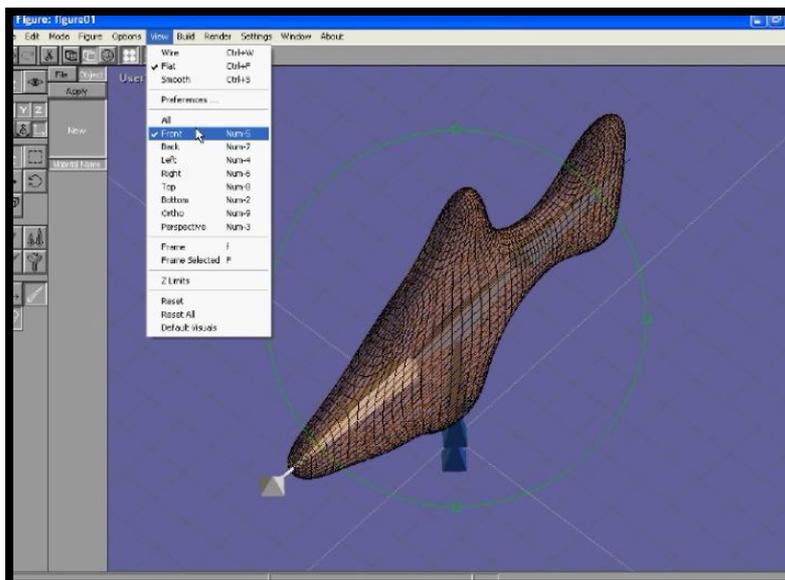


PART 2

FISH TUTORIAL

Welcome to part 2, in this section we are going to be using weight painting to attach the bones to the mesh. This is the process by which we paint a colour on the mesh to match the bone and influence the 3d mesh.

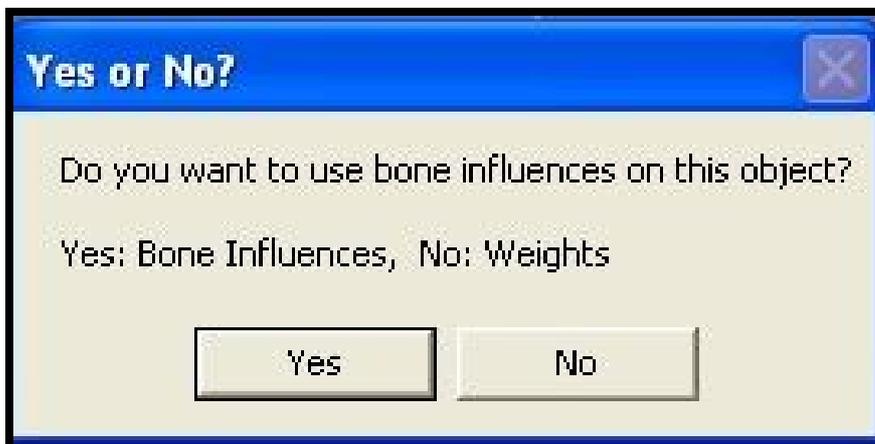
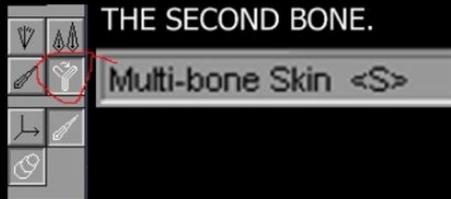
First make sure all the bones are inside the fish, **use the ARC ROTATE TOOL and remember to turn it off.**



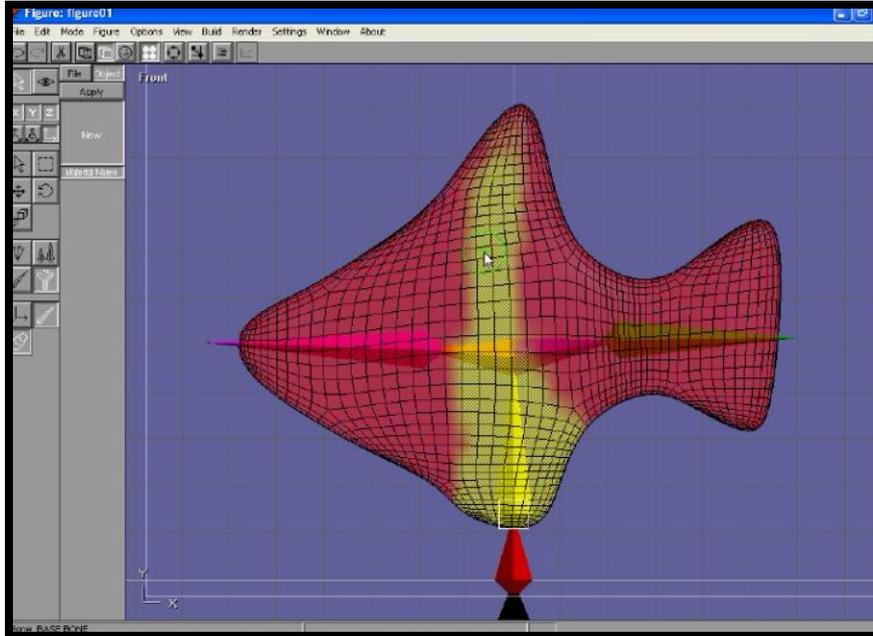
Go into front view.

