

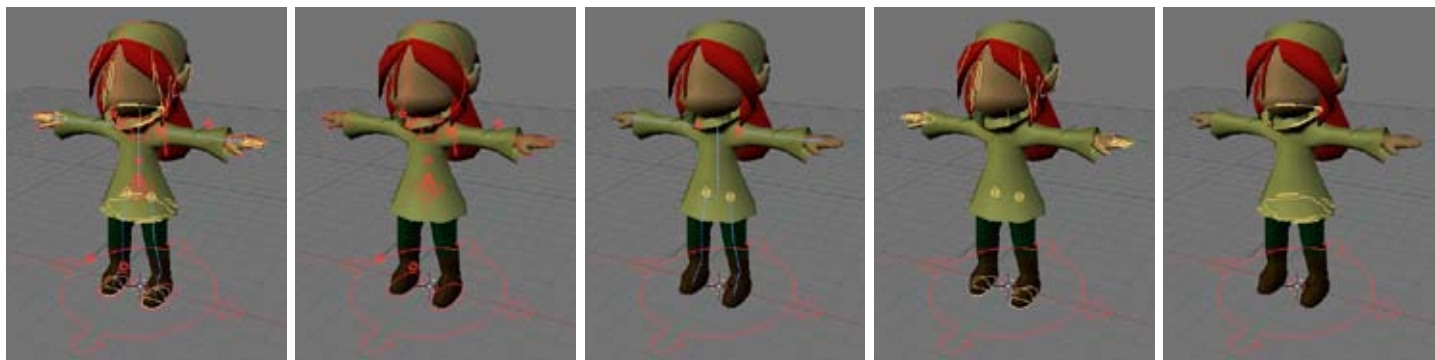


MTI_Audine

Character rig for blender 2.47
V1.0

textures, original mesh by Balade
new mesh and rig by freakydude

blender.org
tieleman.m.googlepages.com
shadowgearstudio.net



Thank you for downloading the MTI_Audine rig.

This quickstart manual will explain the basics of how to use the rig.

For commercial work, please read the license that is included in the .blend and as a .txt file.

These 5 images present the different bone layer setups. From left to right:

All (layer 1-4)

main controls (layer 1)

FK controls (layer 2)

secondary controls (layer 3)

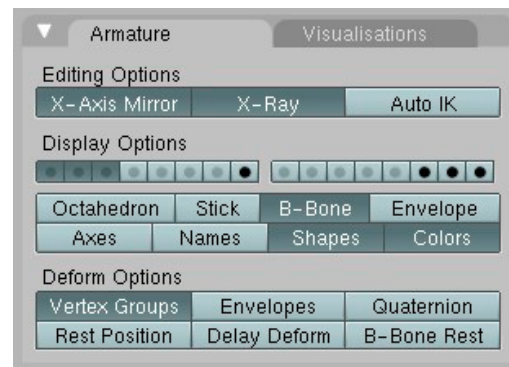
robe deform controls (layer 4)

You can find the bone layers under:

Buttons Window>Editing panel (F9), in the “Armature” tab.

The layers with the black dots on them are locked for linking.

They contain additional bones that are not ment for posing.



A quick word about transformations and manipulators:

Some people like manipulators to move stuff around, I don't use them but I'll briefly cover them here.

In the MTI_Audine rig file, manipulators are off by default. To bring them up, go to the 3D window's header and choose your manipulator (CTRL+SPACE)(CTRL+ALT+G/R/S) of choice. You can press shift to combine manipulators. By default, the manipulator works in "world orientation". You can change this to various other modes, by going to the header, and choosing your orientation (ALT+SPACE).

Posing the rig with these manipulators, or gizmo's as I like to call them is straightforward enough, You can move/rotate/scale by grabbing the icon on the desired axis. You can exclude an axis by selecting it with shift while doing the transformation. (pressing SHIFT+Z in grab mode makes your object move along the XY axis). I like to use hotkeys and gestures though...

Lasso select something with CTRL+drag LMB, press G+X to move along the X axis.

Select something with RMB, SHIFT+RMB to add another object/bone to the selection, press R+Y+Y+(-45) to rotate -45° around the LOCAL Y axis.

Select something with RMB, press R+R to rotate in turntable mode.

