

[Rigged] Cartoon Baby 01 – INSTRUCTIONS

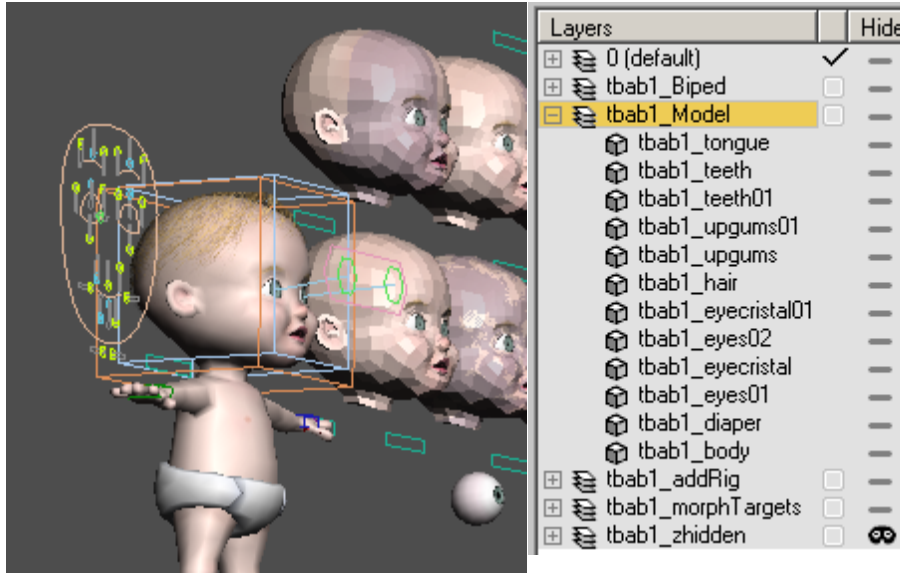


Product Link:

<http://www.turbosquid.com/3d-models/cartoon-baby-character-rigged-max/676736>

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Organization: Layers and Naming convention



Every object in the scene has meaningful names and start with prefix **tbab1_** except Biped system objects that start with **BipTbab1_**.

Layers by name:

tbab1_AddRig: Additional shapes and helpers that conform the complete rigging.

tbab1_Biped: Biped system objects.

tbab1_Model: All renderable character meshes.

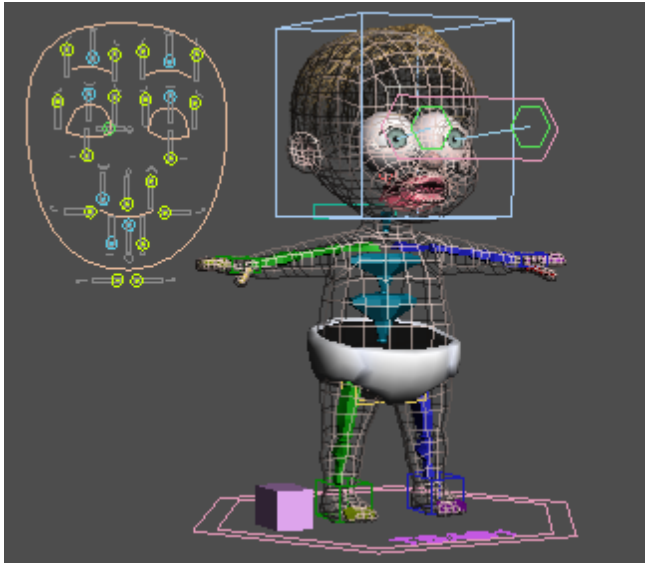
tbab1_MorphTargets: Targets used by Morpher modifier.

tbab1_zhidden: Hidden objects and helpers you would never need it visible.

Textures and materials:

