~BENTO~
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Hi Gim,
I want to talk
about bento .

The new mesh
armature ?

Ya can it help me
fit this dress

I am afraid bento is not
going to do anything
about that

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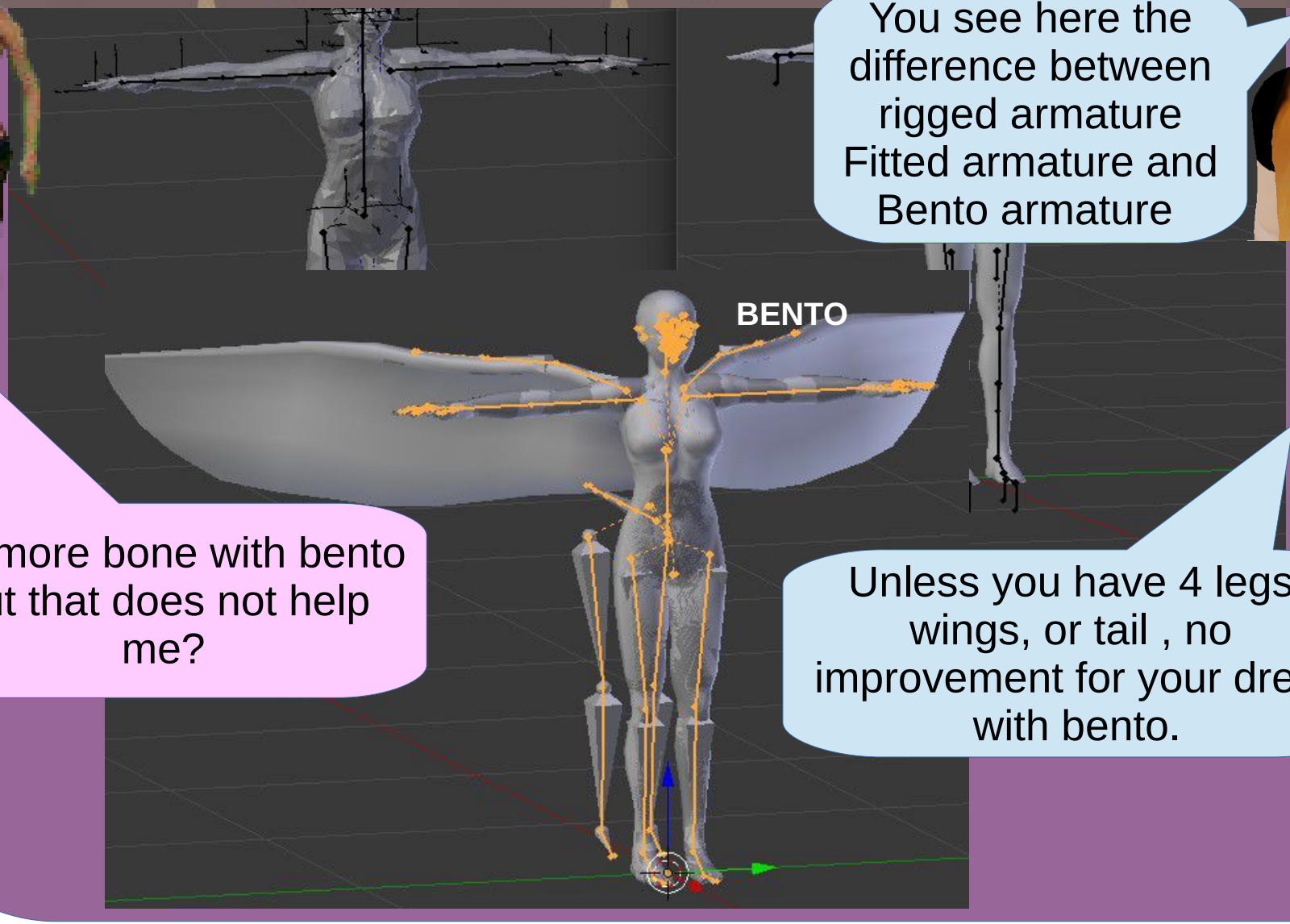
RIGGEDFITTED



You see here the difference between rigged armature Fitted armature and Bento armature

Lot more bone with bento but that does not help me?

Unless you have 4 legs, wings, or tail , no improvement for your dress with bento.

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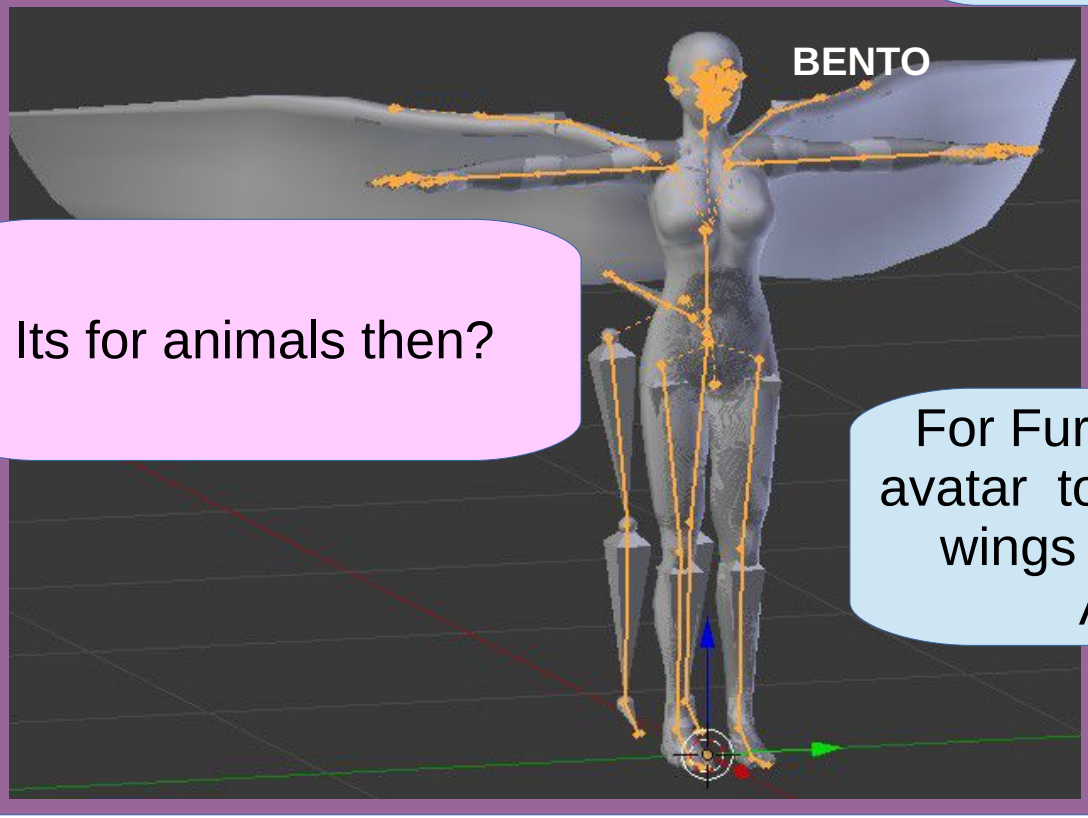
Ok so what is the idea?

When you wanted to rig a horse for exemple you needed all kind of twist to do that with regular bones



Its for animals then?

