skin cluster.



Now hide your blendshape meshes (ctrl + h) and select the original mesh. Open the attribute editor, and select the blendshape1-tab. Play around with the sliders, and watch your blendshapes in action.



Download this tutorial and an example scene at

<http://www.labs.ravenproduktion.se>

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