

Alright, by some request i made this character riggin tutorial, it should be easy for those who have some experience with rigging weapons and animating them, lets get started then.

At first we need bones, there is 2 ways:

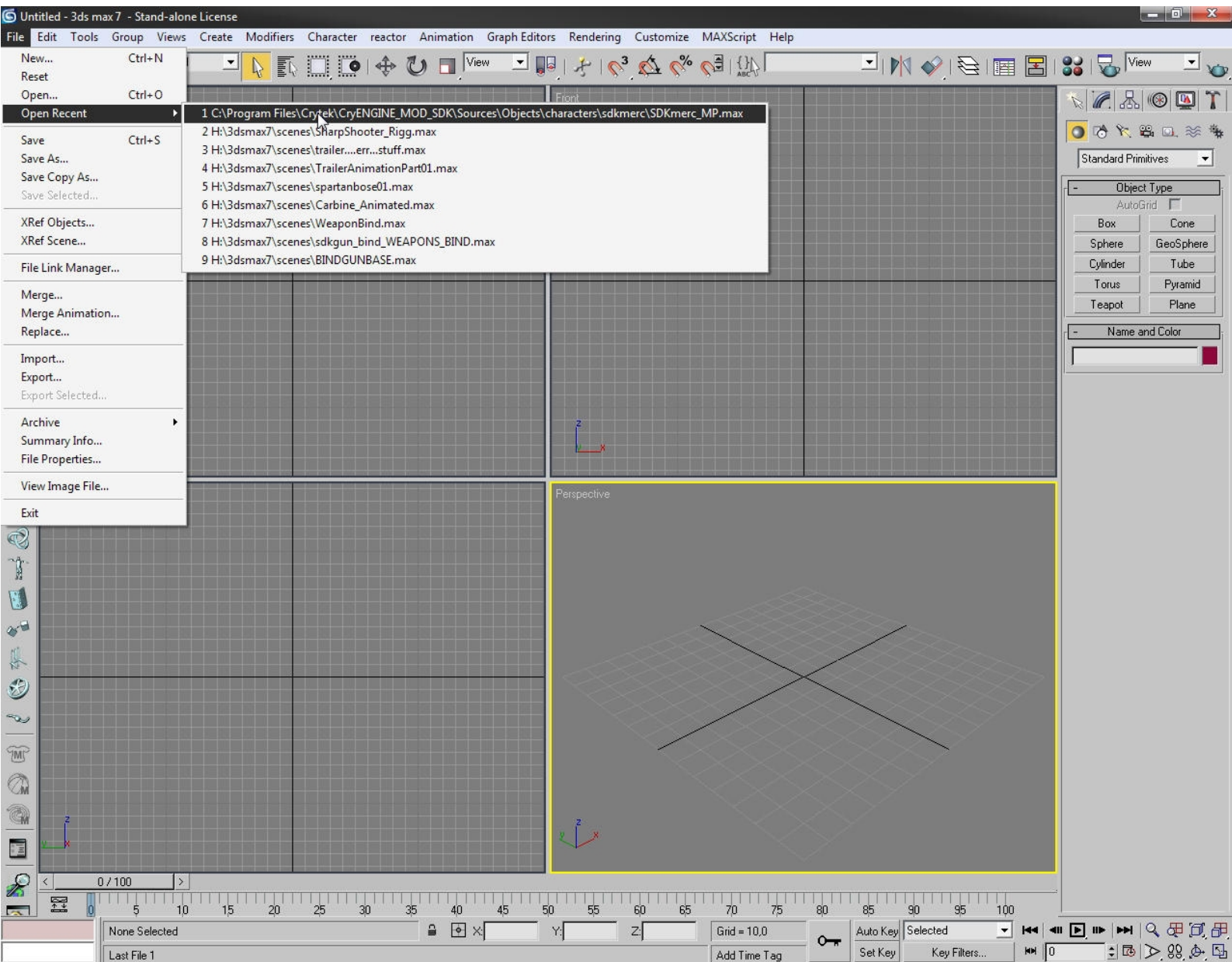
First is to make them yourself.

Second is to import em, i don't really success making bones yourself, there is a lot of things what can go wrong.

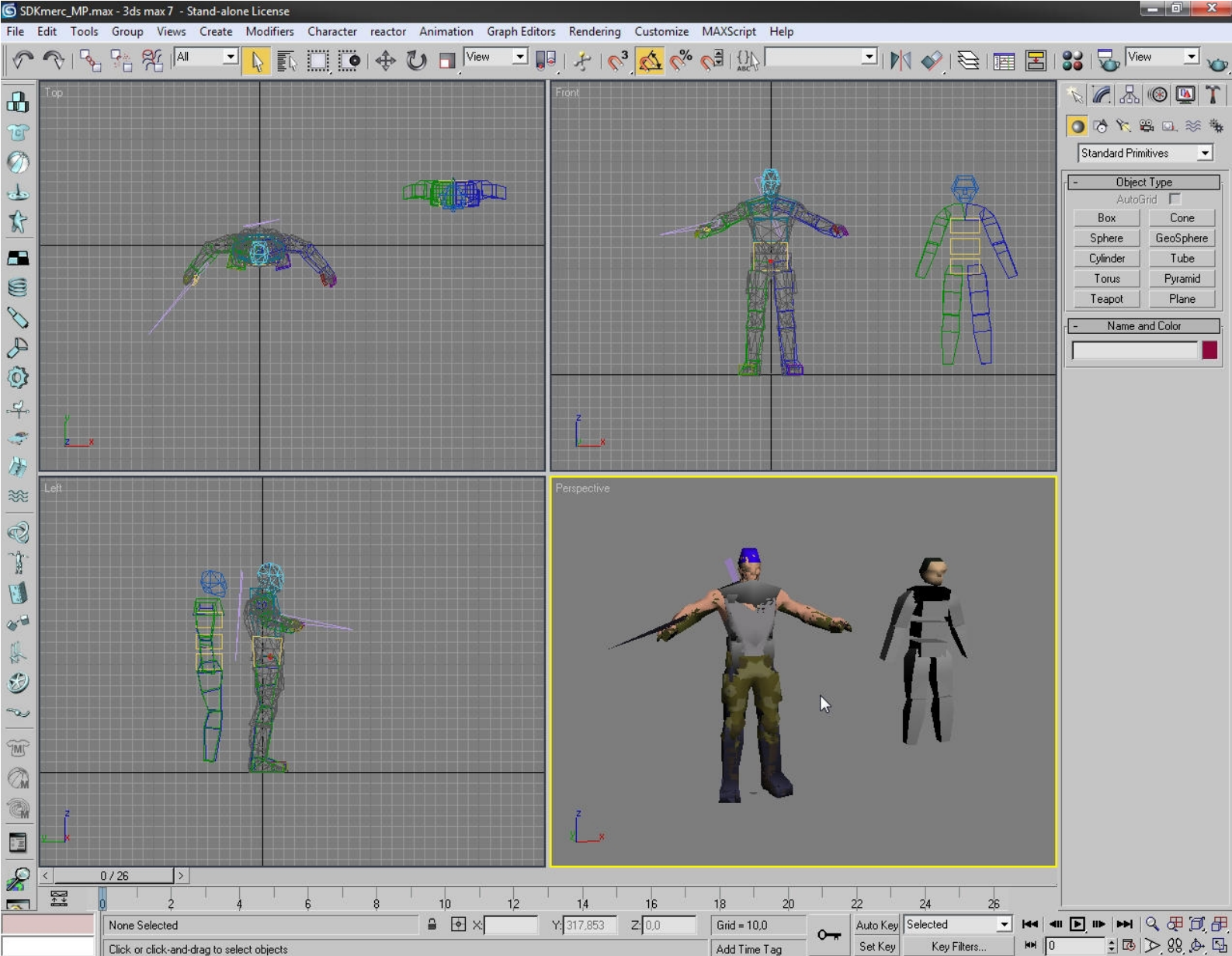
We will import these bones from crymod sdk, default should be:

Program Files\Crytek\CryENGINE_MOD_SDK\Sources\Objects\characters\sdkmerc

You can just open it.

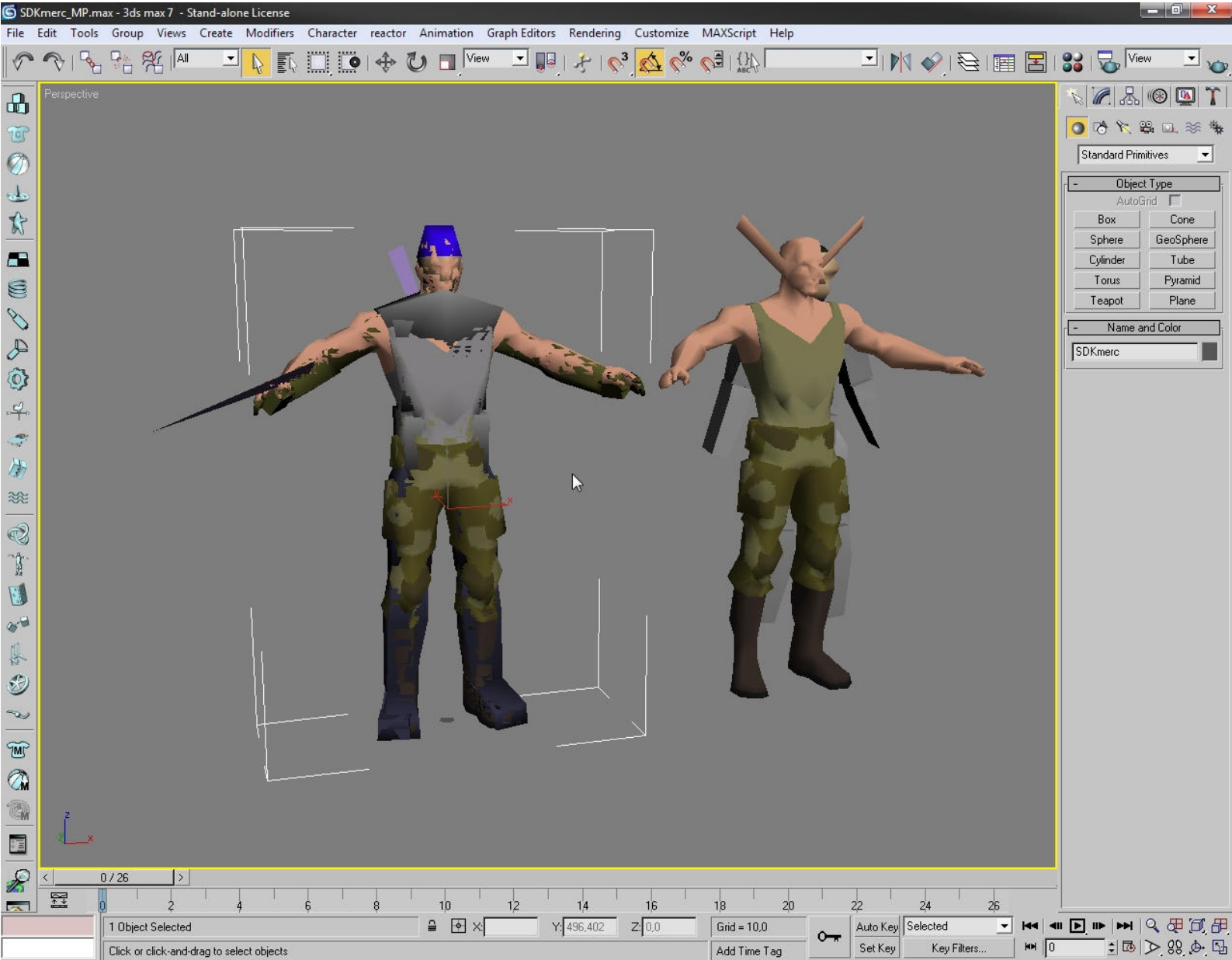


Now when you open it, it should look like this:

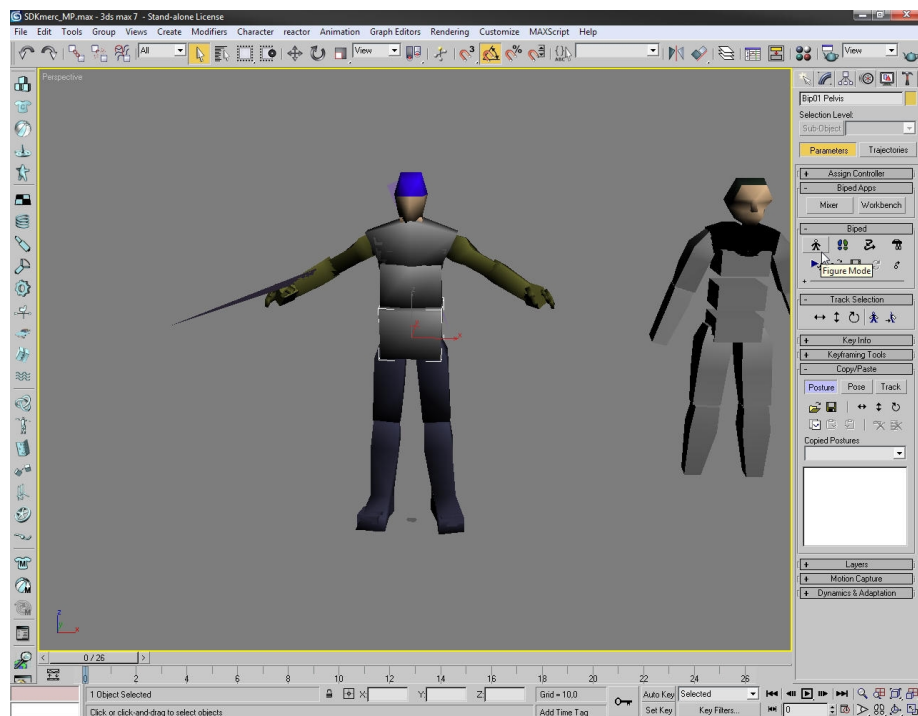


Now if u wan't it to be fullscreen or not, is your choice, by that i mean perspective is fullscreen.