For Fury or Angel/Demon avatar too they can now get wings or tail rigged and ANIMATED

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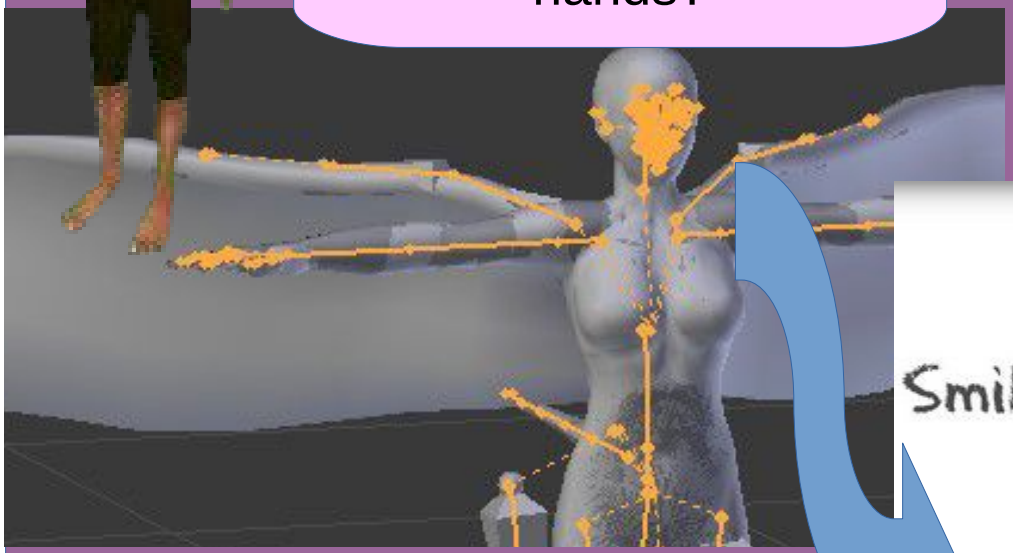
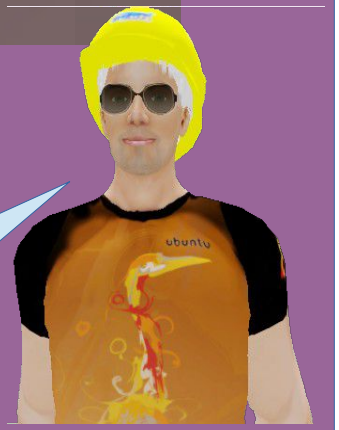
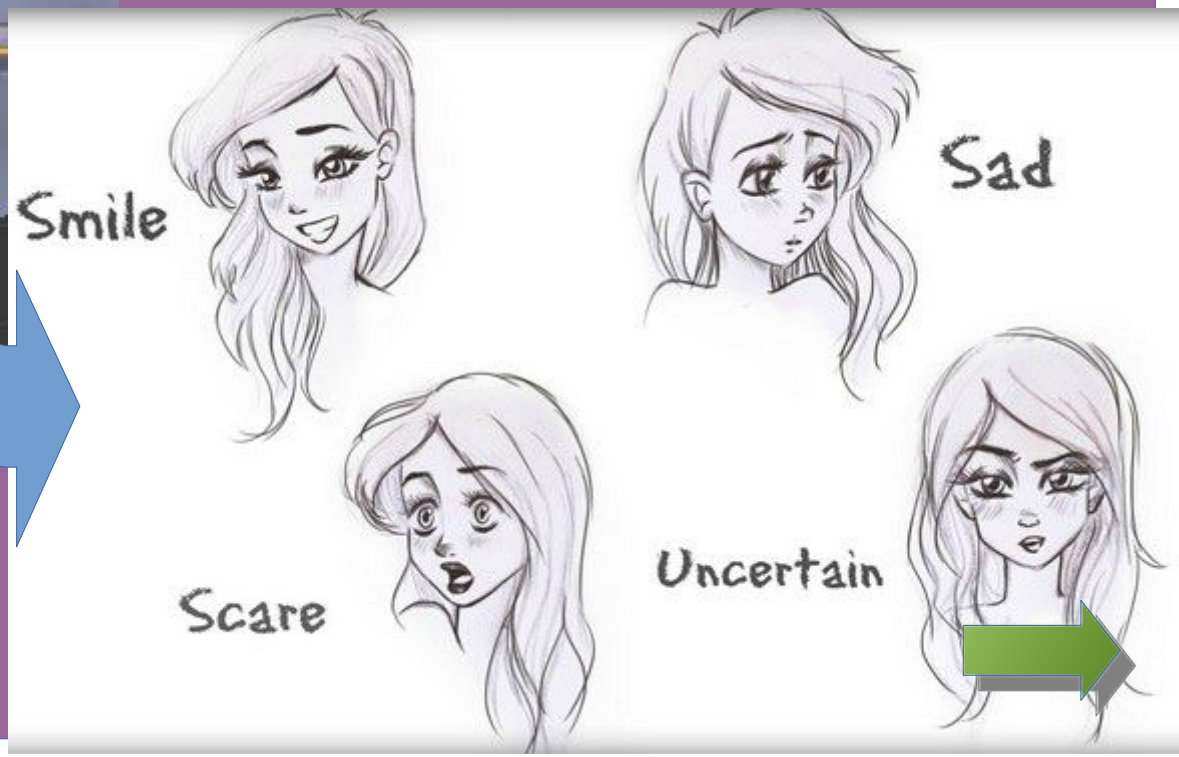
And why all the added bone for face ears and hands?



It allow facial and hand animation.





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And how does it works?

Depends what you want to know . Is it rigging, or animate?

Why not rigging and animating this dog. I would love it as a pet to keep me company .

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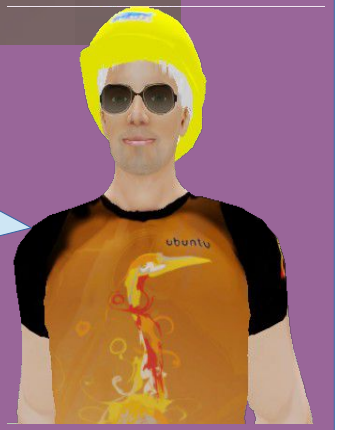
And how does it works?

That is a good project.
Lets start with rigging .
(find the result inworld in the box with this tutorial.)



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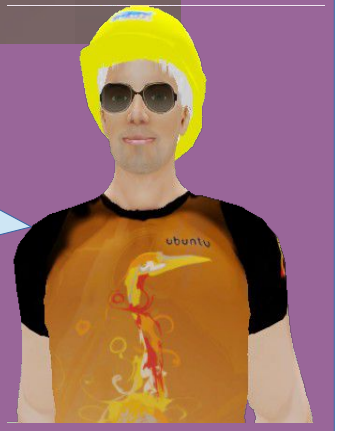
Guessing we will talk about blender or do we use avastar.

You could use the latest avastar. But this tutorial will show you the hard way with blender.



Ref: avastar avatar rigging program

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I got the model from the web.

Good that is a 3ds files that can be imported in blender.
(see tuto on importing mesh for more detail on doing that)

Ref:German Shepherd Dog 3D model

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Got it in blender. Now what .

We need the bento rig. SL provide one but best is avastar.
(see references for both rigs)

