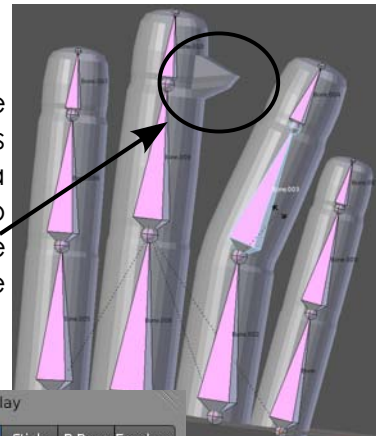


Chapter 16- Armatures

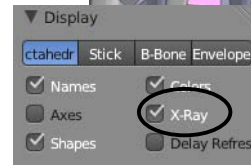
Creating Bone Vertex Groups

Using the *Automatic Weights* option works great for simple meshes and armatures, but when bones and mesh vertices are close together or far from the bone, Blender will have a difficult time deciding how to join them. In the example to the right, you can see that some vertices for one finger have been grouped with the bone beside it. We can alter these vertex groups.



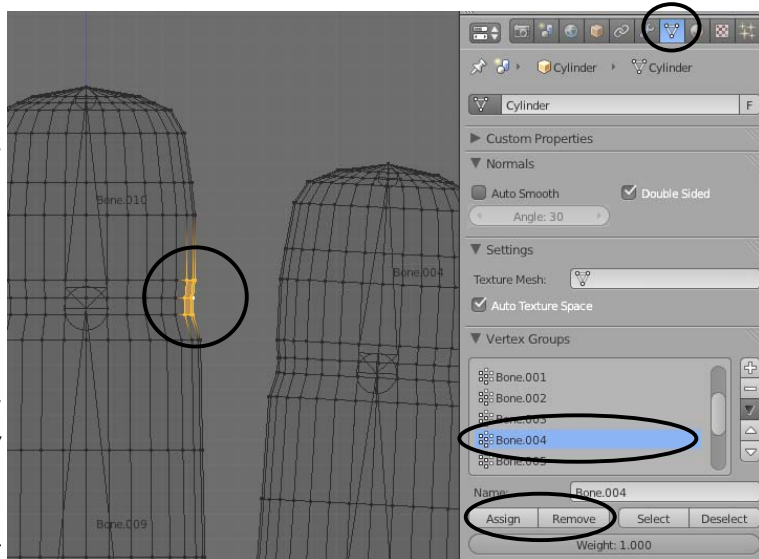
RoboDude Says: Notice how you can see the bones through the mesh in solid view in the hand example?

There is an X-Ray option in the Object Data-Display panel that makes viewing armatures easier!



With The bone Names turned on so you can see which ones you need to effect, select the mesh and enter Edit mode. Editing bone vertex groups is similar to making normal vertex groups except that Blender already named a vertex group to match every bone for you when you made the child-parent relationship. If you go to the Object Data panel (*mesh selected in edit mode*), you will see the list of groups in the Vertex Groups panel. You will also see the standard "Assign" and "Remove" buttons below the groups.

To fix the problem, you will first need to select the vertices you wish to change, then select the vertex group that they are wrongly assigned to. Hit the "Remove" button to remove them from that vertex group. In this case, they are wrongly assigned to "Bone.004". Now select the vertex group they need to be assigned to (Bone.010) and hit the "Assign" button. Exit edit mode, select the armature and move the bones in pose mode to test your groups.



For vertices that are close to a joint, they can be shared between multiple groups. You can also use the "Weight" slider to adjust the bone influence for other effects, but normally, it is set to 1.000.

Need to take your posed armature back to it's starting pose? Change it from "Pose Position" to "Rest Position" in the Object Data.