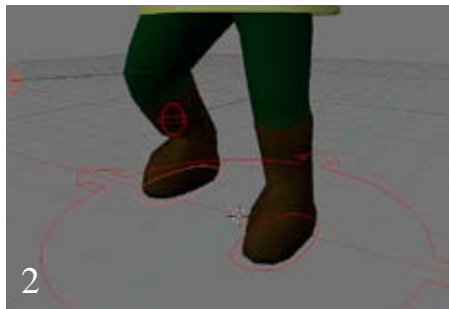
Select something with RMB, press S+10 to scale up 10 times.

Drag a line with LMB to active the gesture "grab" (same as pressing G) +20X moves the object 20 Blender units (BU) along the X axis.

Drag a circle with LMB to activate the gesture "rotate"

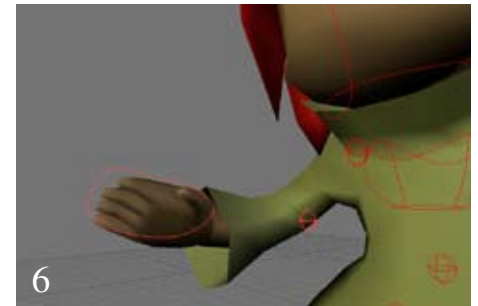
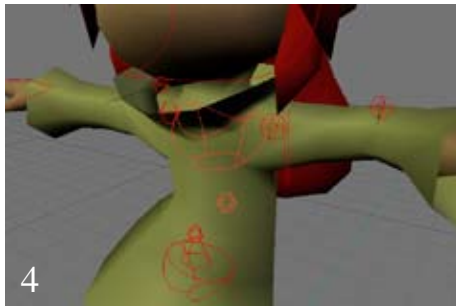
Drag a "V" with LMB to activate the gesture "scale"

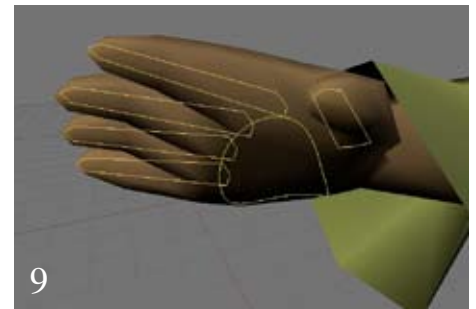
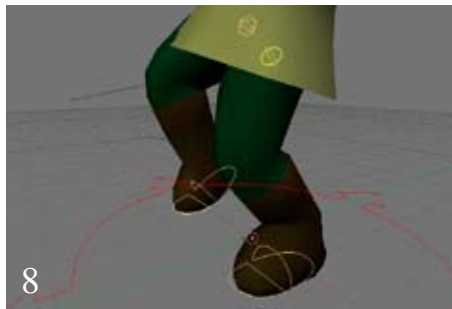
That's about it. Use those shortcuts! They're fast!



These images show the main controls.

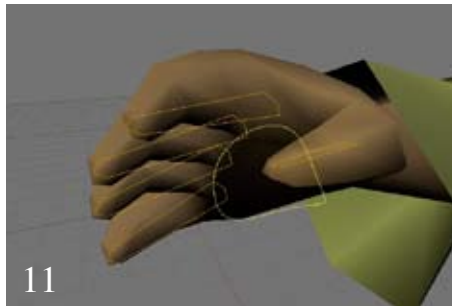
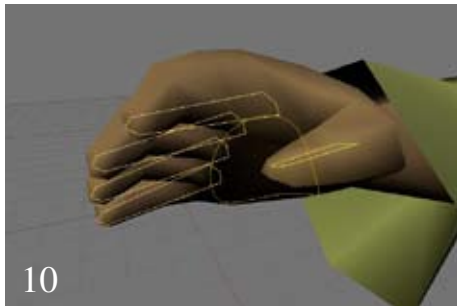
1. The master. Bone that controls the entire rig. Move it around and the entire character moves along.
2. The feet and knee poles. Moving/rotating these will move the feet and point the knee.
3. The waist and COG(center of gravity). Moving/rotating the waist will move the waist around. Moving/rotating the COG moves the whole upperbody.
4. The spinecenter and torso. To move the center of the spine and the torso around.
5. The shoulders and the head. Move the shoulders to rotate them, press R+Y+Y to “roll” the shoulder, and R+R to move it instead of plain rotating. The headbone can be rotated or just for fun, scaled. Not shown is the hairbone, which can be moved, rotated and scaled. It uses targetless IK to quickly pose the entire ponytail.
6. The IK hand and elbow pole. Move/rotate the hand for the hand, and move the elbowpole to point the elbow.