Ref: SecondLife (tm) bento rig source .
Ref: Avastar(tm) workbench blender rig

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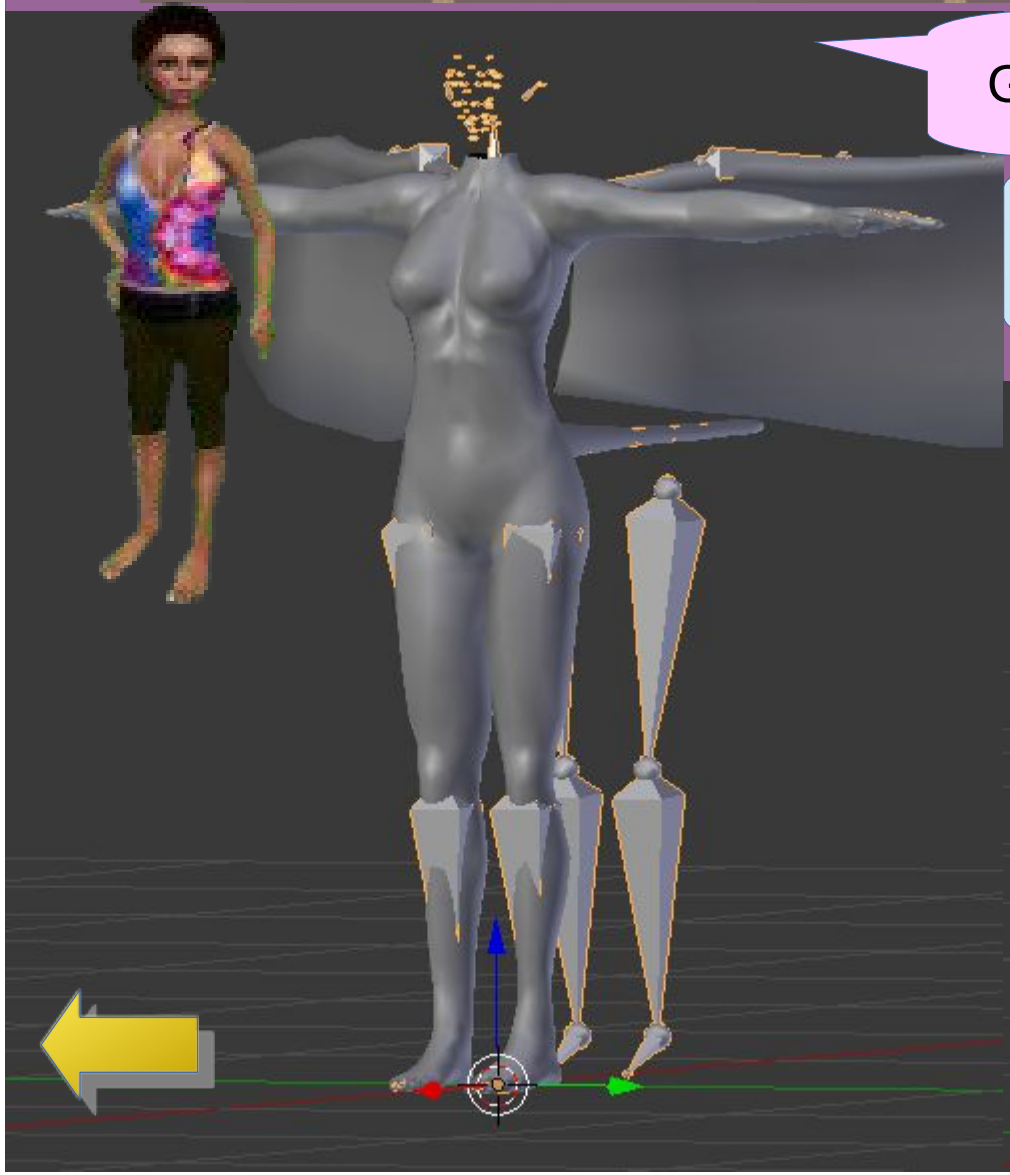
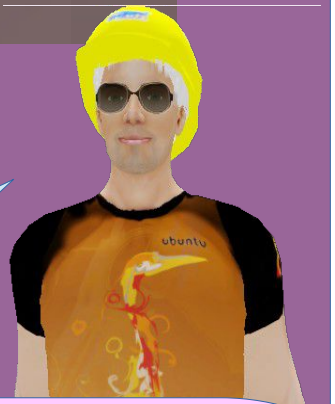
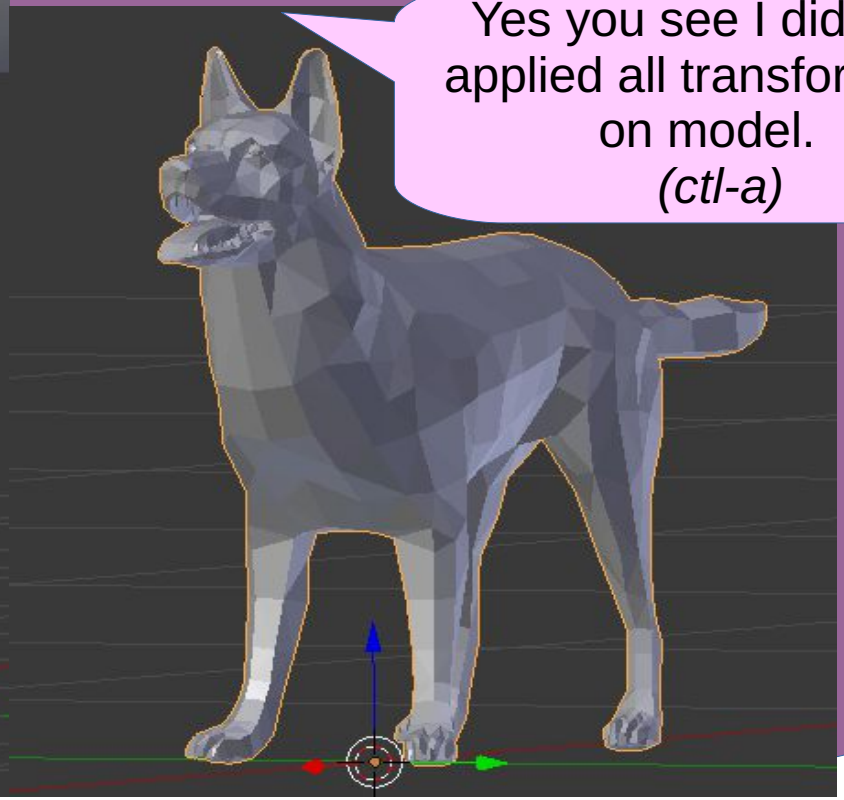


Got all that in blender.

Take care of the orientation.X in front.
(red arrow)



Yes you see I did and I applied all transformation on model.
(ctl-a)



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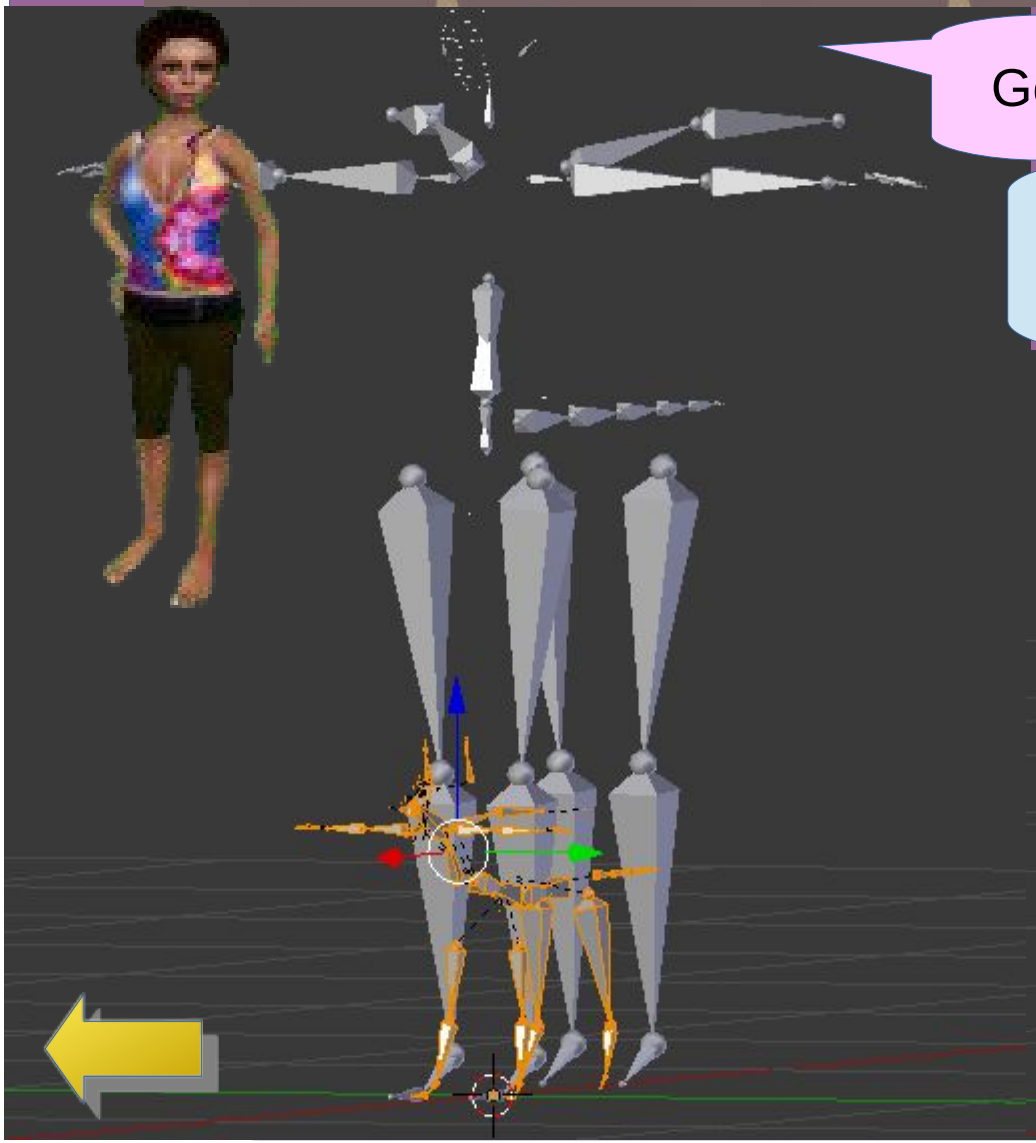
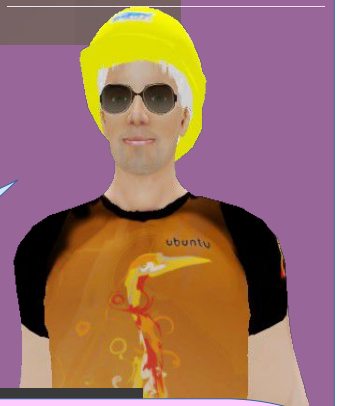