Now you now need to unhide everything, right click on your mouse and unhide everything.

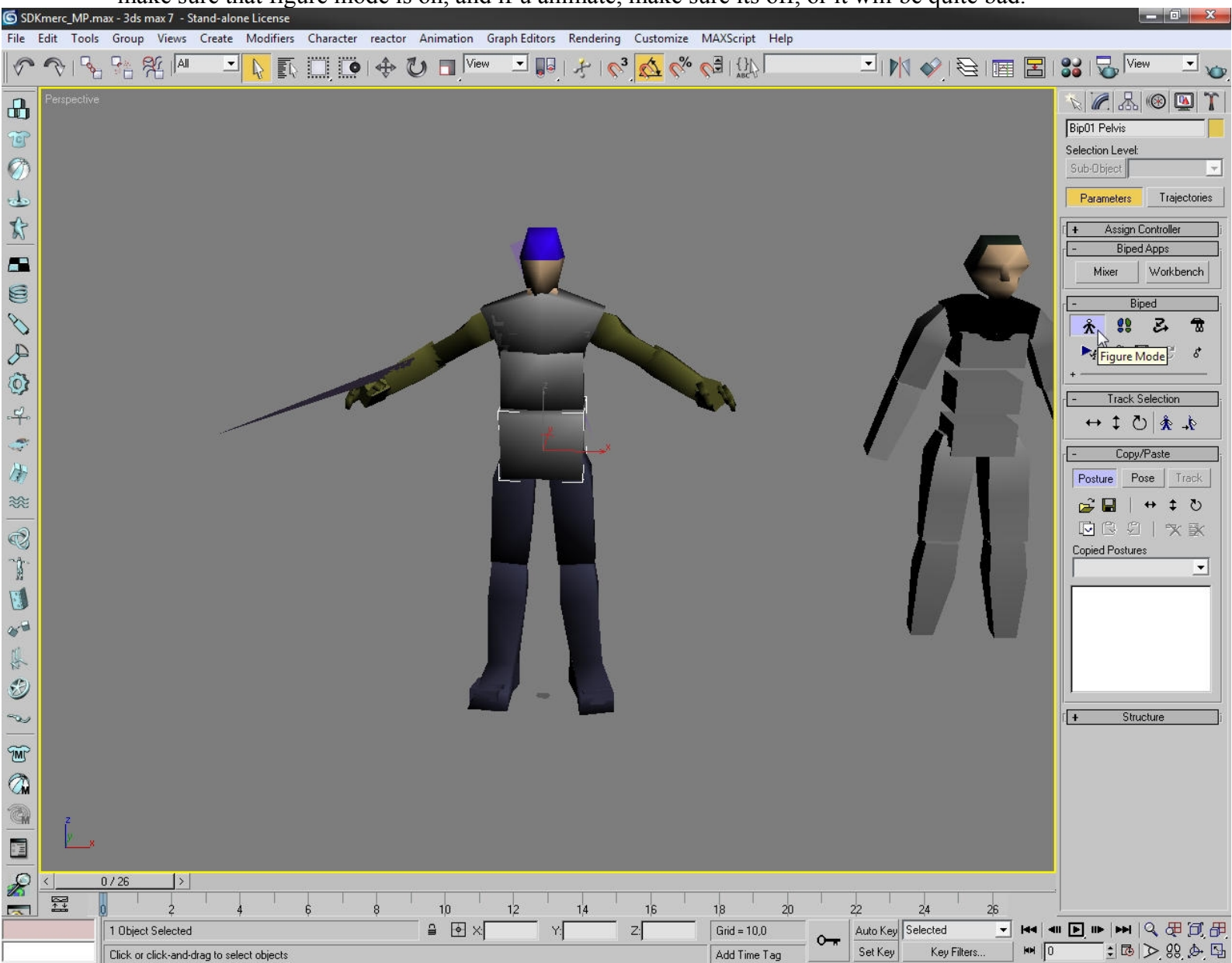


Select every mesh, and delete them.