WE WILL USE WEIGHT PAINTING, TO ATTACH BONES TO FISH MODEL MESH, SELECT NO.

USE THE MULTI-BONE SKIN BUTTON AND SELECT THE SECOND BONE.



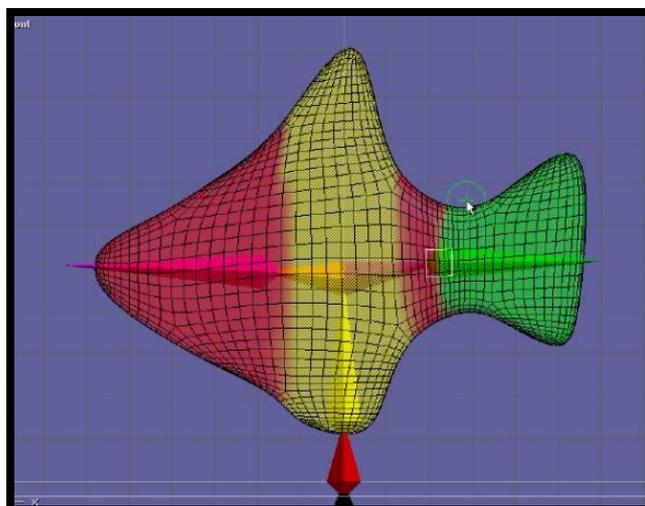
SELECT NO FOR WEIGHT PAINTING.



The bone we clicked on is yellow now we can paint yellow on the mesh, The head bone and the tail bone are the only two bones that are going to move, so these two bones must influence their surrounding mesh.

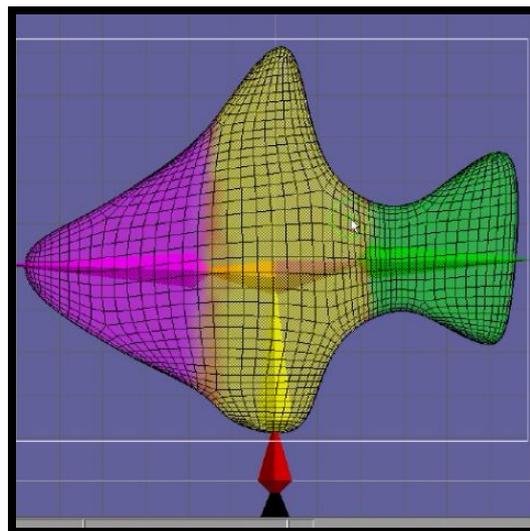
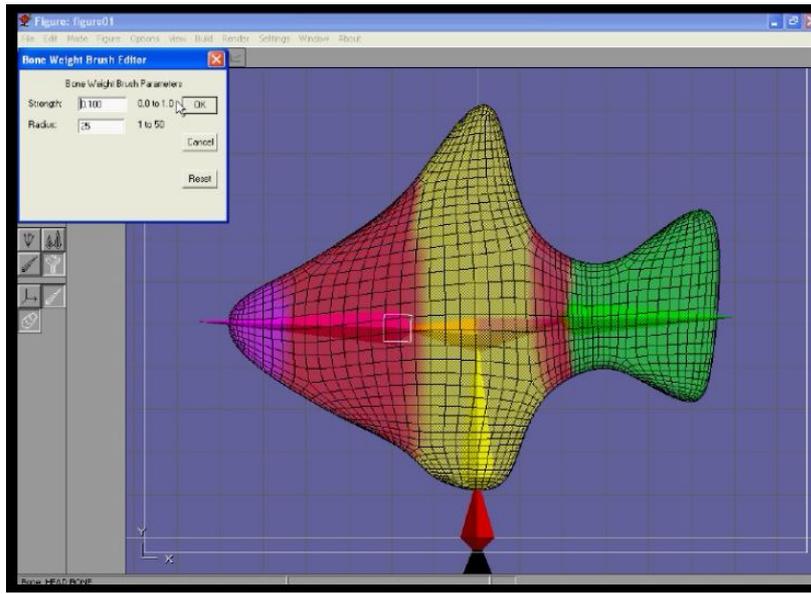
THE PAINTED YELLOW CENTRAL SECTION WILL NOT MOVE, BUT THE HEAD AND THE TAIL WILL MOVE.