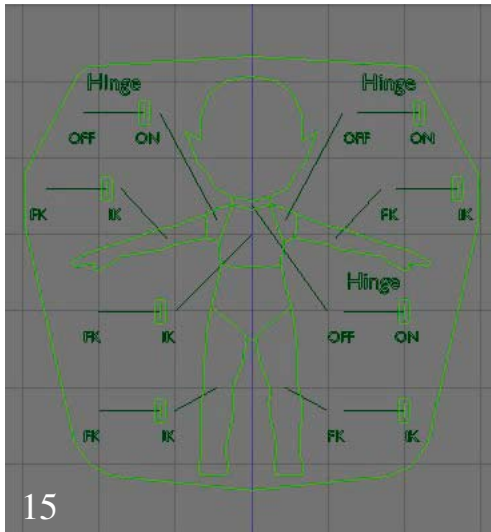
These images show the FK and secondary controls.

7. The FK (forward kinematics) controls. When the slider for a bodypart is set to FK, you'll use the blue bones in bonelayer 2 to pose that part, rather than the corresponding red main controls.
8. The hips, toes and footroll. Grab these to rotate them. try turntable (R+R) rotation on the hips.
- 9/10. The hand bones. Grab them to rotate, scale them to make the fingers curl.
Try rotating with local axis hotkeys (Press RXX).
11. Grab/rotate the hand_side to "curl" the palm of the hand.
12. The controls for the neck, the ears, and the hair. Grab them to move the neck (and head), ears, and hair.
The ponytail can be posed by using the red main control bone, and finetuned by rotating both the red main control, and the yellow bones.





The 13th and 14th images show the additional robe controls. These are used to finetune the position of the dress and collar. The 15th image shows the sliderframe.



13. Use the big bones to globally tweak the dress and collar.
14. Use the 8 smaller bones, grab, rotate and scale them, to do the final tweaks to the dress and collar.
15. This frame is used for the sliders to switch between FK/IK (forward and inverse kinematics) and hinge ON/OFF. There is FK/IK switching for the legs, arms and torso.

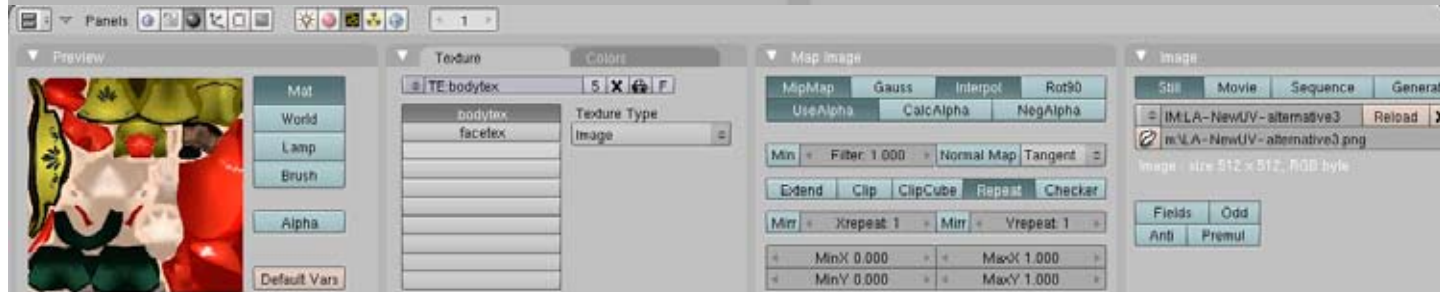
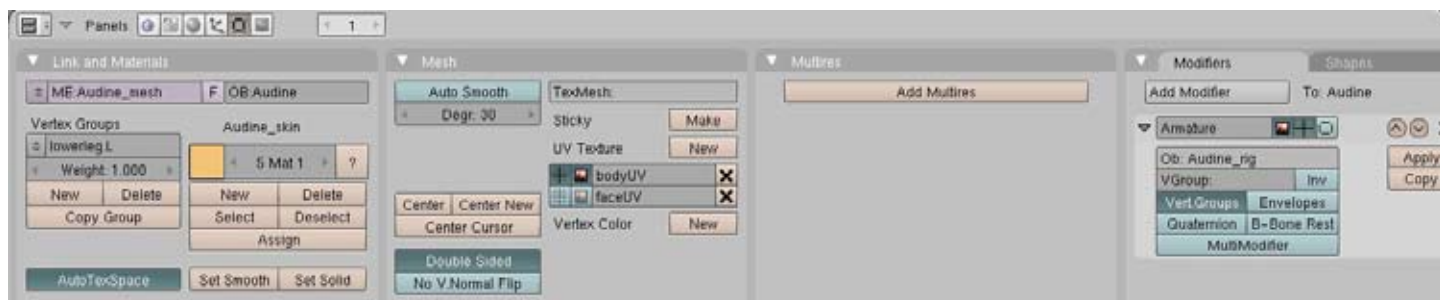
With IK enabled (default), use the red main controls.