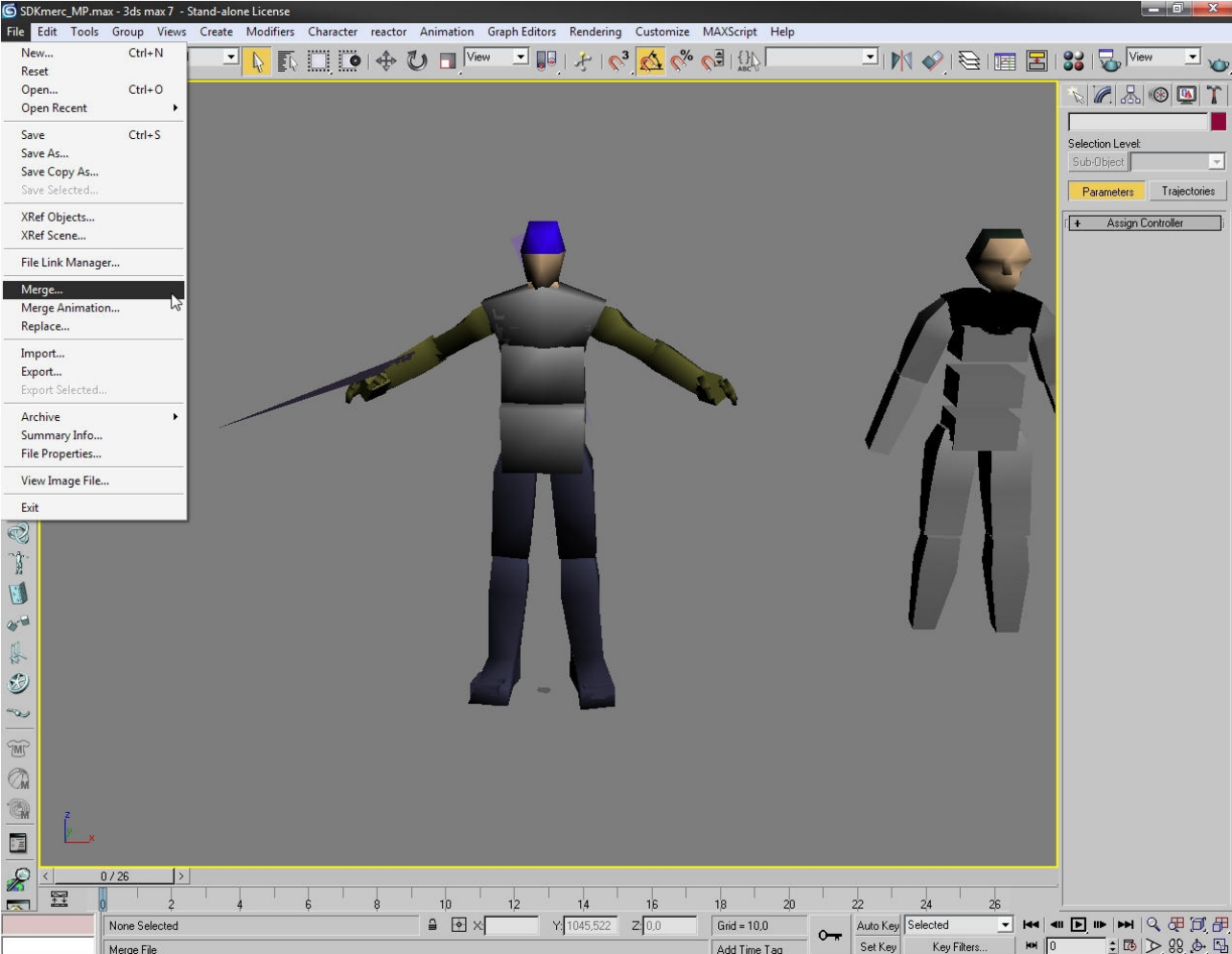


And you only get bones, don't delete the phys bones next to them!

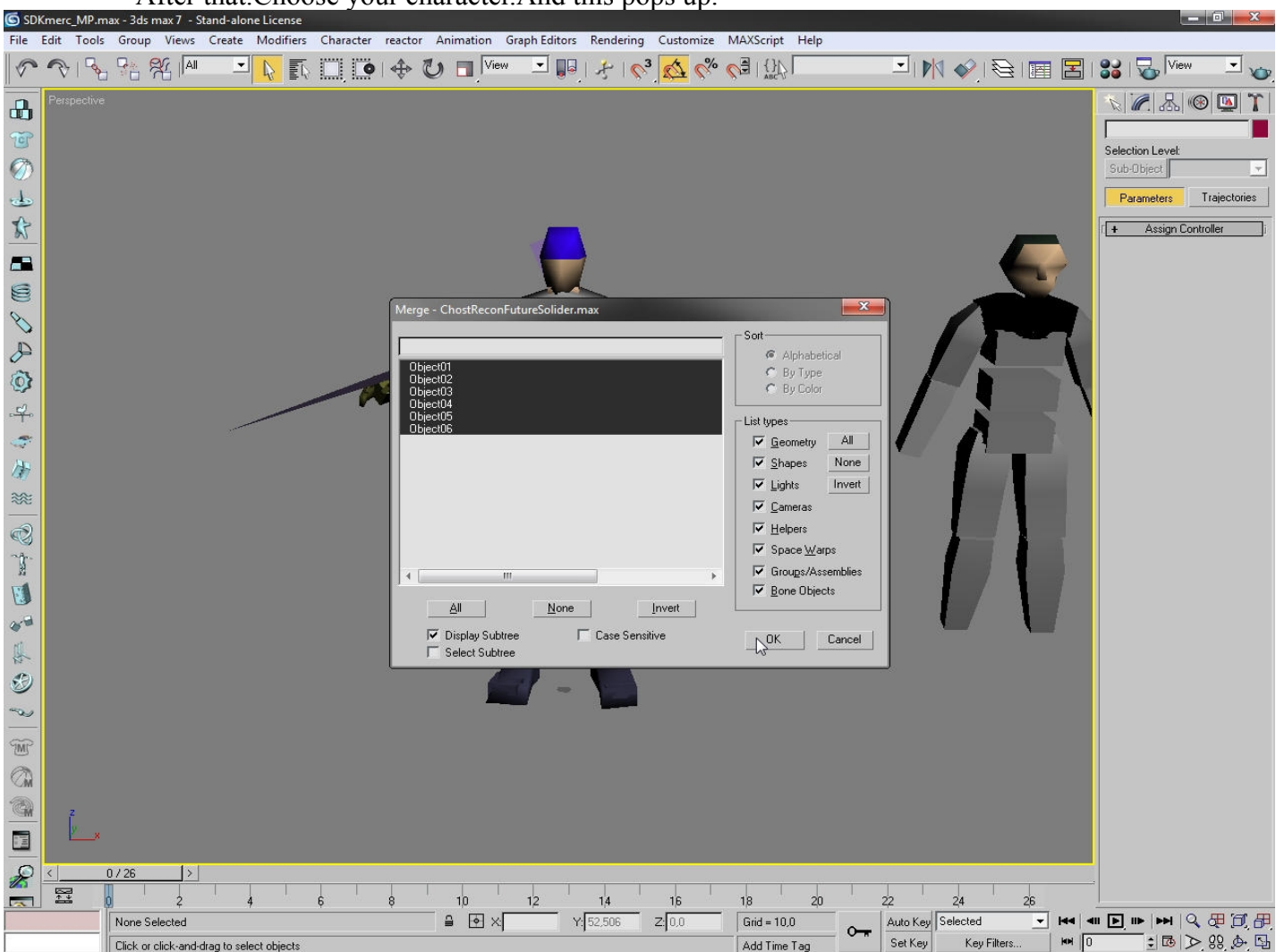
Now you need to switch the bone to a figure mode, that because then you can manipulate the bones, change size, spot and so, without its quite impossible, so every time you change the size of the bone make sure that figure mode is on, and if u animate, make sure its off, or it will be quite bad.



After the figure mode is on, you need a character to work with, i chose ghost recon mesh for that. Just from the File pick merge.