Click on the green tail bone and paint the tail green, the parts you paint green will move, when you move the tail bone.



Make sure the multi skin button is activated and click on the purple head bone and paint the surrounding mesh purple, check different view to make sure you have painted all areas.

From the build menu you can change the strength of the brush and the radius.

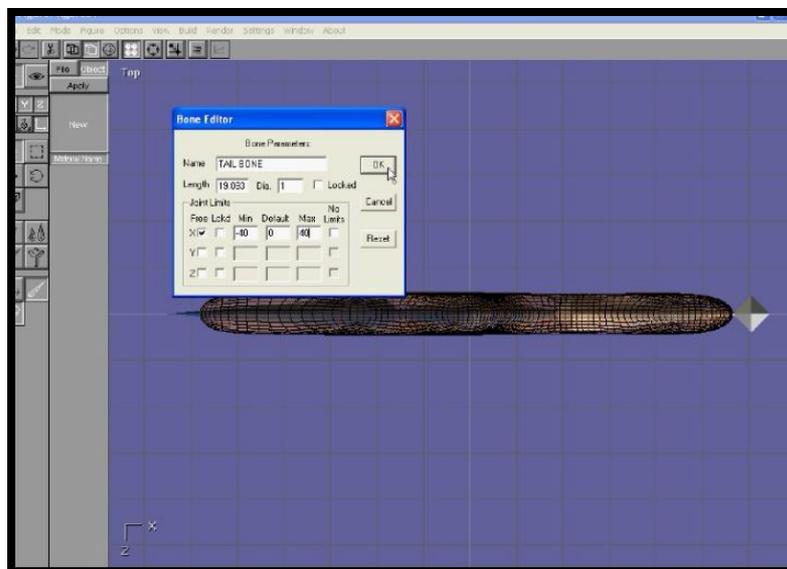


THE YELLOW SECTION WILL NOT MOVE.
THE PURPLE BONE WILL INFLUENCE THE PURPLE AREA.
THE GREEN BONE WILL INFLUENCE THE GREEN AREA.

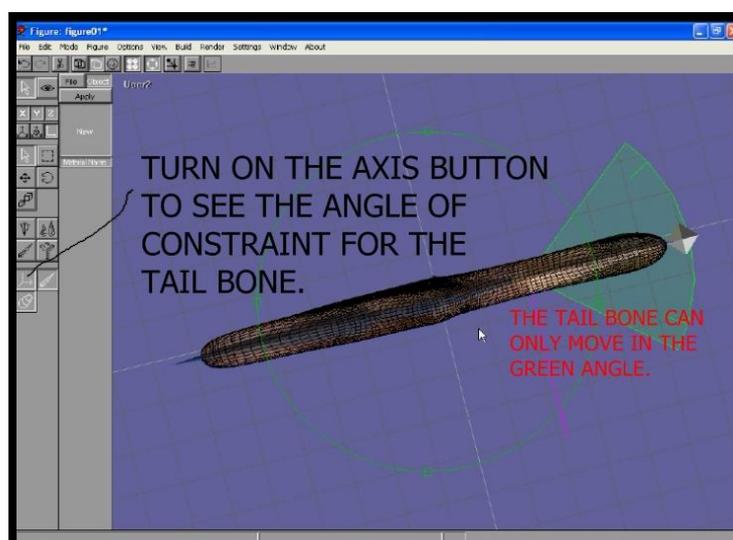
Please bear in mind that you can not do animation in the figure editor, it is only used for adding bones and constraint limits to the bones. Animation is developed in the SEQUENCE EDITOR & SCENE EDITOR.

Now we will add constraint limits to the head and tail bones, if you do not add limits to your skeletons the animation becomes unpredictable and strange things occur for example your tail bone will bend into the body mesh.

