



REBIRTH MESH BODY DEVKIT – EDEN VER. Instructions for rigging

VERSIONS : Rebirth Devkit 1.3 - Blender V2.79 – Avastar 2.79.6

This note is not a course about how to rig an attachment on a mesh body but just to guide you through the specificity of the Rebirth body.

1- ARMATURE MODIFIER

IMPORTANT : once you have rig your clothes, verify for each items that you have selected “**Preserve Volume**” in the Armature Modifier.

2- BREASTS

This body include 4 kinds of chests : female normal / small, male and flat.

All chests are rigged except the flat one (not rigged on Right_pec and Left_pec).

The way you will rig your items on the chest depends on the style of the clothes.

For example a garment that hide the breasts will work easily with all the chests, you will just have to rig on the normal breasts and blur the weight under and between the breasts and check how it work when you move the breast size slider.

For a garment that reveals a lot the breasts or are close to the body, you will have to rig first on the normal chest and then do some tests to see how it works on other chest by moving the breast size slider.

In some cases, you may have to make 3 versions of the cloth, for normal, small and flat.

3- APHAS

Rebirth mesh body is BOM, you may need to create specific alpha for your clothes.

4- RIG

The dress will be a model for rigging your clothes (especially bottom). You can use it to transfer the weights to your clothes.

You can choose to use the complete body too, we advise you to copy the body, neck (M or F), breast (choose the one the cloth will be rig), hands if necessary, and then join all.

5- FEET

The feet are rigged to the ankles and feet bones, that means you can choose the position.

There are 4 standard feet positions that you can choose in blender menu in pose mode : select the 4 bones (ankleR, ankleL, footR, FootL), in the menu choose Pose / Pose Library / Browse Pose and move the feet to the position you want.

The position you will choose depends on how your mesh shoes are built, you can adjust the mesh or, depending on your choice, you can set a specific position and rig in that custom position, but in that case, you will have to export a pose (.anim) with your shoes and we will give you the script to add in object inworld.

PROCESS FOR HEELS :

1. Try the standard feet position provided in the devkit. If one of these positions fit with your mesh, adjust your mesh on this position. If not, you can use a custom feet position by moving the bones and adjust your mesh on the feet.
2. Before bind to armature, select you armature and in pose mode, click on “as bind pose”
3. Bind your mesh on armature, mesh method with body. In modifier, click on “preserve volume”.
4. Select the body first and your mesh, in weight mode, select transfer weight in the blender menu, and transfer weight with method “nearest face interpolated” for all bones (by name). Select bones and check the weight. Adjust your weight, blur... do some test, move the ankles... try the slider “feet size”.
5. If all tests are good, in pose mode use the Pose Library to move the feet to the standard (flat) position. Your heels will have bad deformation, but don’t care. Click on “as bind pose” again.
6. Export your mesh...
7. If you decide to use custom bones position for the feet, you will have to export a .anim file with the position of your bones with a 6 priority. Read tutos for making .anim files if necessary.
8. For this last case (custom bones position), contact us inworld and we will provide you a script to add in your mesh with your animation.