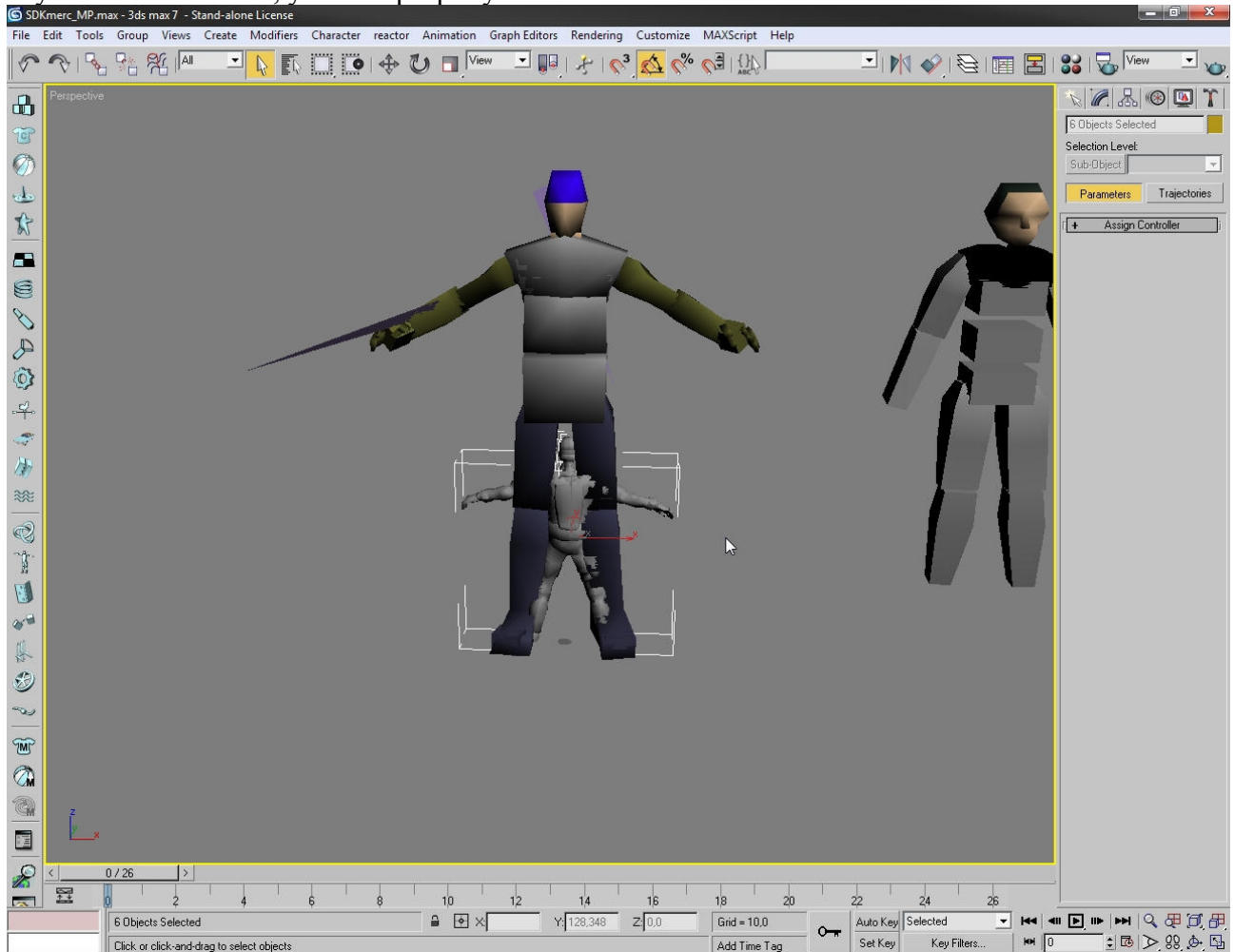
After that. Choose your character. And this pops up.



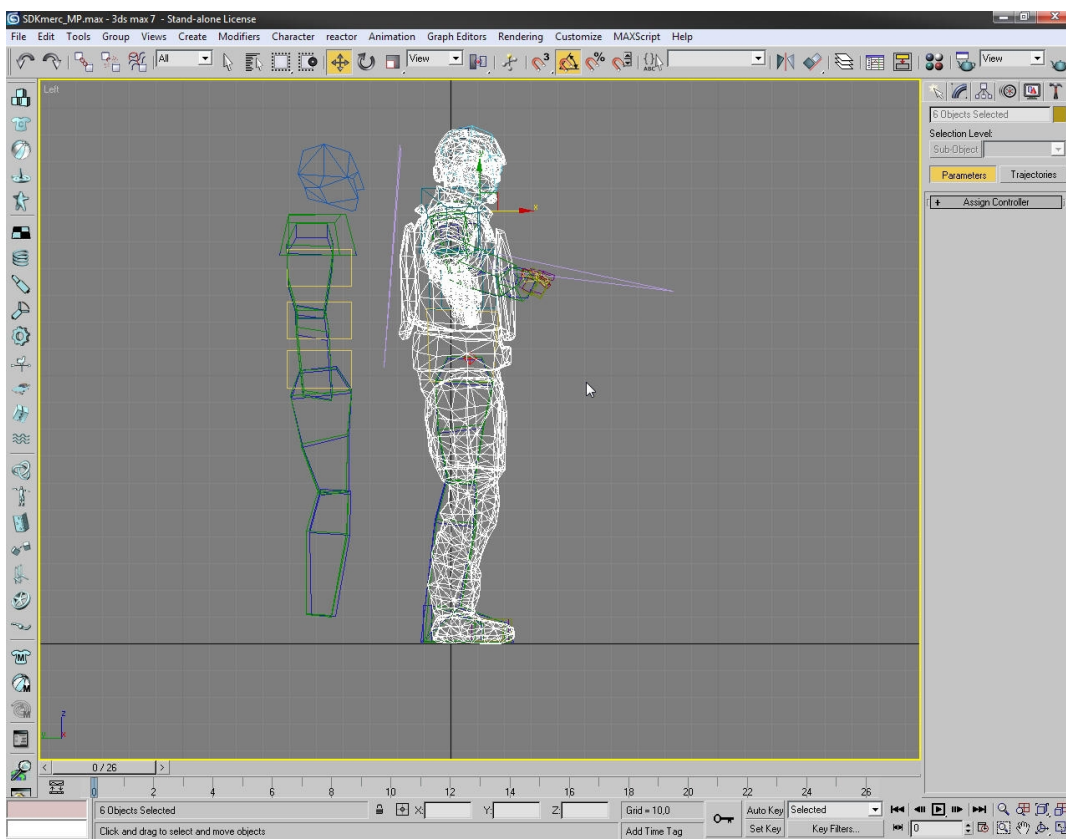
Remember that in order to rigging to work character needs to be single mesh.

You can make it all one if you go to Editable mesh, from there Edit geometry, and attach, pick only character pieces, not the bone ones.