Got all that in blender.



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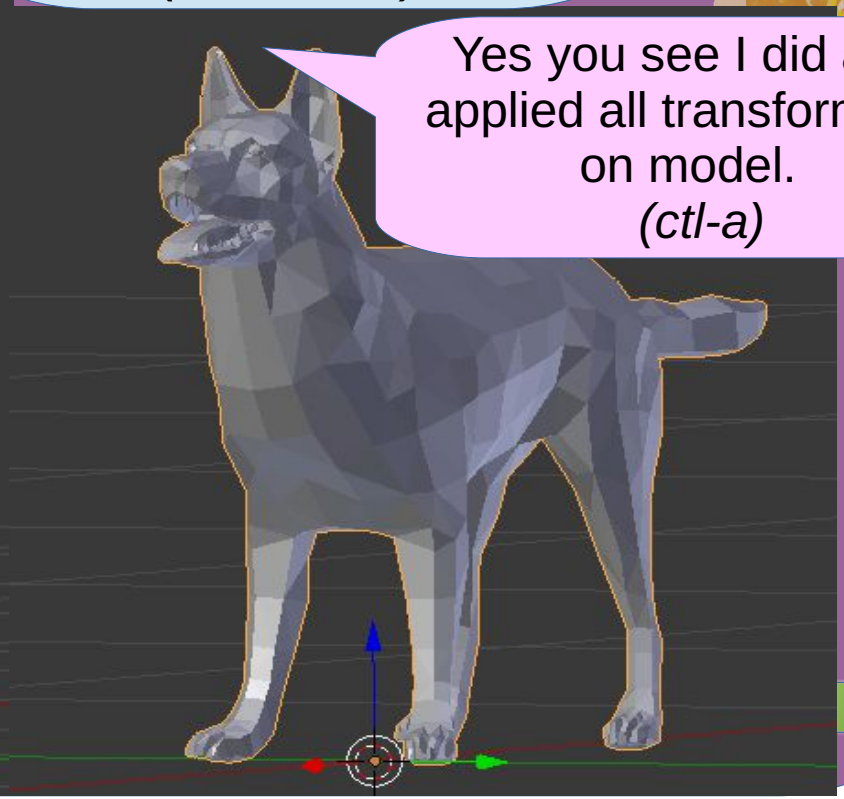

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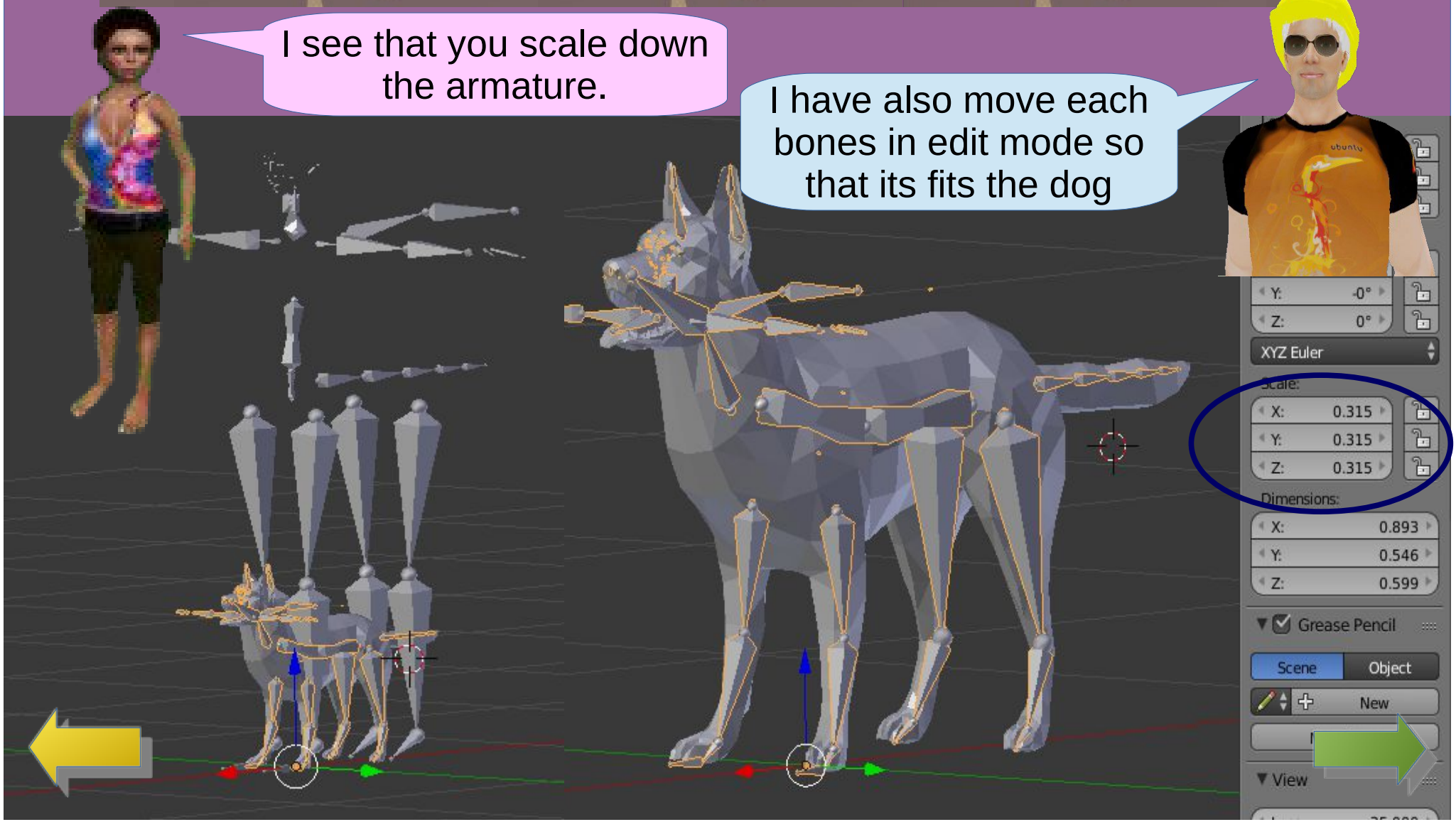