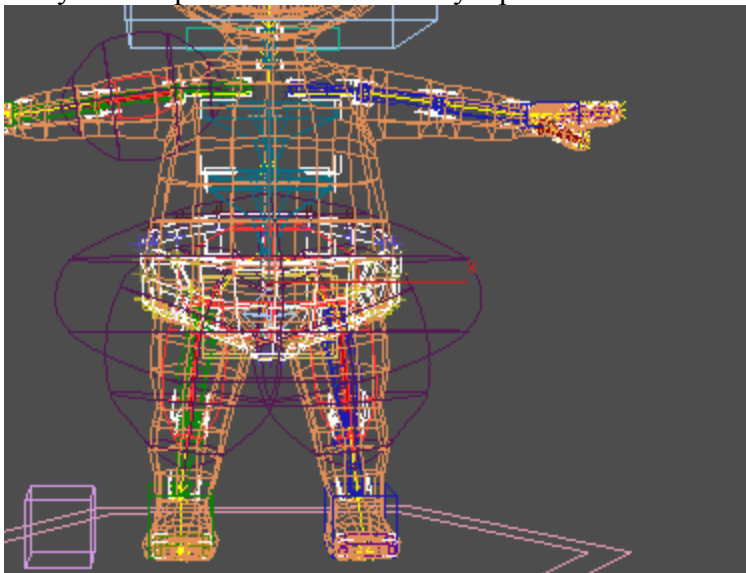
	Name ^	Dimensions
● tbabBodySkin (Standard)	* tbab_body_d.jpg	4096 x 4096
● tbabDiaper (Standard)	* tbab_body_s.jpg	4096 x 4096
● tbabEyes (Standard)	* tbab_diaper_d.jpg	1024 x 1024
● tbabIgum (Standard)	* tbab_eyes_d.jpg	1024 x 1024
● tbabugum (Standard)	* tbab_eyes_r.jpg	512 x 512
● skinwarp (Standard)	* tbab_hair_d.png	2048 x 2048
● tbabTongue (Standard)	* tbab_LowGum_d.jpg	512 x 512
● tbabEyeCristal (Standard)	* tbab_teeth_d.jpg	512 x 512
● tbabteeth (Standard)	* tbab_tongue_d.jpg	512 x 512
● tbabHair (Standard)	* tbab_UpGum_d.jpg	512 x 512

Character Setup

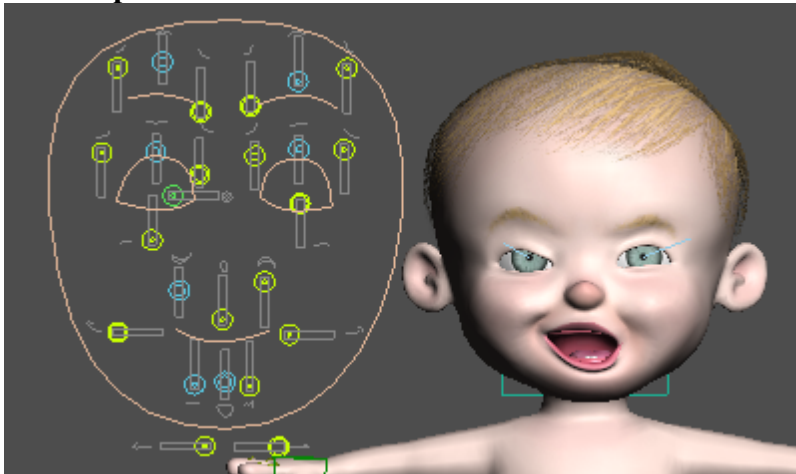


Character is configured with Biped system and Physique modifier. Character body is a joined with head in a single object, while Hair, eyes, teeth, diaper... are separated objects.

Body and diaper share the same Physique modifier.

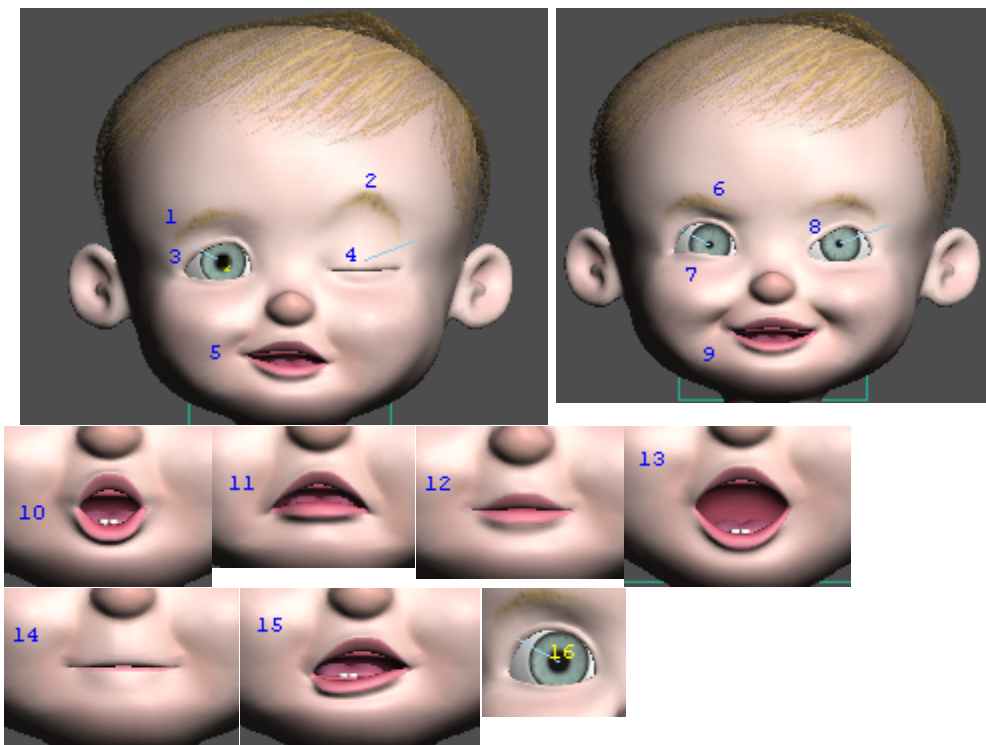


Face Expressions:



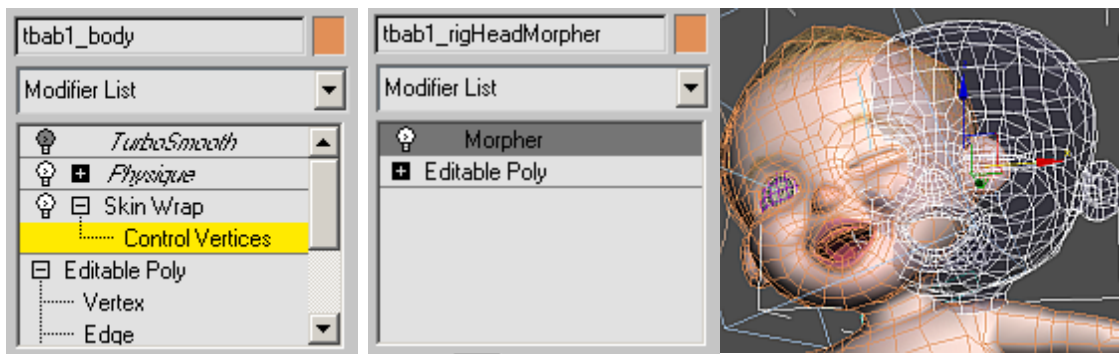
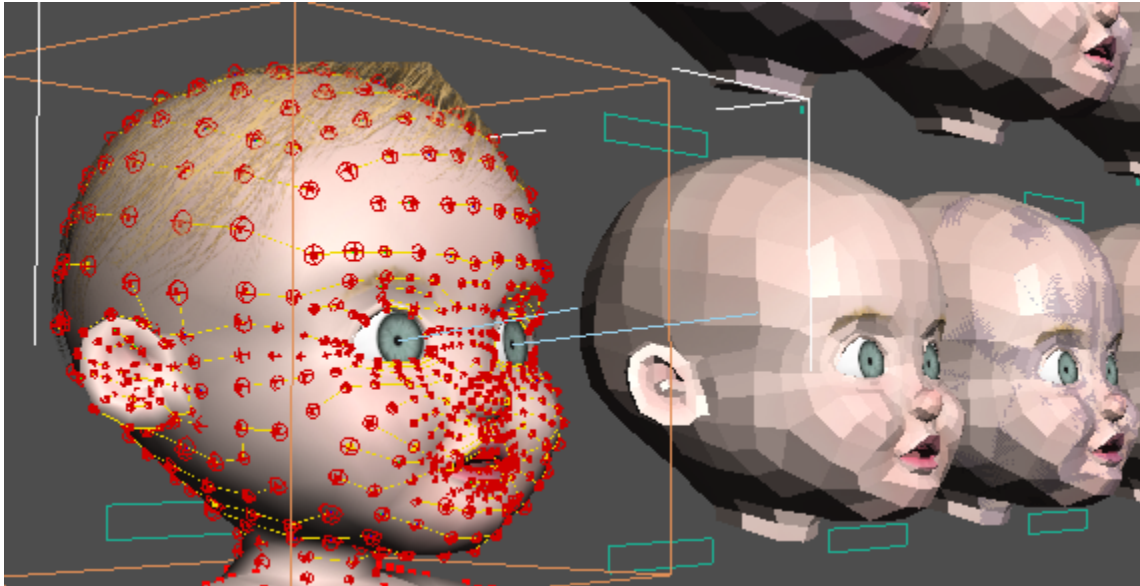
The small circles shapes act as sliders that control morphing targets parameters. We have 25 sliders. Each one controls a small feature, allowing several combinations. Lower teeth and tongue are appropriately influenced by mouth movements. The parent object of lower gum and teeth are shape object **tbab1_rigJaw**, it has a Float List controller that combines sliders values with wired parameters.

Enumerating face features:



$16 + (9 \text{ symmetrical}) = 25$ face features.

About *Morpher* and *Skin warp* modifiers technique:



The body object (**tbab1_body**) is a single piece object with head joined, it has a *Skin Warp* modifier applied, this modifier has set **tbab1_rigHeadMorpher** as target mesh, while **tbab1_rigHeadMorpher** is the one with the Morpher modifier and all the morph targets applied.

This way the morphing animation indirectly affect only the head zone and is not topological dependent, so you can modify the rest of body mesh without crashing the Morpher modifier.

The *Skin Warp* target is a no-renderable mesh object: **tbab1_rigHeadMorpher**, is displayed as a gray Box and is frozen. You should not move this object position (It has all transformation locked). You only need to access this object in case you want to add additional Morph targets.