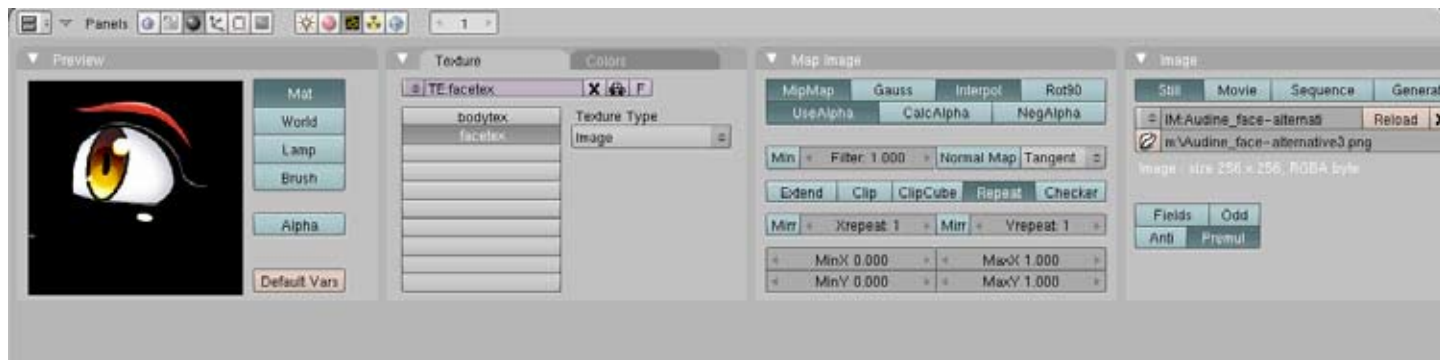
With FK enabled, use the blue controls on the 2nd bone layer.

When “Hinge” is enabled, the shoulders and/or neck, will not inherit rotation from their parent bone (the spine) Instead they will inherit their rotation directly from the master bone. This can be usefull for tweaking or finetuning a pose.

With Hinge disabled, the neck (and thus the head) inherit their rotation from the parent, in this case the spine.

NOTE! When animating and creating actions in the action editor, do NOT remove the few keys that are already in the default action “sliders”. Even when creating a new action. These keys are used by the sliders.





These images show some of the material settings.

Audine has two UV layouts, one for the full body and one for the face. She has 5 different material indices. One for the skin, one for the clothes, one for the pants, one for the boots and one for the hair.

Audine uses 2 textures, a body texture and face texture. These are used by two texture inputs type “image”. Called bodytex and facetex.

The body texture is set in the first texture layer for each of those materials.

The face texture is set in the second texture layer, but only on the material that is used by the material index for the skin (the first material index) This is because the other material indices don’t have any faces that the faceUV uses.

If you want to change the texture for the body, you can change the texture for the bodytex once for any material, and it will be updated for all materials.

If you want to change the texture for the face, make sure you use a transparent image, where only the eye and mouth are visible. Use the Premul (premultiply) button to smoothen the edges, so you don’t get a harsh white outline around the new eyetexture.

That’s all! Happy blending!