

TUTORIALS

SCALING AND MOVING CHARACTERS - SKIN MODIFIER

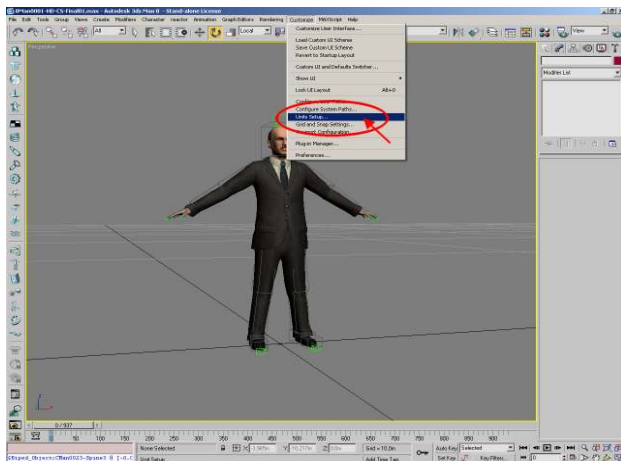
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1) aXYZ Metropoly models are designed in meters,

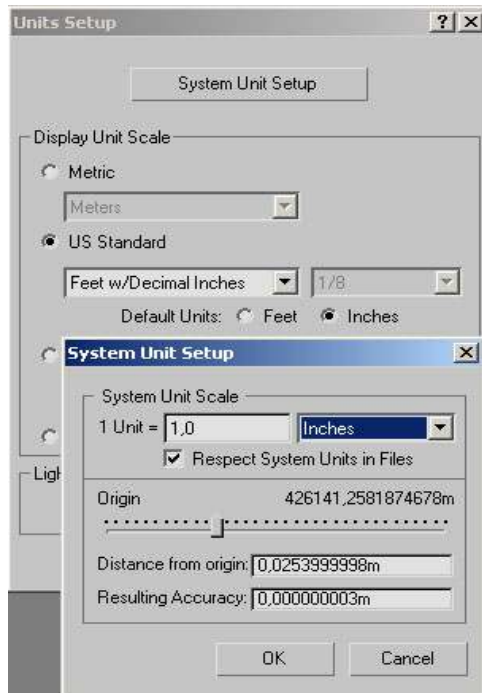
- 1 meter = 39.37 inches
- 1 meter = 3.28 feet (UK and US)

2) Open a model

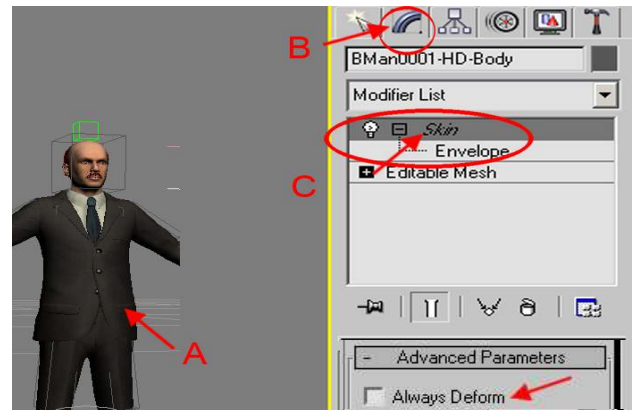
3) Go to CUSTOMIZE and select UNITS SETUP.



4) Set DISPLAY UNIT SCALE and SYSTEM UNIT SETUP to your drawing unit.



5) Select the character's mesh, go to MODIFY > SKIN and uncheck "Always Deform" in the advanced parameters option.