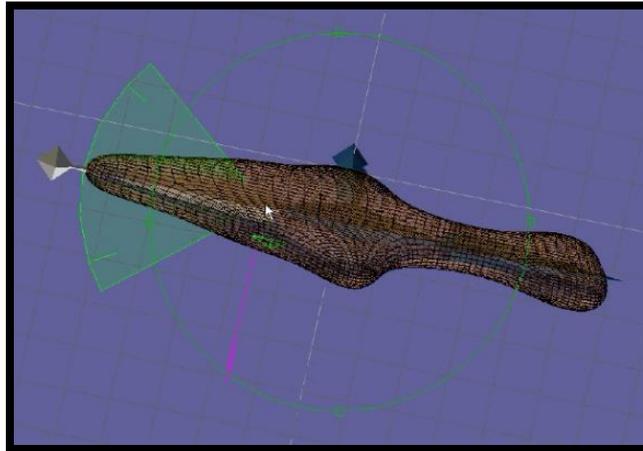
Go into the top view, click on the tail bone.



Tick the x box and the min box place -40 & max 40.



Do the same with for the head bone -40 and 40 in the x plane.



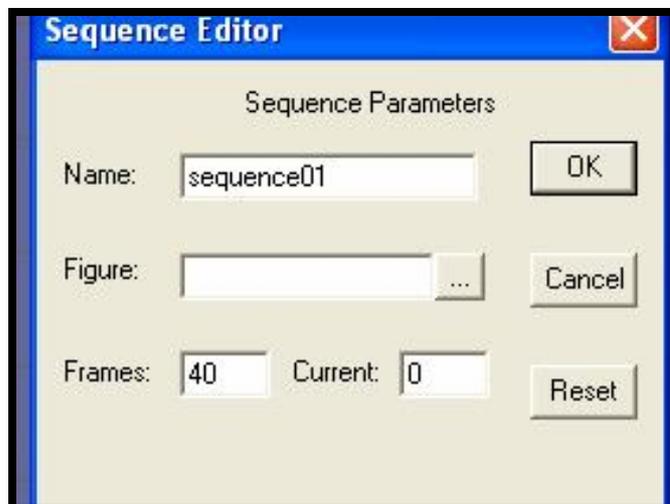
In the settings option top menu bar name the skeleton mesh fish see below.



From the mode option, on
the top tool bar, select
SEQUENCE EDITOR

THE SEQUENCE EDITOR IS WHERE YOU CREATE MOST OF YOUR MOVEMENT.

In the sequence editor go to the top menu bar and click on setting.

