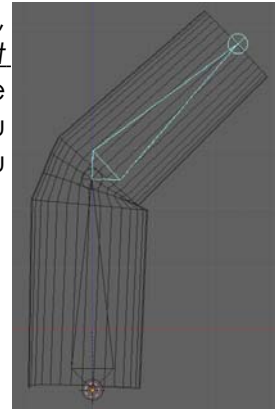


Chapter 16- Armatures



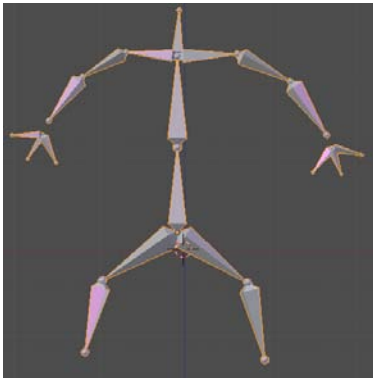
To test the armature system you just created, select the armature only and switch from Object mode to Pose mode. Right-click on the top bone and rotate it. It should deform the mesh as you rotate the bone. By rotating the lower bone, you will rotate the entire mesh.



RoboDude Says:

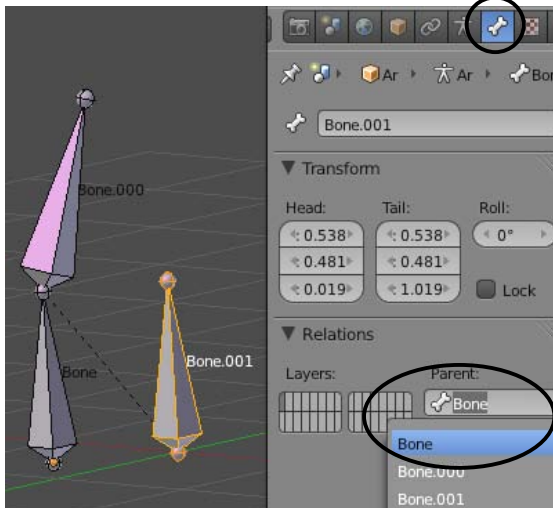
If you ever need to return to edit mode for the mesh or the armature after posing, they will temporarily return to their unposed states.

Creating Complex Armature Chains:

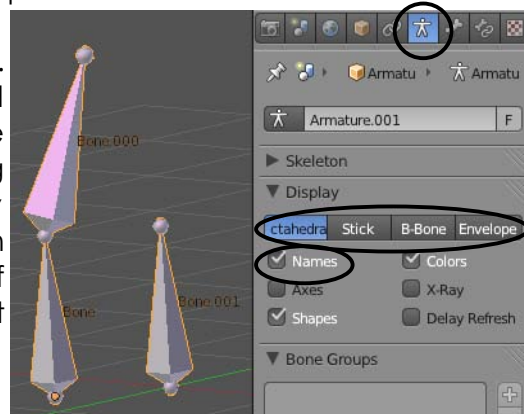


Extruding bones as we did works well for simple chains, but if you want to make more complex chains and skeletons, you'll need to know a few more things than just extruding from the end of a chain. You will notice that the 1st bone you created is the master parent for the system and you can also extrude from the bottom of that bone. The problem is that, in *Pose* mode, this bone will not be automatically parented to the master bone. You can also make entirely different armature chains, then *Join* them together using "Ctrl-J". In pose mode, these will also not function with the entire system. So how do you correct these child- parent issues?

First, you need to know the *Name* of each bone. In *Pose* mode, you can RMB click on a bone and the name will display, but you can have all the bone names display on the screen if you turning on an option in the Object Data panel (now displayed as an armature).



consists of 2 different armature objects that have



been joined together in *Object* mode using "Ctrl-J". When you enter *Pose* mode, they do not move together. In the *Display* panel, you will see an option to display the names on the screen. You will also see some options to change the way the bones look. To correct the parenting issue, go to the *Bone* panel, enter *Edit* mode and find the option for Parent. Select the bone you wish to parent to.