Character Creation

This book contains articles about various character creation tools and processes.

- Rigging Characters
- Poly Modelling a Character

Rigging Characters

How to rig with Auto Rig Pro and add blendshapes with ShapeKeyGen (Blender)

https://www.youtube.com/embed/YiftB5xvtu8?si=RYWtvE5hEnrj9pdF

How to un-rig a character (Blender)

https://www.youtube.com/embed/uyS9LQ2mT-I?si=c3AfYdsy6d9lGIM2

Poly Modelling a Character

Getting Started

Creating characters from scratch is often the most advanced process for 3D modelling. For characters used in game engines, we focus on not using sculpting tools (like clay) and **rely on reference images** and **applying faces to good topology**. A constant consideration is taken when modelling as characters will be outfitted with an animation rig later, as well as morphs or blend-shapes for facial expression.

This is a YouTube playlist

https://www.youtube.com/playlist?list=PLL3OEv6vd5VBr3b5ZAFZcBlUKW50WNXee

What is covered

- Topology for faces
- Modelling a head
- Topology for bodies
- Modelling the body
- ...and more

Where to go from here?

Research standard character rigging in blender and confirm that animations look well from premade animations from either Mixamo or our Motion Capture Lab.

Research morphs or blend-shapes in Blender so that facial animations can be applied to your character(s).