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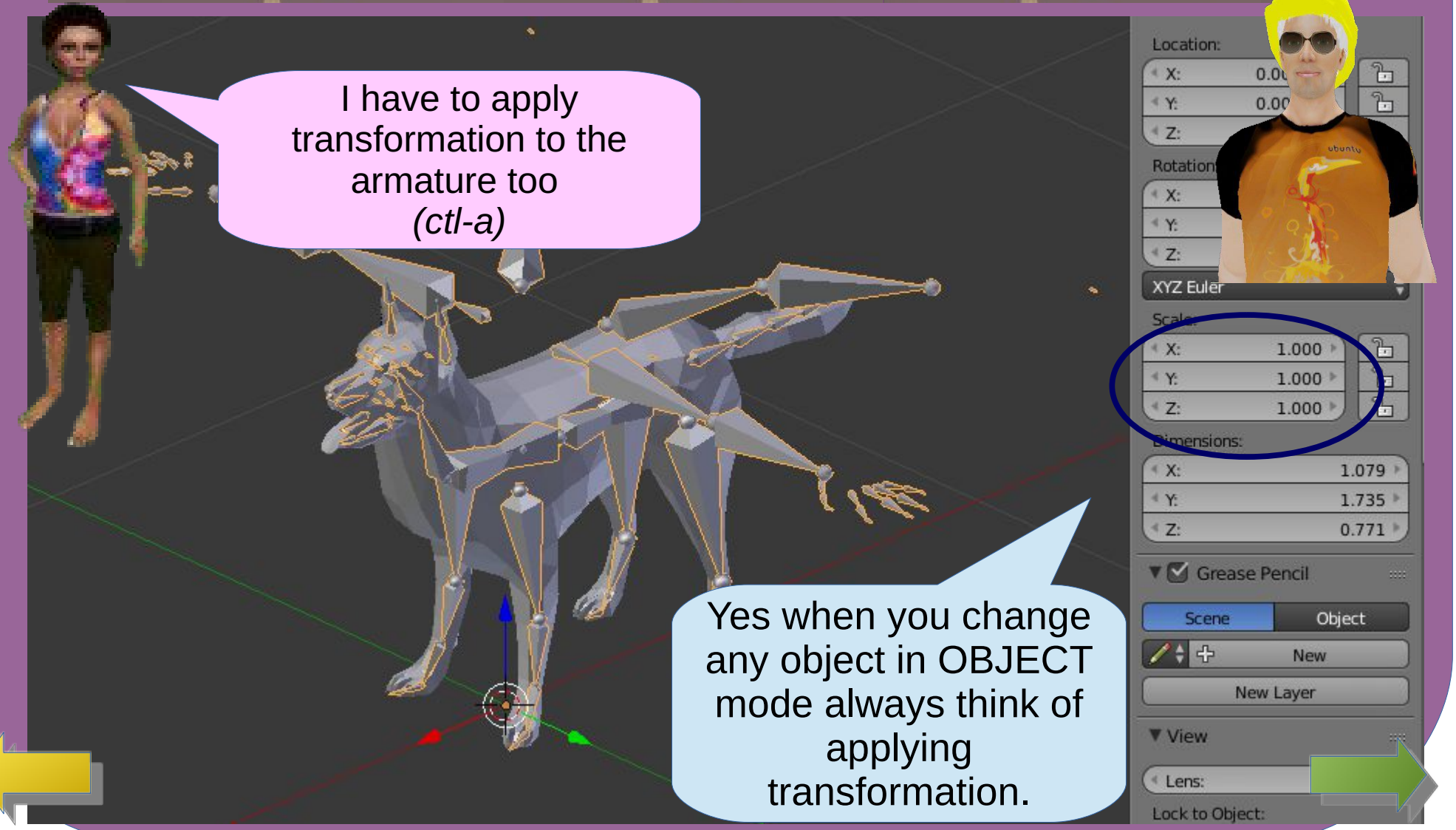

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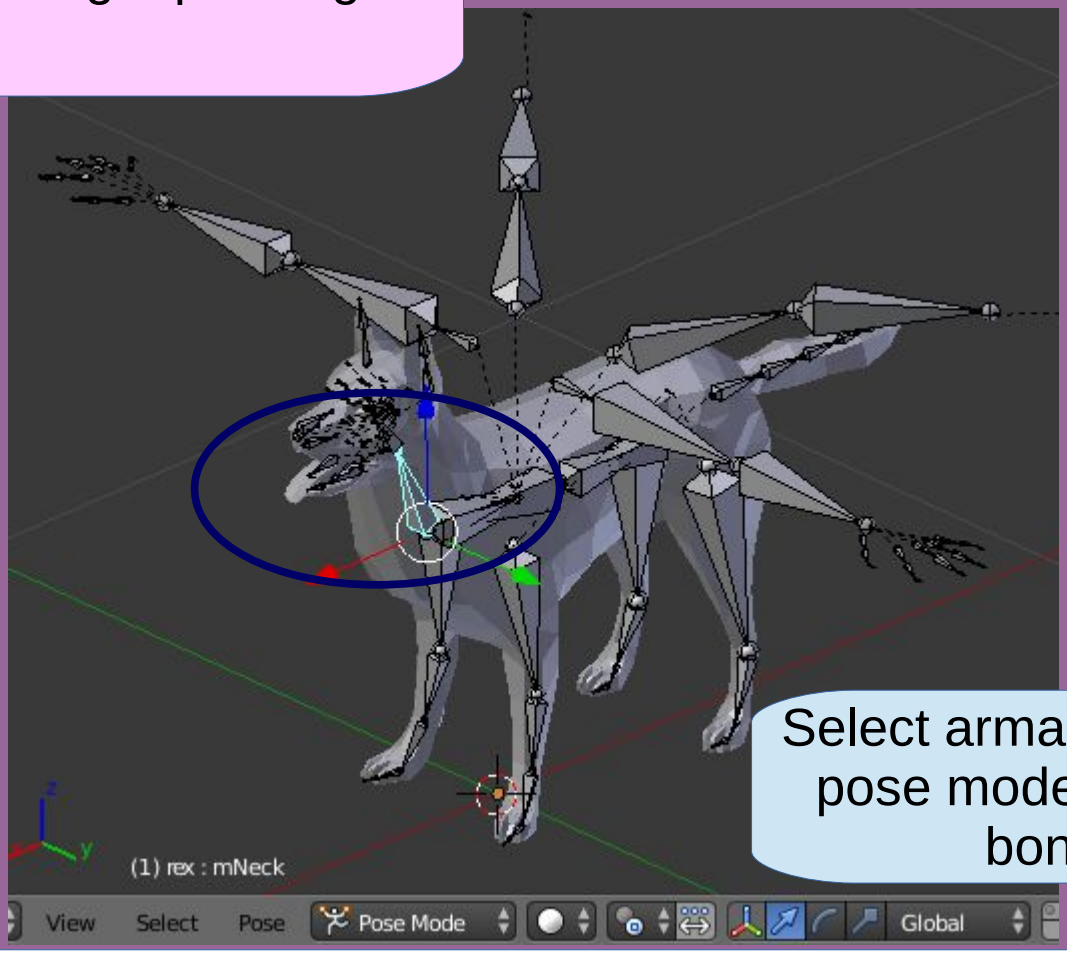
Now weight painting.



Select armature and go pose mode. Select a bone.