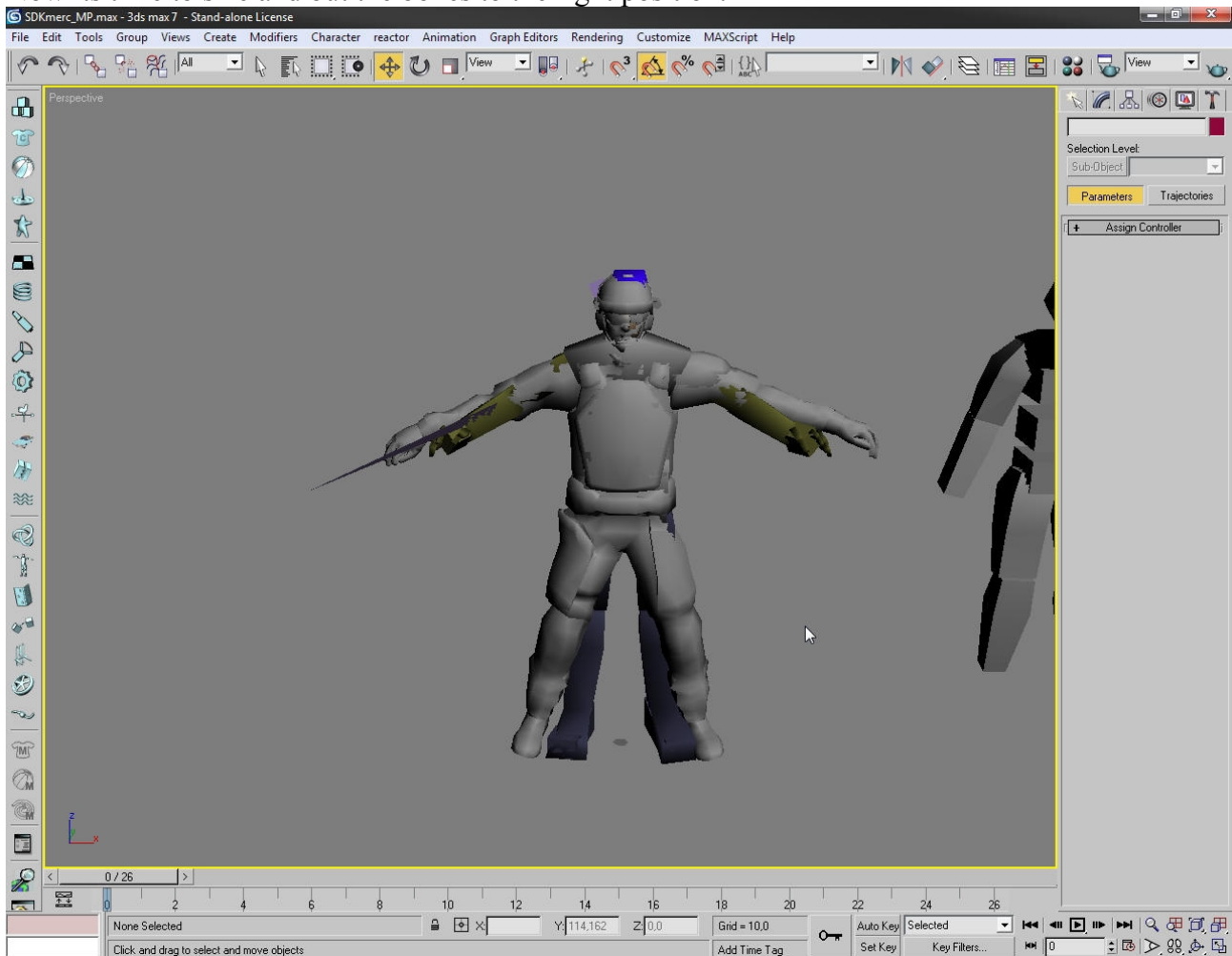
If your done with that, you will propably notice that the character isn't the same size as the bones.



You need to size it, the more accurite you size it the easier the rigging will be.



Now its time to size and but the bones to the right position.

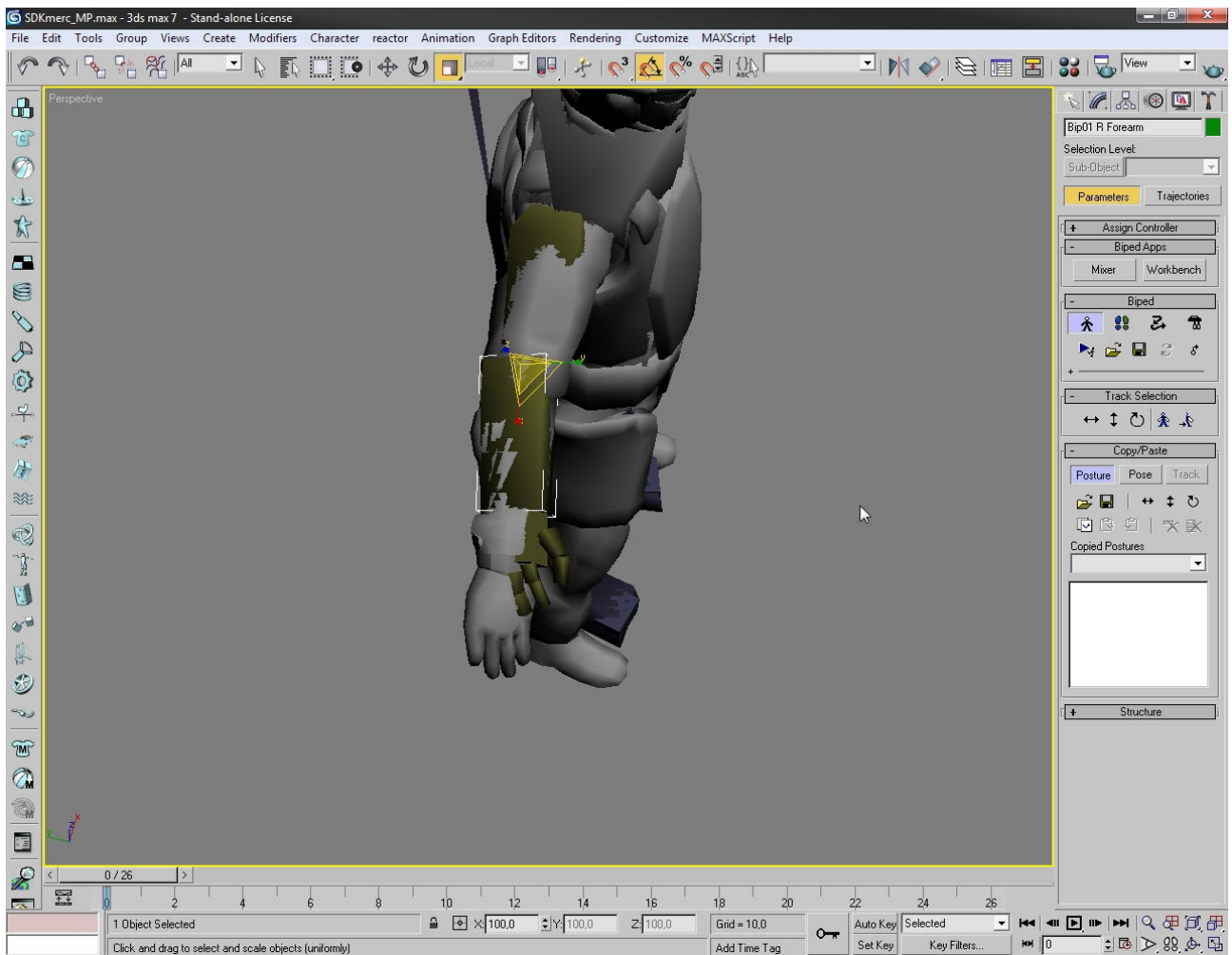


Like you see already the bones are too small, thats because farcry characters used this type of bones and the characters itself were a little differen't.

Anyway.

Lets size the hands.

And but the bones to the right position, like i told before, it is the more easier to rigg, the closer the bones and the more accuarite they are to the mesh.



