TVGS LESSON NIGHT

Animation and Rigging in Blender 3D
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AKA: spaceJASE
www.spacejase.com
BLENDER BASIC RECAP

- Tumble = MMB
- Pan = MMB + shift
- Zoom = MMB + ctrl
- Select = RMB
- Translate (grab) = G
- Rotate = R
- Scale = S
- +XYZ = force axis constraint
- shift+XYZ = exclude axis
- LMB = accept action
- RMB = reject action
BLENDER BASIC RECAP

- Object mode
- Edit mode
- Pose mode
  - toggle = Tab / Ctrl+Tab
- Extrude = E
  - (remember that one)
- Slice = ctrl R
ANIMATION

dope sheet / curves / timeline
SETTING KEYFRAMES

➤ i = set key
➤ alt + i = remove key
➤ Automatic Keyframe!
➤ Keying “sets”
➤ Set timeline start/end
➤ Alt + a = play animation
MODIFYING ANIMATIONS

➤ Grease Pencil

➤ Motion Paths

➤ (properties > object)

➤ timing (dope sheet)

➤ spacing (curves)

➤ V = handle type

➤ T = interpolation (oooh bounce!)

➤ Extrapolation Mode

➤ (channel > extrapolation)

➤ Markers (why?)
RIGGING

parenting / empties / armatures / rigging / weighting
RIGGING: SIMPLISTIC (?)

➤ Ctrl + p = Parent
➤ Alt + p = Unparent
➤ Ctrl + j = Join
➤ Move pivot
➤ Empty Nodes
RIGGING: DEM BONES 1

➤ Bones
  ➤ Add > Armature > Bone
  ➤ Edit mode > extrude (E)
  ➤ Oh, SNAP!
  ➤ Reposition Bones = Unparent > Disconnect
  ➤ Shift + d = duplicate
  ➤ Ctrl + m (+XYZ) = mirror (axis)
  ➤ W > subdivide
RIGGING: DEM BONES 2

➤ Bones

➤ Edit vs Pose
  ➤ (Tab / Ctrl + Tab)

➤ Transform locks

➤ Local transforms
RIGGING: WEIGHTING

➤ Rigid Weighting to an armature
  ➤ Select mesh
  ➤ Select Armature
  ➤ Ctrl + p
    ➤ Armature Deform
      ➤ Empty Groups
  ➤ Select mesh
  ➤ Ctrl + Tab = Weight Paint
  ➤ Edit mode, then select vertex + L = select all?
RIGGING: WEIGHTING

➤ Soft Weighting to an armature
  ➤ Select mesh
  ➤ Select Armature
  ➤ Ctrl + p
  ➤ Armature Deform
  ➤ Auto-weights

Select mesh
Ctrl + Tab = Weight Paint
RIGGING: FK / IK

- Pose mode
- Ctrl + . = select hierarchy
- WT FK

- Edit mode
- Extrude and detach a bone at END of desired IK

- Controls = change display of bone (curve or object)
THE END