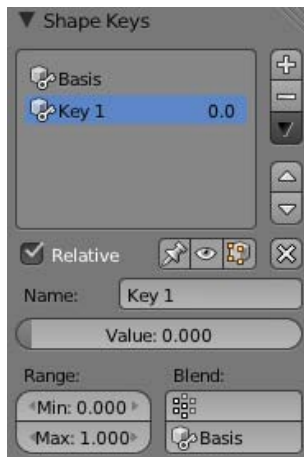


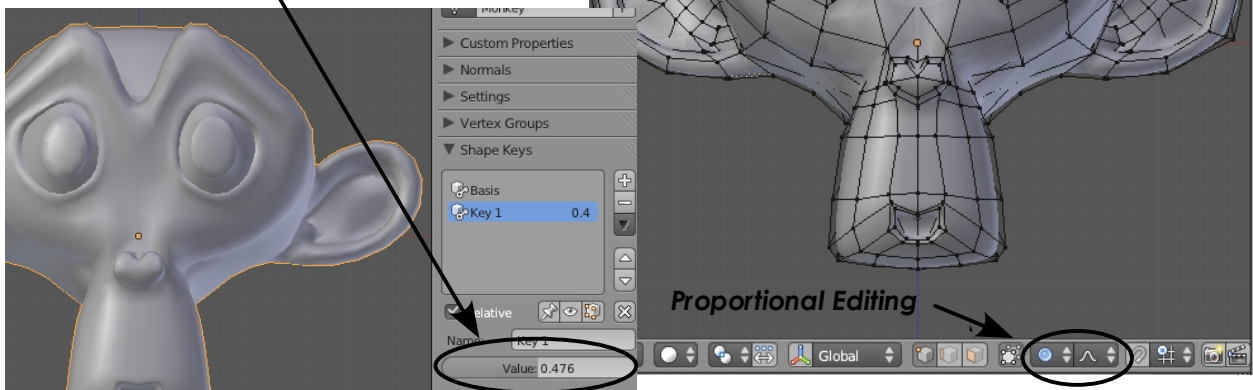
Chapter 17- Mesh Shape Keys



We will now create the motion for this "Key 1". You will notice a "relative" block checked by default, meaning that the motion we create is relative to this initial face shape. You will also see a block where you can change the key name and the actual slider under it. Right now, it doesn't do anything because we haven't deformed the mesh. There are also range settings and group references we won't be working with now. I usually keep the value of the slider set to zero at this point.

It's now time to enter Edit Mode and alter the mesh for our first key. I want to make the monkey look surprised for this key by just raising his eyebrows. To do this, I will select a vertex above each eye (total of 2 selected vertices), turn on "Proportional Editing"

and scroll the mouse wheel to change the selection circle while moving the vertices up. After you have the look you wish, go back to Object Mode. The mesh should return to it's original shape. Test the slider for the shape key. It should transition from normal to surprised as you move the slider.



To add another slider, return the value of the previous slider back to zero, then press the "+" for the next key. By lowering the slider, the next key will start with the basic mesh in edit mode, otherwise, it will be deformed. Name the new key, enter Edit Mode repeat the process by shaping the mesh as desired, then returning to Object Mode to set the shape key. Test the slider.

Repeat this process to add any number of shape keys. It is important to return all sliders to zero before adding a new slider if you want to create from the untouched original mesh.