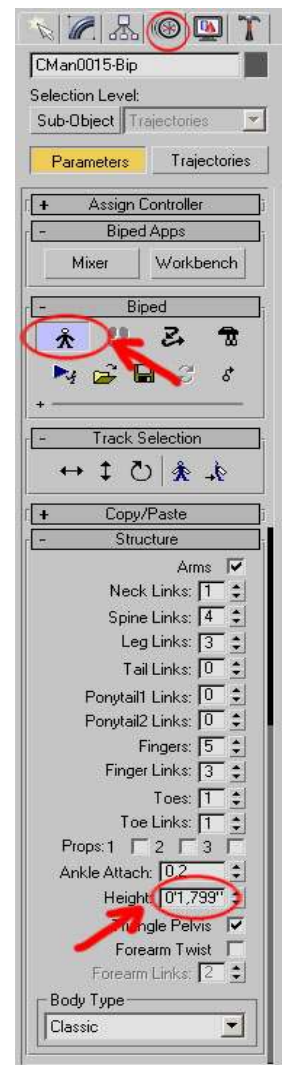
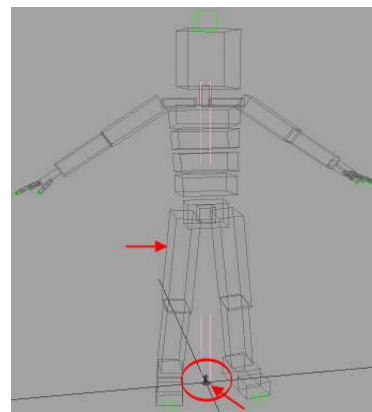
6) Go to MOTION and in the BIPED rollout select FIGURE MODE.

7) Inside STRUCTURE rollout you can modify the character's height.

If the character is 1,82m you must enter:

1,82m x your drawing unit

The result will be the scaled biped with the mesh in its original size.

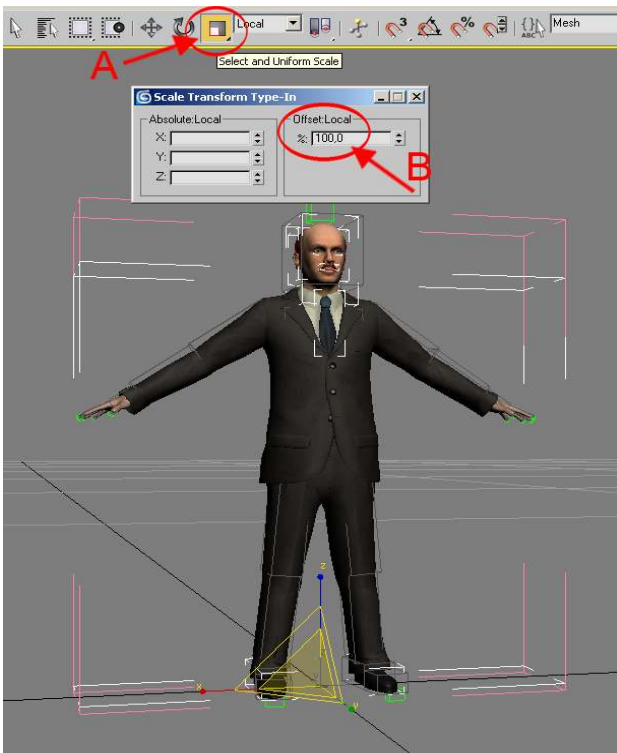


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8) Now we need to scale the mesh.

Simply select the character's mesh and scale it using "Select and Uniform Scale" button.

Click using the right mouse button to display the "Scale Transform Type-In" window.

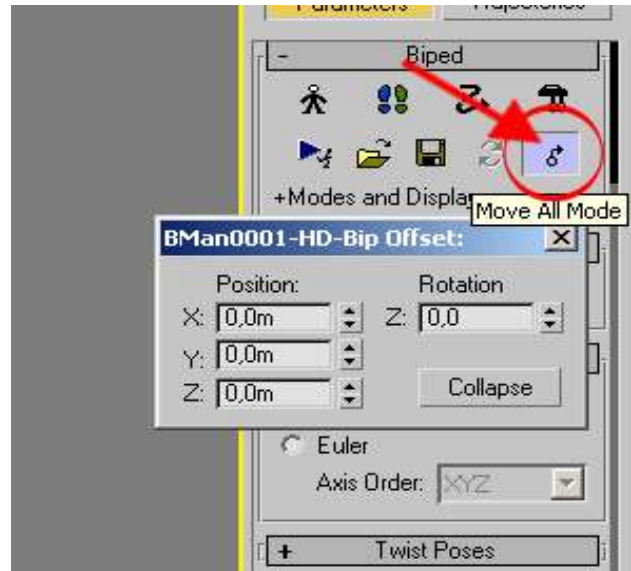


Mesh scaling factor will be:

1,82m	_____	71,65in
100%		3937%

Congratulations!
You have just learnt to scale the character.

9) To move a character use the "Move all Mode" inside MOTION > BIPED rollout.



Congratulations!
You have just learnt to move the character.

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