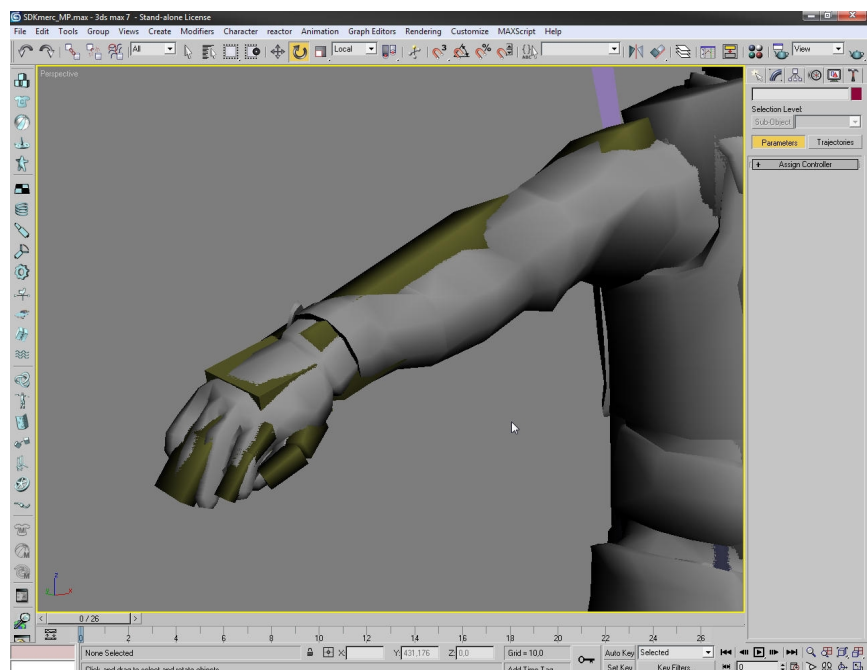
NOTE!!!!

If you size the bones, the ingame effects will be sawn also, the animations(if you don't plan custom ones) us this type of boneset what are sized like that, so, if you change the size of the bone, ingame bone will be sized back to the original shape and the effect will be that, the mesh hand is smaller.

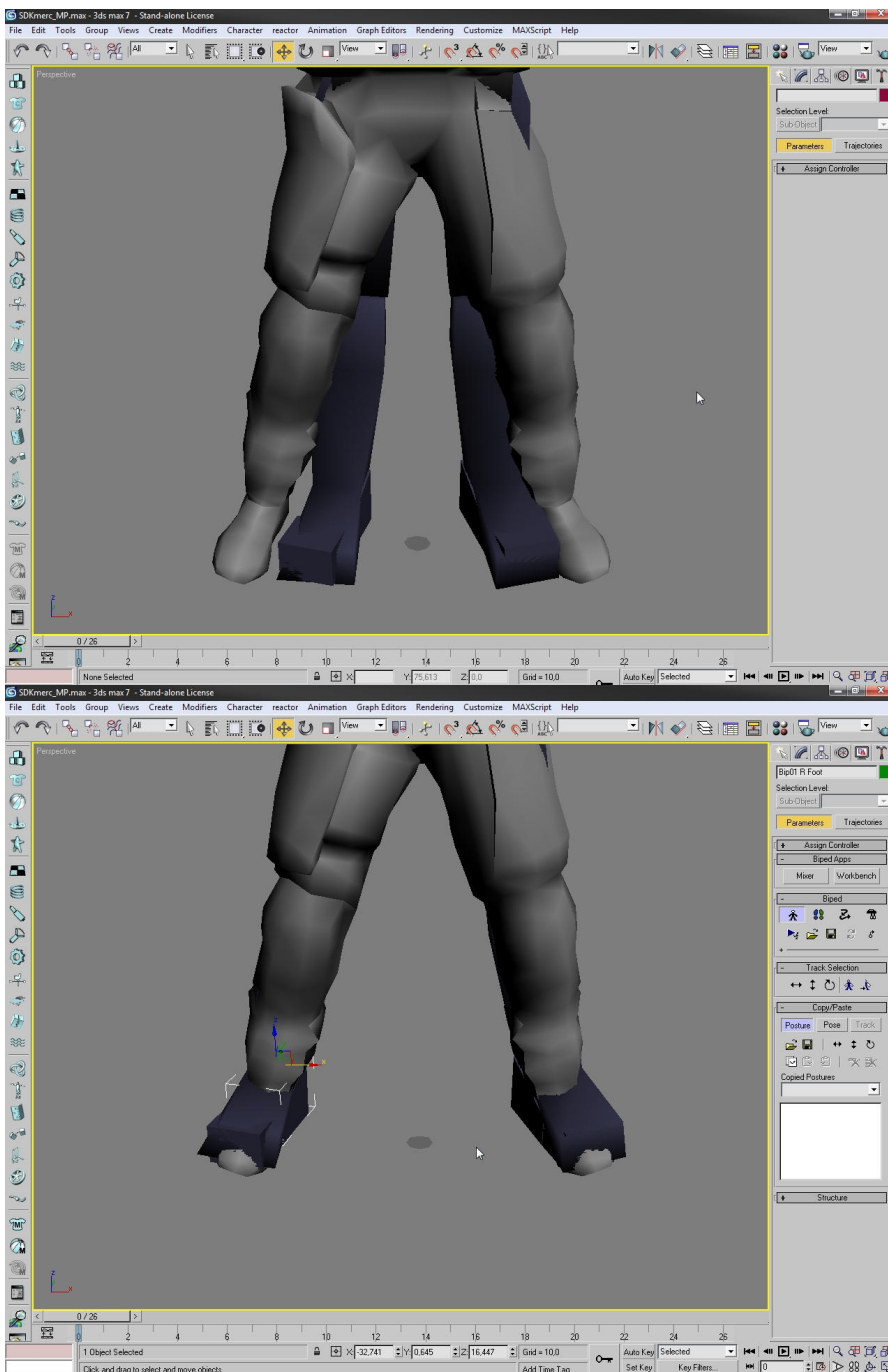
The same goes to every bone!!!!

Remember that!!

