MORPHING - 3D MAX & SCULPTRIS

3D CHARACTER DESIGN

Sculptris

1. Place secondary spheres into model. Save 5 copies of your portrait. Name them: Neutral, Surprised, Snarl, Smile, & Sad

2. Modify each copy to create a facial inflection (eybrows raised in surprise, nose sneer, mouth frowning, etc.)

   * It's critical that when you modify a copy that you don't add new polygons. Therefore the "Detail" setting in Sculptris must be set to the furthest left. By doing this, you create no new polygons when you alter the expression. All head copies must have the same number of polygons for the "Morpher". modifer to work.

3D Max

3. Save and then "Export" each copy as a Wavefront Obj. file. Export the face only, not the eyeballs.

4. Import all the models into 3D Max.

5. Place the Morpher modifer on the "Neutral" face model.

6. Place the other four models into the "Channel List" on the Morpher modifier using the "Load Multiple Targets" button

7. With the Auto Key turned on, animation is created by adjusting the toggles next to each morph target.

8. Create a "looping" sequence of facial animation by starting with a neutral pose and ending with the same neutral pose.

THE MORPHER MODIFIER & FACIAL ANIMATION
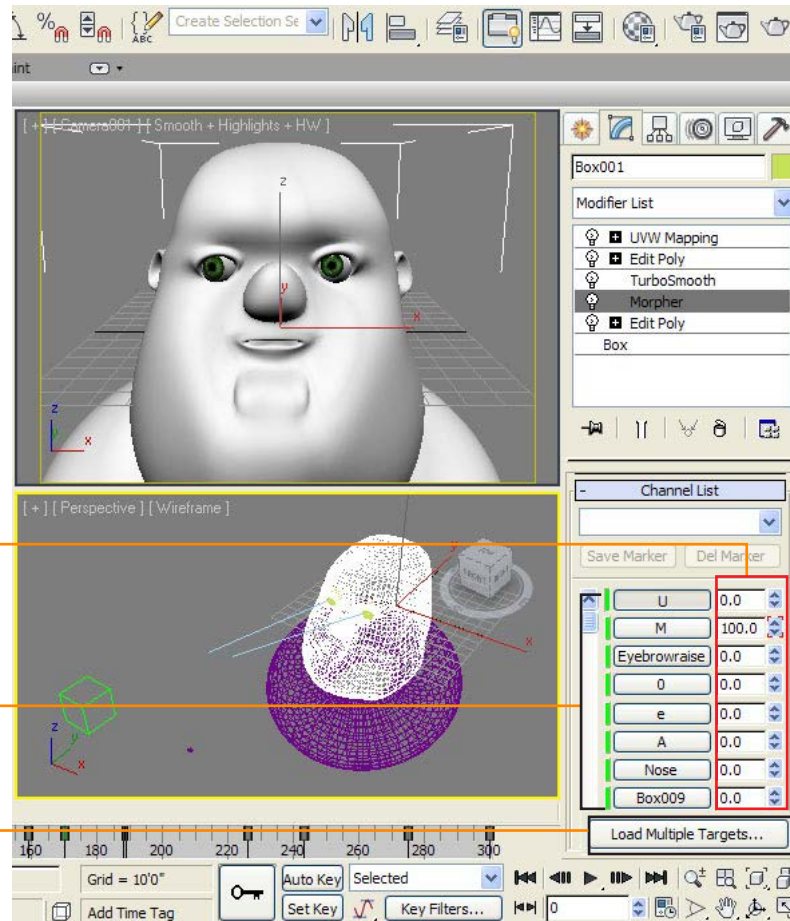
5. The eyes are separate objects that
are "linked" to the face. They are then linked to
a "Dummy"* object using a "LookAt" constraint.

After you constrain the eyes to the dumbing object
you'll notice that they spin 90 degrees. Check
the "Keep Initial Offest" button to fix this.

Dummy Object

* A Dummy object is invisible. It is used as in this case to help control
another object. You can find them under "Helpers".