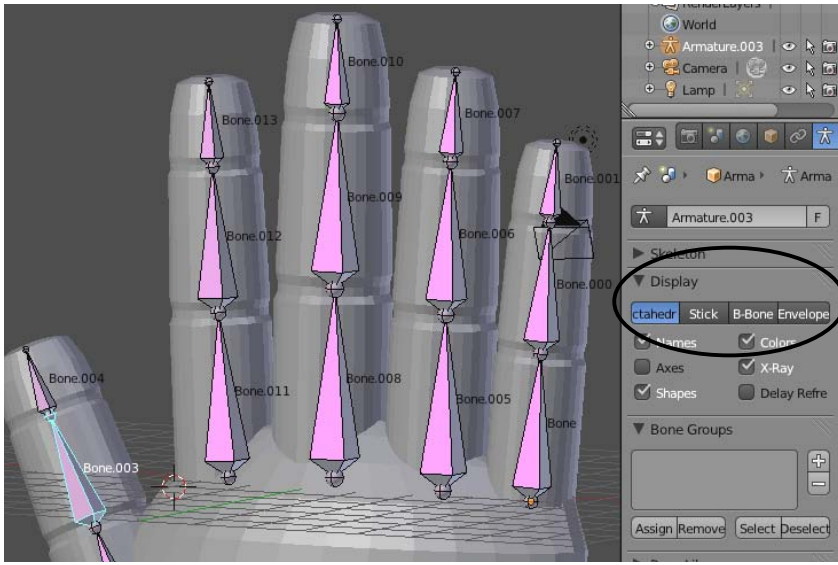


Creating a Skeleton Practice Exercise



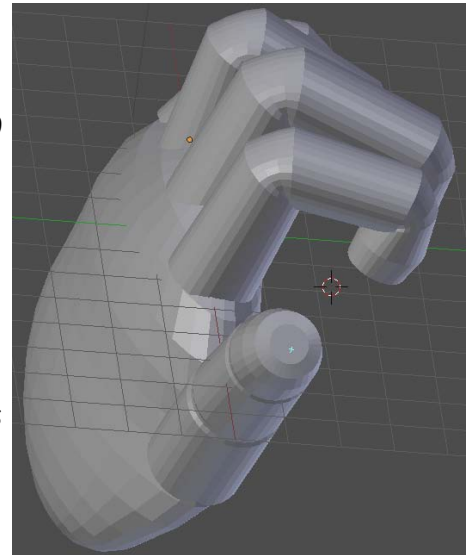
It's now time to create the child-parent relationship for the mesh to the armature. Use "Armature Deform" and "Automatic Weights" as discussed in the chapter when using "Ctrl-P" to make the relationship. Remember to select the Mesh first. It will also be helpful to turn on "Names" and "X-Ray" in the Object Data panel. Feel free to change the display type in that panel as well if you wish.

Enter Pose Mode and test your armature out to see if it works well or if you need to adjust vertex groups. If it needs adjustment, follow the steps of re-assigning vertices to the various bone groups discussed in the chapter.

When everything looks good, create a simple 200 frame movie of the hand moving.

Challenge Exercise:

Add constraints to limit rotation or control armatures with rotation copy constraints.



**** Call the instructor when finished ****