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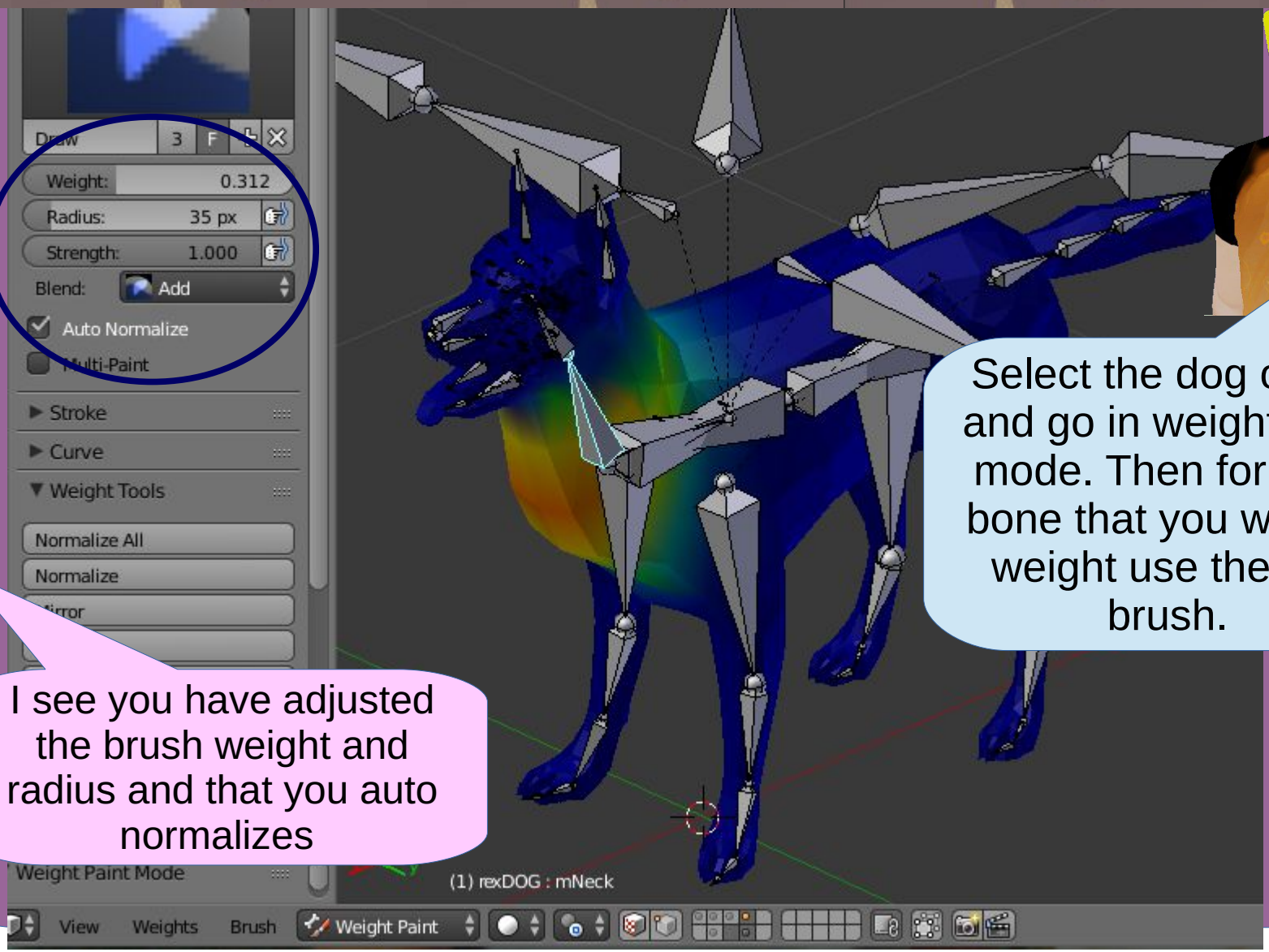

Select the dog object and go in weight paint mode. Then for each bone that you want to weight use the add brush.

I see you have adjusted the brush weight and radius and that you auto normalizes

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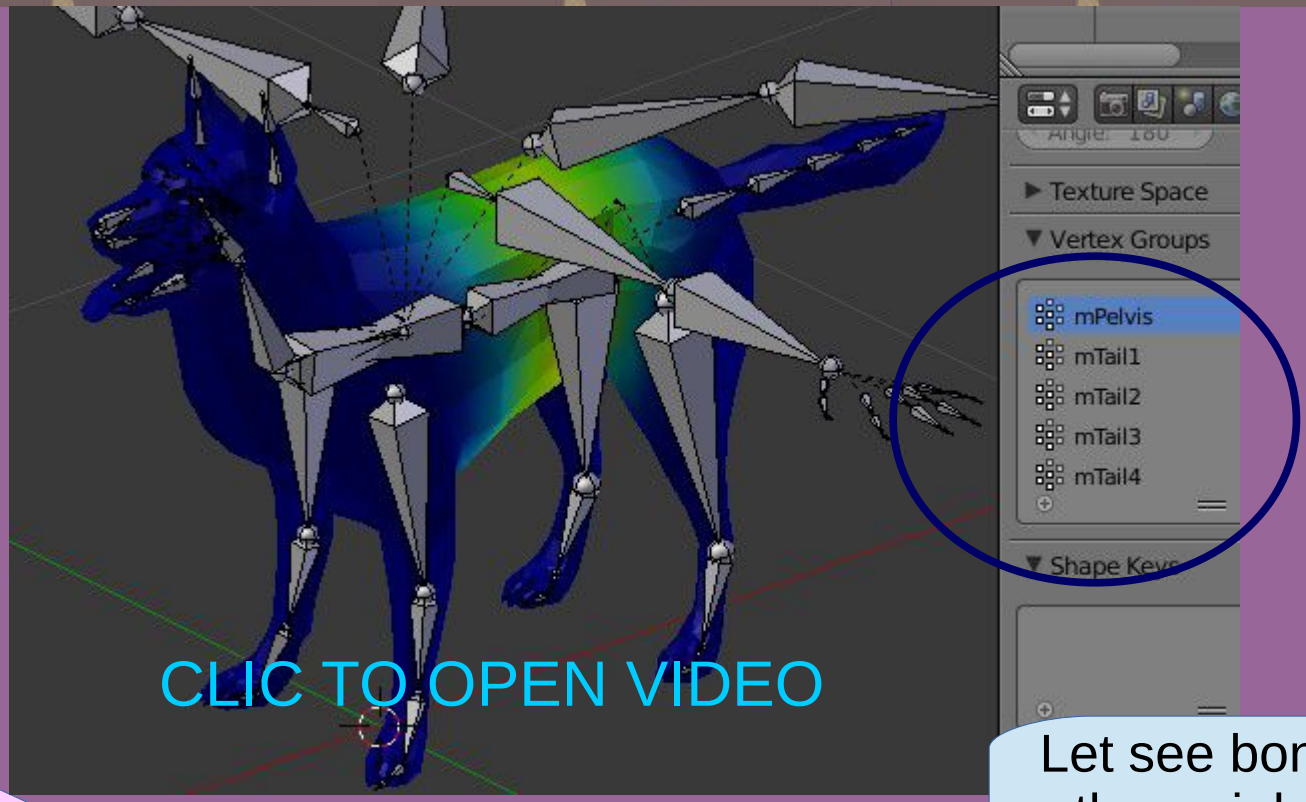

I did use only the required bone while painting ALL the mesh of the did.

Let see bone by bone the weight painting done .

