

Meshology

Submerged inside Hexagon and DAZ Studio

Session 5 : Rigging the Environment, Dress & Hair

Ever thought of rigging your rocks in your environment? Yeah, me neither. That was, until, Kim explained and demonstrated the advantages.

She covers rigging the rocks and then moves on to the dress, using the Transfer Utility.

There are a lot of steps in rigging anything, but she takes you, step-by-step, explaining why each step is important, so that when you move onto your own products, you have a solid grounding in why certain steps are required.

*Presented by Kim Schneider
Hosted by Seaghan Hancocks*



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Time Code	Description : Session 5 : Rigging the Environment, Dress & Hair
00:00:00	Intro
00:00:36	Overview of Session 5 and 6
00:02:06	Overview of the Models
00:02:56	Rigging the Rocks
00:05:00	Reference for Scale and the Environment
00:09:10	Geometry Editor
00:12:49	Figure Setup
00:13:50	Brining in the Geometry
00:14:28	Building the Hierarchy
00:17:32	Rotation Order
00:20:09	Changing the Name and the Label
00:21:03	Eliminating Black Artifacts
00:22:39	Examining the Bones with the Joint Editor
00:25:35	Test Moving the Bones
00:25:57	The Geometry needs to be Weight Mapped
00:28:42	A Quick Solution to Adding Weight Maps to the Model
00:30:59	The Scene Doesn't Update in Real Time While Triax Weight Mapped
00:31:42	Converting Triax to General Weight Maps
00:34:55	Nodes and Selection Groups
00:38.05	Fixing Bones and Orientation
00:42:55	The Final Product
00:44:35	Reparenting a Bone
00:46:58	Rigging the Dress
00:48:11	Using the Transfer Utility
00:48:55	Which Project Template to Use
00:53:50	NEVER Delete the Hip and Pelvis Bones
00:56:29	Persistent Weight Maps
00:57:55	'Zombie' Weight Maps
01:01:03	Joint Correction Morphs (JCM's) and When They're Activated
01:05:56	Creating Custom Bones for the Loin Cloth
01:10:01	Attaching Geometry to the Bone
01:13:40	Using the Gradient Tool

01:16:03	Using the Smoothing Tool
01:18:24	Using the Transfer Utility with a Custom Projection Template - Demo
01:22:28	Rigging for dForce - A Short Overview
01:31:41	The 'Disappearing' dForce Weight Node
01:33:20	Rigging the Hair
01:39:10	Creating the Hair Bone
01:42:02	When to Use 'Align Node'
01:43:08	Using the Figure Bones to 'Realign' the Hair Bones
01:51:20	Credits