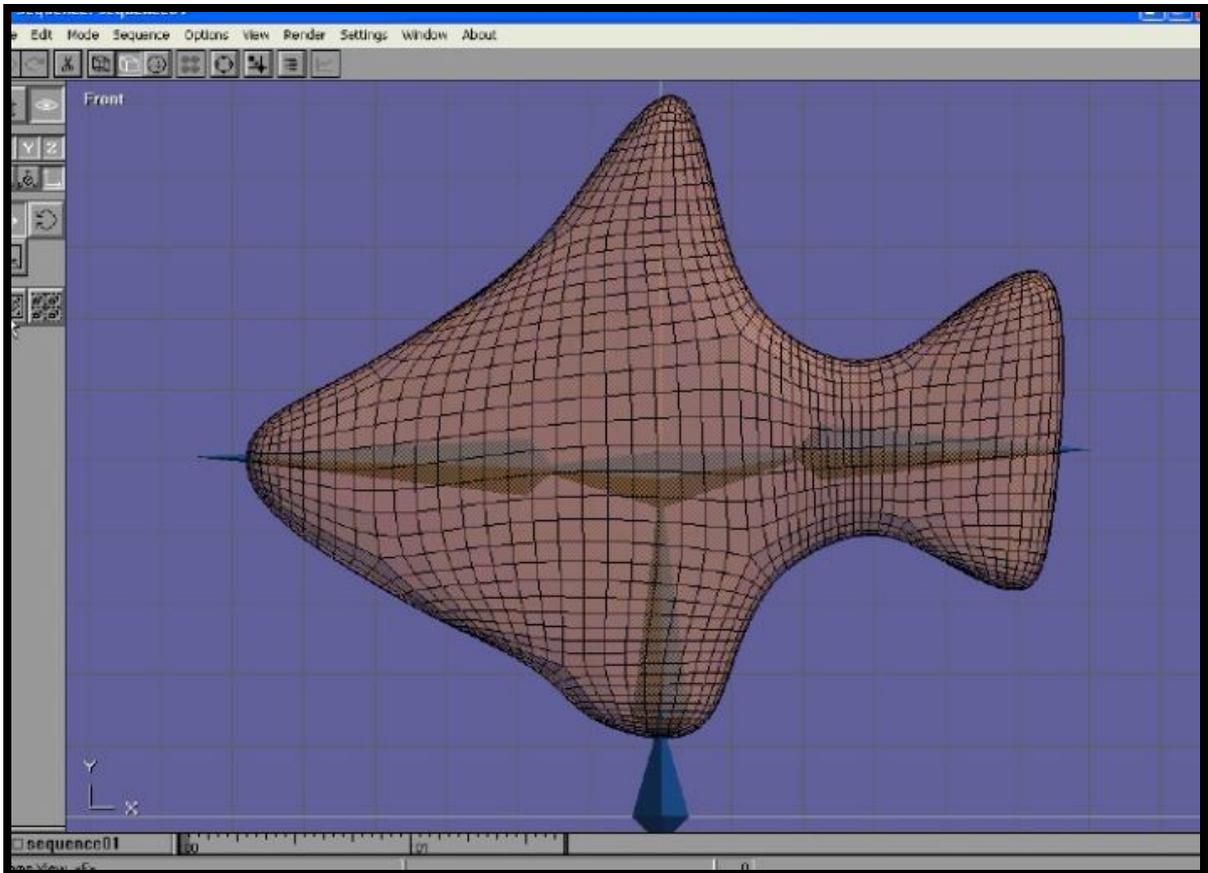


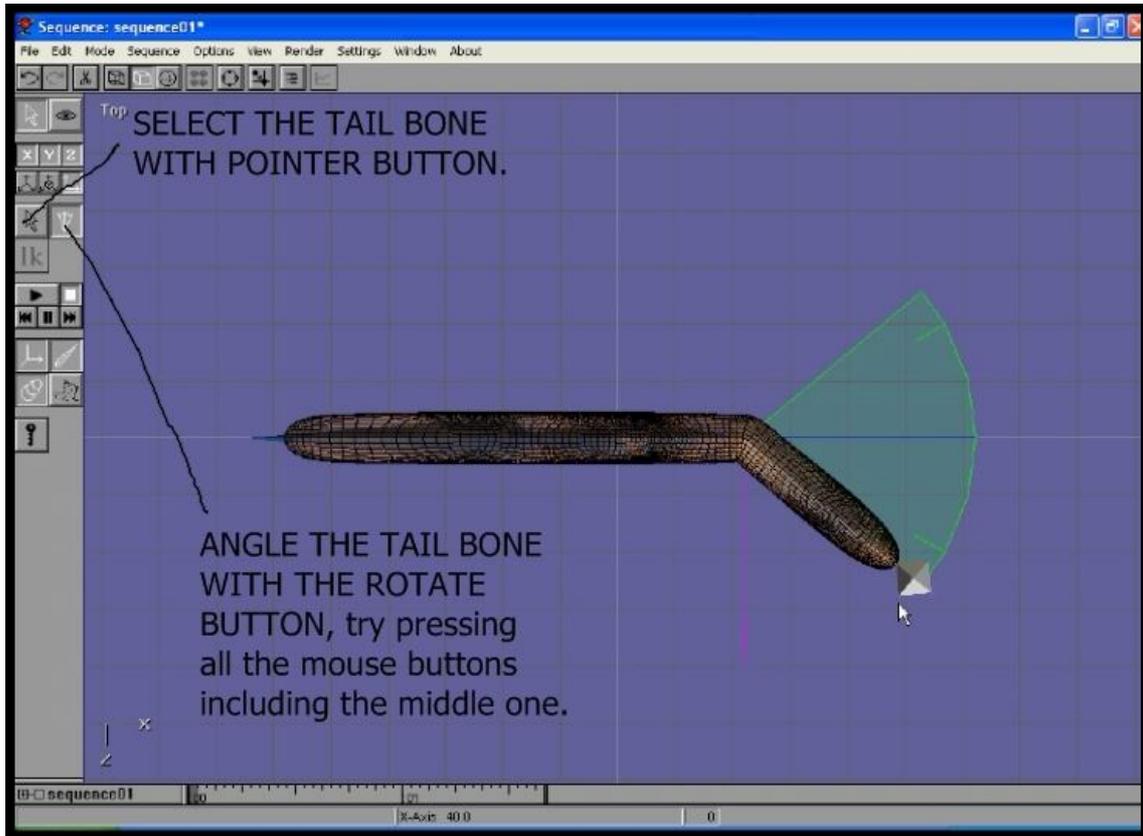
Click on square box next to the blank figure box and import your skeleton fish.

Also think about how long you want to animate for in PAL UK TV there are 25 frames per second, so you may wish to change the end frame to 75, giving you 3 seconds of animation. You can change your length of time here, by increasing the number of frames.

ANIMATION IS ALL ABOUT TIMING, this is something you have to think about.

Now your skeleton fish should be in the sequence editor window.





You may wish to go back into the figure editor and change the diameter of the bones that are not being used such as the spine bones, change them to 0.5.

See below.

