BINDING

RIGID BINDING

Rigid Bind

- group: lFoot/rFoot/knee polevector shapes/up arrow (name it “character”)
- select geometry, edit>delete by type>history
- select ‘root’ joint, shiftselect geometry, skin>bind skin>rigid bind
- obvious errors in deformations will be visable when character moves

Flexors

- used to fix deformations of skin
- try adding on to knee
- make sure you’re at the bind pose: skin>go to bind pose
- select ‘knee’ joint, skin>edit rigid skin>create flexor...
  - flexor type: lattice
  - leave everything else default
  - make sure you have deformers turned on: show>deformers (in panel)
  - try moving feet around to see difference
  - can modify flexor to your liking as well (try scaling it up)

Membership

- each bone effects certain points (vertex or CV) on geometry
- select skin, deform>paint set membership tool
- skin will turn multicolored to show which joints get which points
- in “set membership” box, select the joint you want to paint membership on
- hold down ‘b’ and click drag to change size of brush
- click and paint directly on skin

SMOOTH BINDING

Smooth Bind

- select geometry, edit>delete by type>history
- select ‘root’ joint, shiftselect geometry, skin>bind skin>smooth bind
  - bind to: complete skeleton
  - bind method: closest joint
  - max influences: 3 (up to 3 joints can effect a single vertex or CV)
  - dropoff rate: leave as default
Weighting

setting membership on a smooth bind would take forever
can just set the weights on points that the joints influence instead
select skin, skin>edit smooth skin>paint skin weights tool
character turns black and white (whiteness corresponds to where a bone has influence)
paint the same way you would for a rigid bind
then smooth the edges out
can flood smooth as well (try not to oversmooth, however)

Indirect Bind

bind root node of skeleton to your smooth proxy cage instead of smoothed skin
may take care of most deformation problems for you

Character Set

Why?
makes keyframing a character much simpler and organized
keys only a specified group of attributes by only hitting ‘s’ once

Character
character>create character set
name: ergoman
look in your range slider for character selection box and dropdown menu
character set is empty, so you need to give it subcharacter sets

Subcharacter
switch to your character in the time slider
select feet controls, select knee pole vector controls
highlight translates and rotates in channel box
character>create subcharacter set
name: lower_body
subcharacter set attributes: from channel box
adding to a subcharacter
switch to lower_body in timeslider box
select foot controls
select “roll” attribute in channel box
character>add to character set
add an “upper_body” subcharacter as well
switch to “ergoman” character
select hand controls, elbow pole vector controls
highlight translates and rotates in channel box

\textit{character}>create subcharacter set
\hspace{1em}name: upper\_body
\hspace{1em}subcharacter set attributes: from channel box
add attributes on hand controls as needed

add a “root” subcharacter set as well
switch to “ergoman” character
select rootControl
highlight desired attributes in channel box

\textit{character}>create subcharacter set
\hspace{1em}name: root
\hspace{1em}subcharacter set attributes: from channel box

can key upper or lower body individually or just key character to control everything