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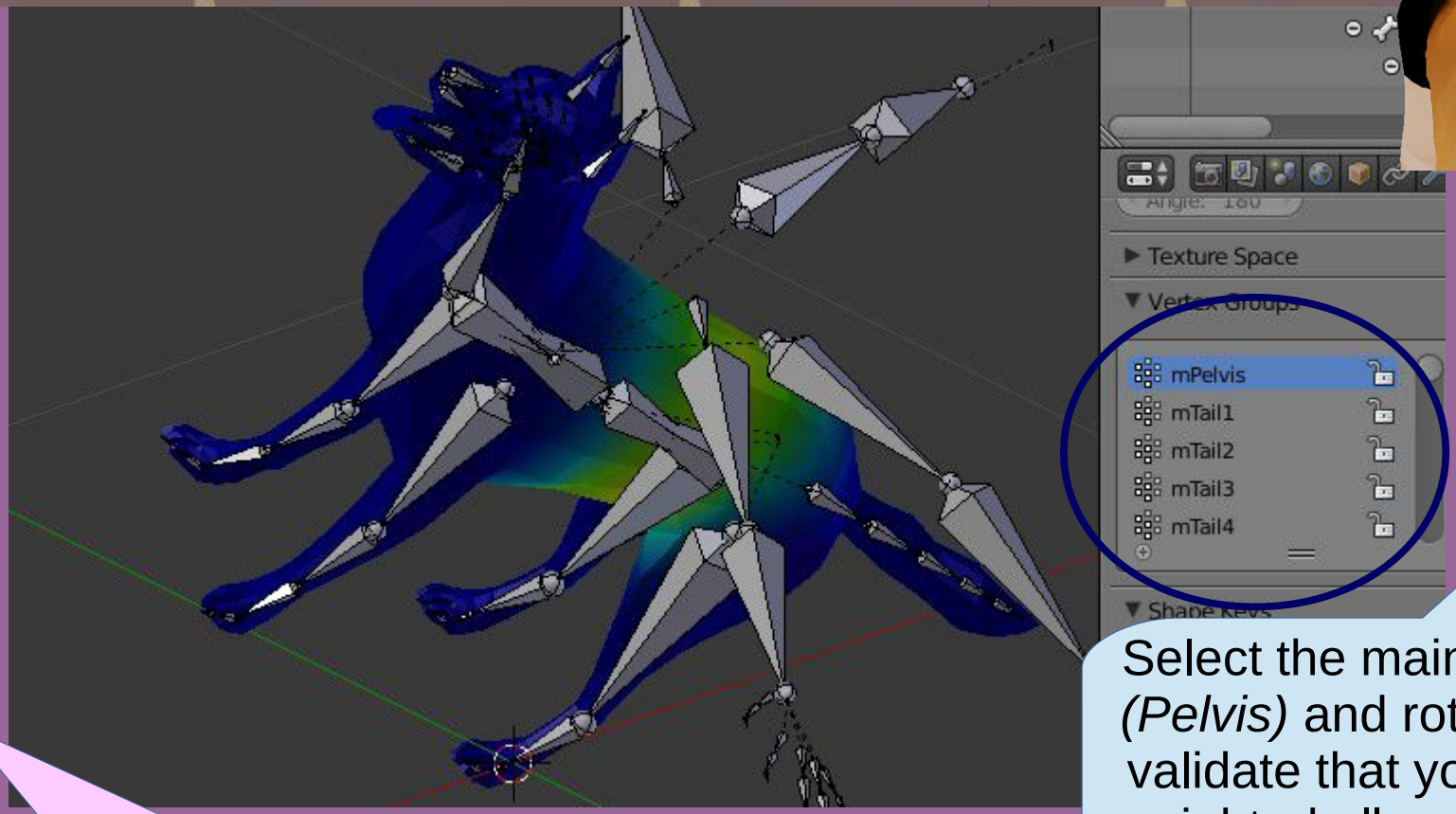

Select the main bone . *(Pelvis)* and rotate it to validate that you have weighted all meshes of the dog.

Done.

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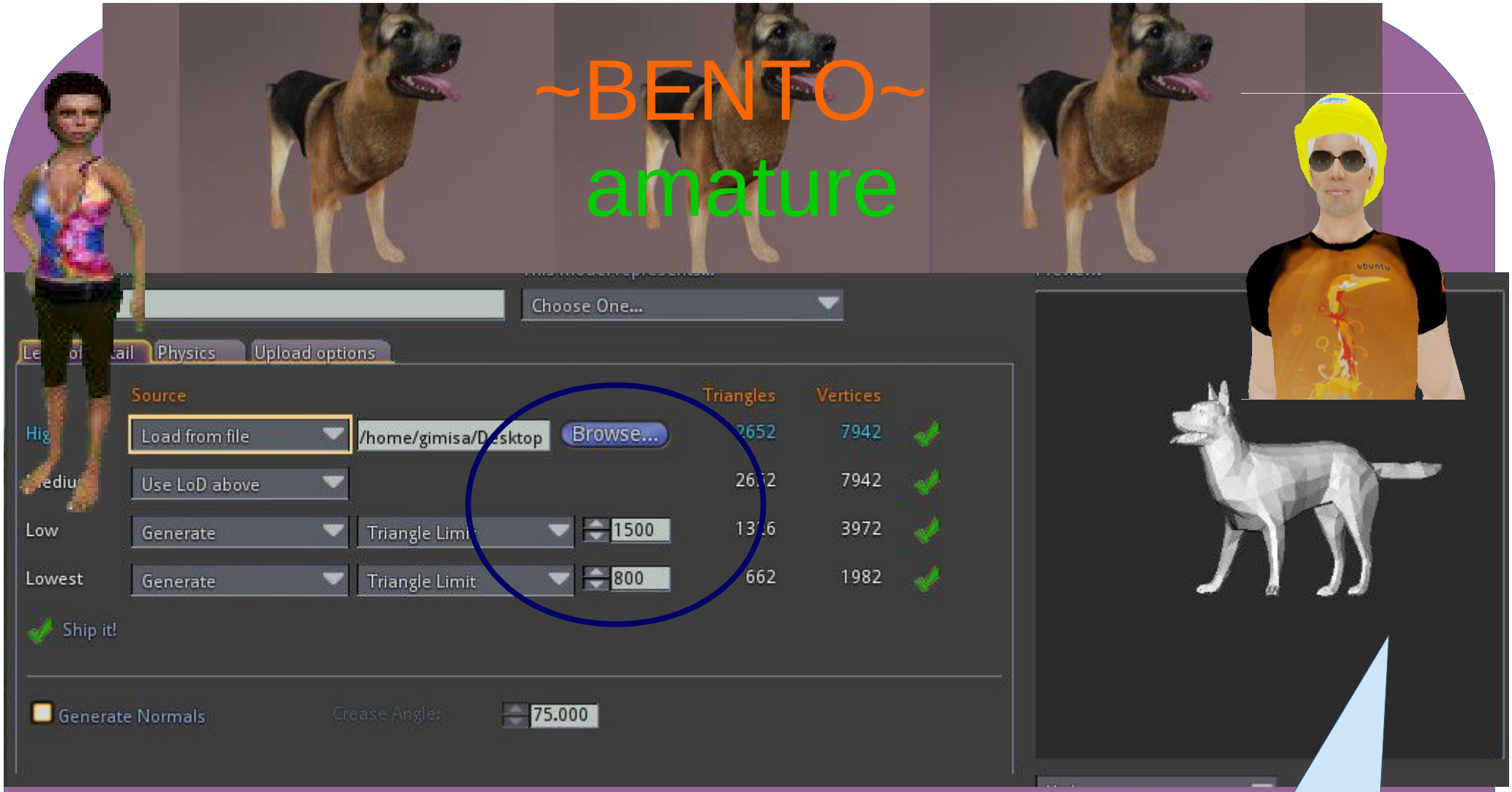

Time to upload.

My Mesh LOD setting per you recommendations.

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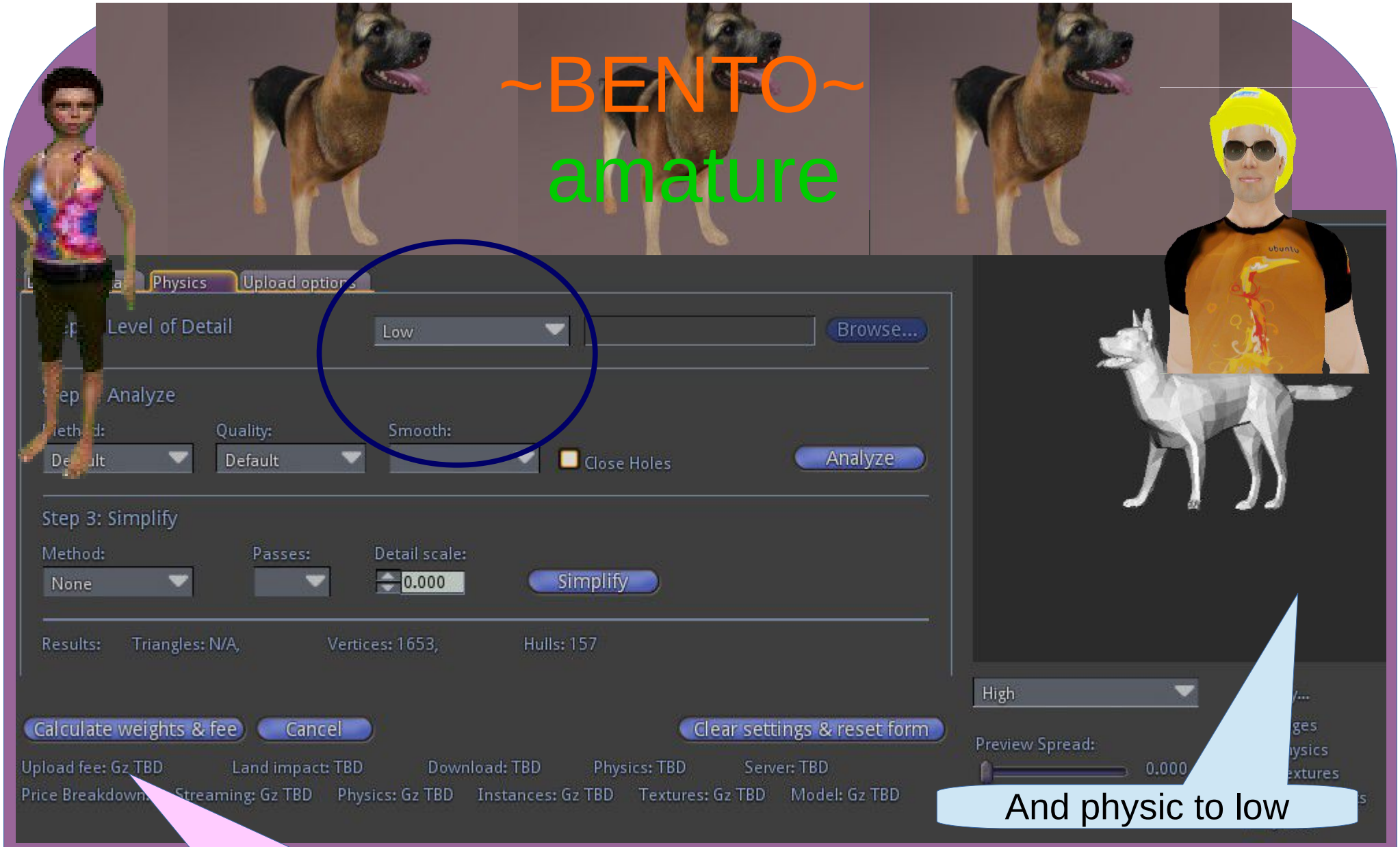

Analysed yes.

And physic to low

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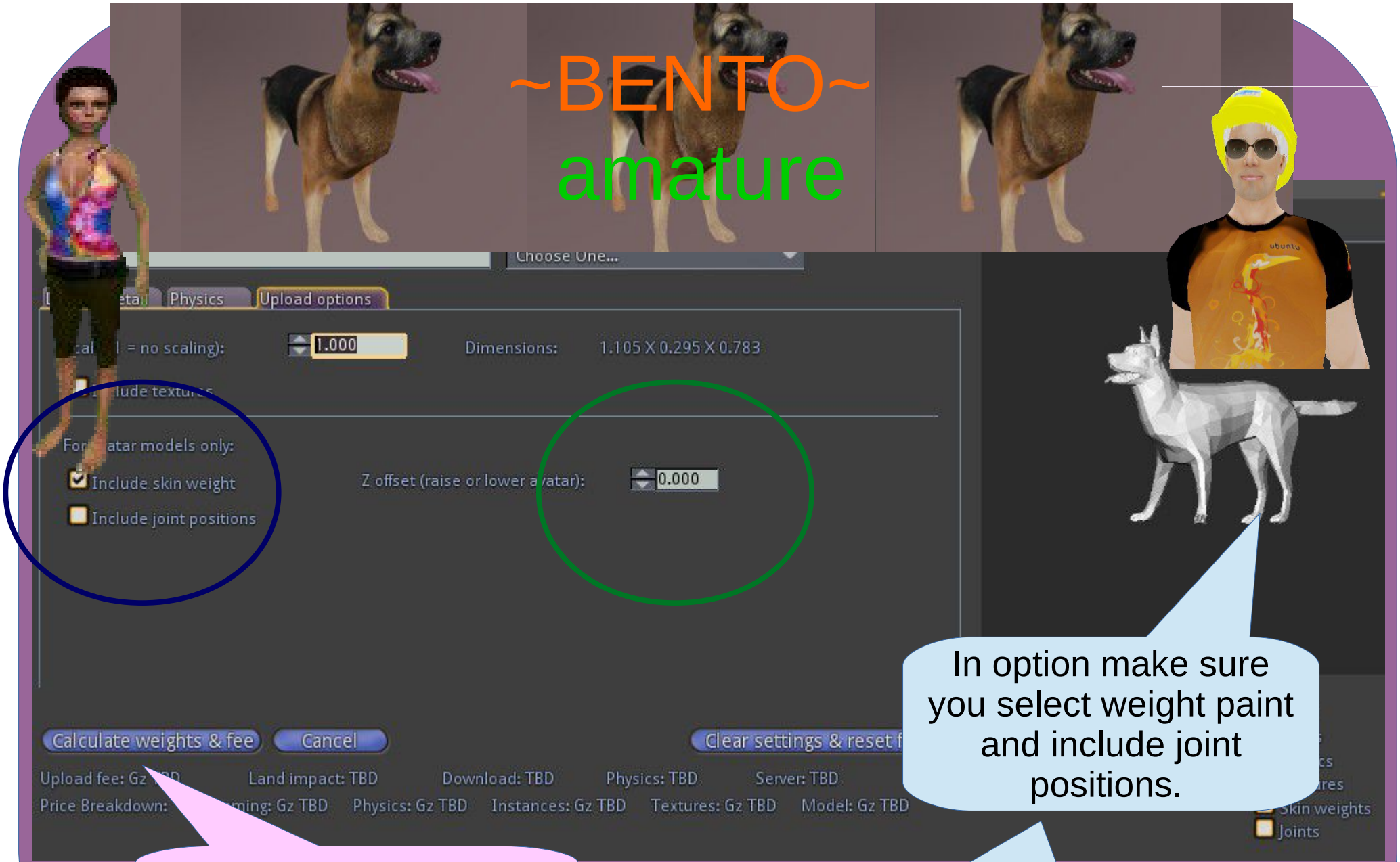

In option make sure you select weight paint and include joint positions.

Ok BOTH have to be selected. And what about Z?

For my part I prefer adjusting the hover height in apparence instead.

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SUMMARY

-Get avastar bento rigged body
-Make sure imported models (both) are well oriented.
-Scale the armature to fit the DOG.
-Move the bones in edit mode to suite DOG parts
-Parent the dog with the bento armature.
-Manual weight paint all mesh to selected bones
-Export the mesh with the rigged DAE option
-Import the DAE file inworld .

GiMiSa 180329