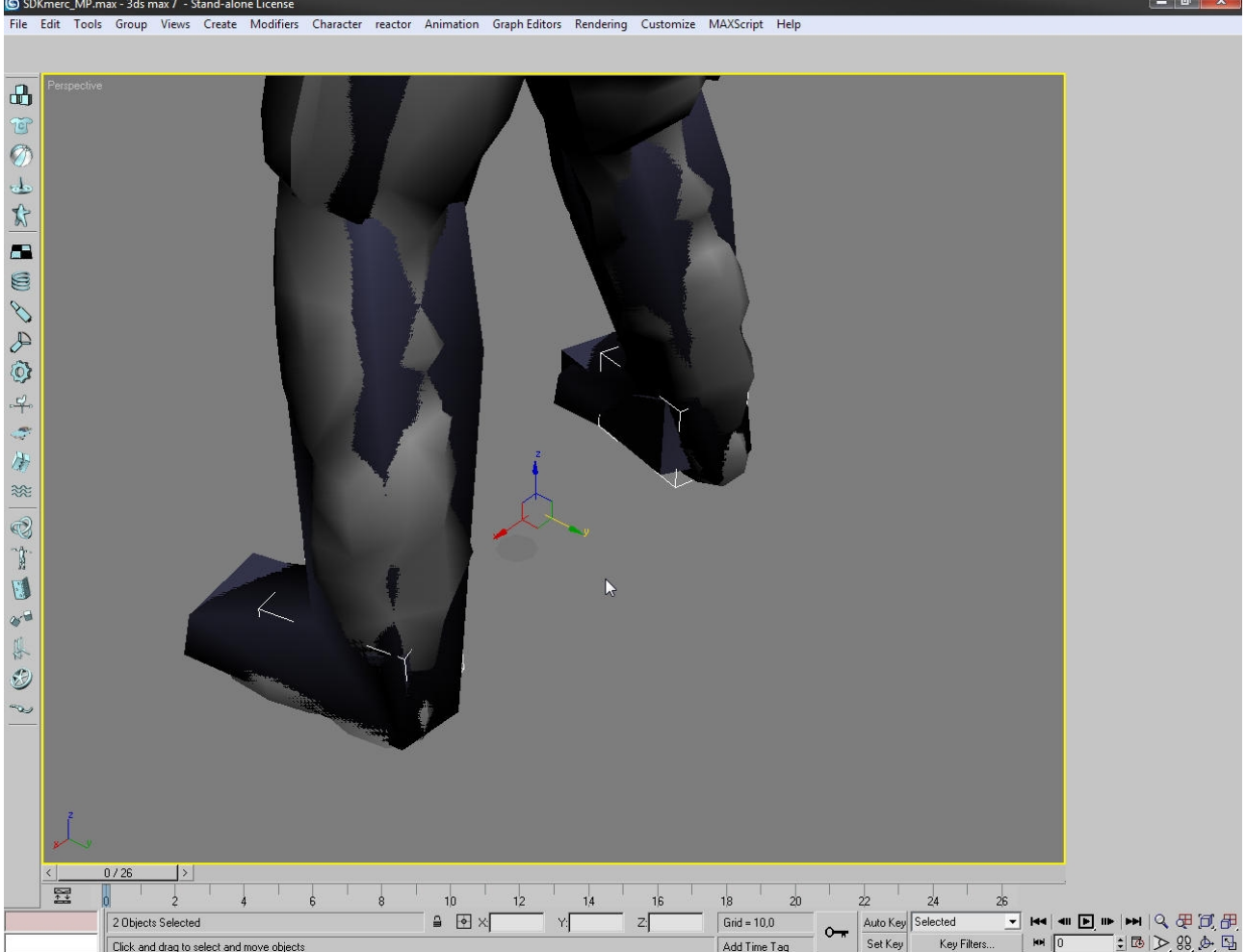
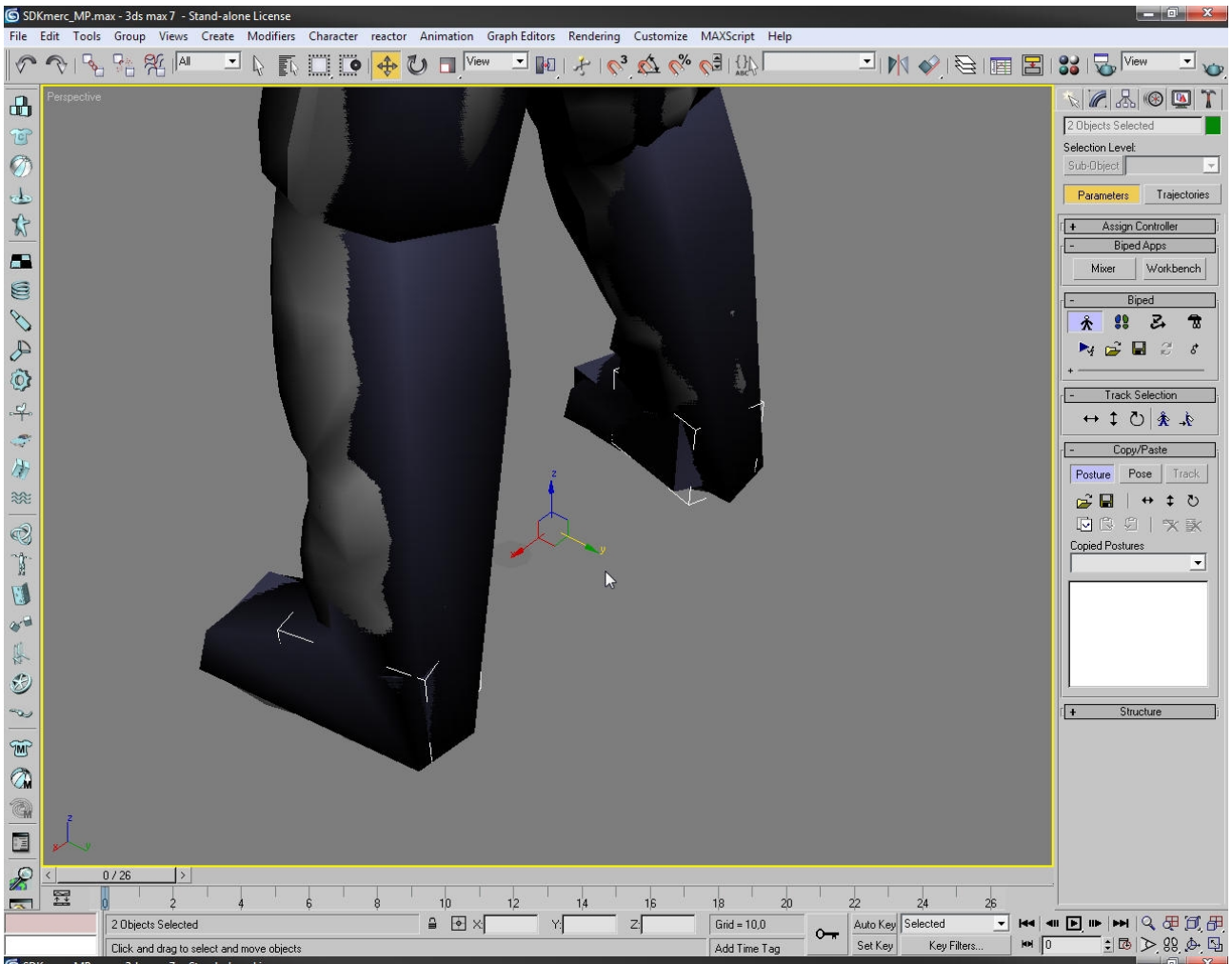
If the mesh and the boneset are quite the same then your lucky.



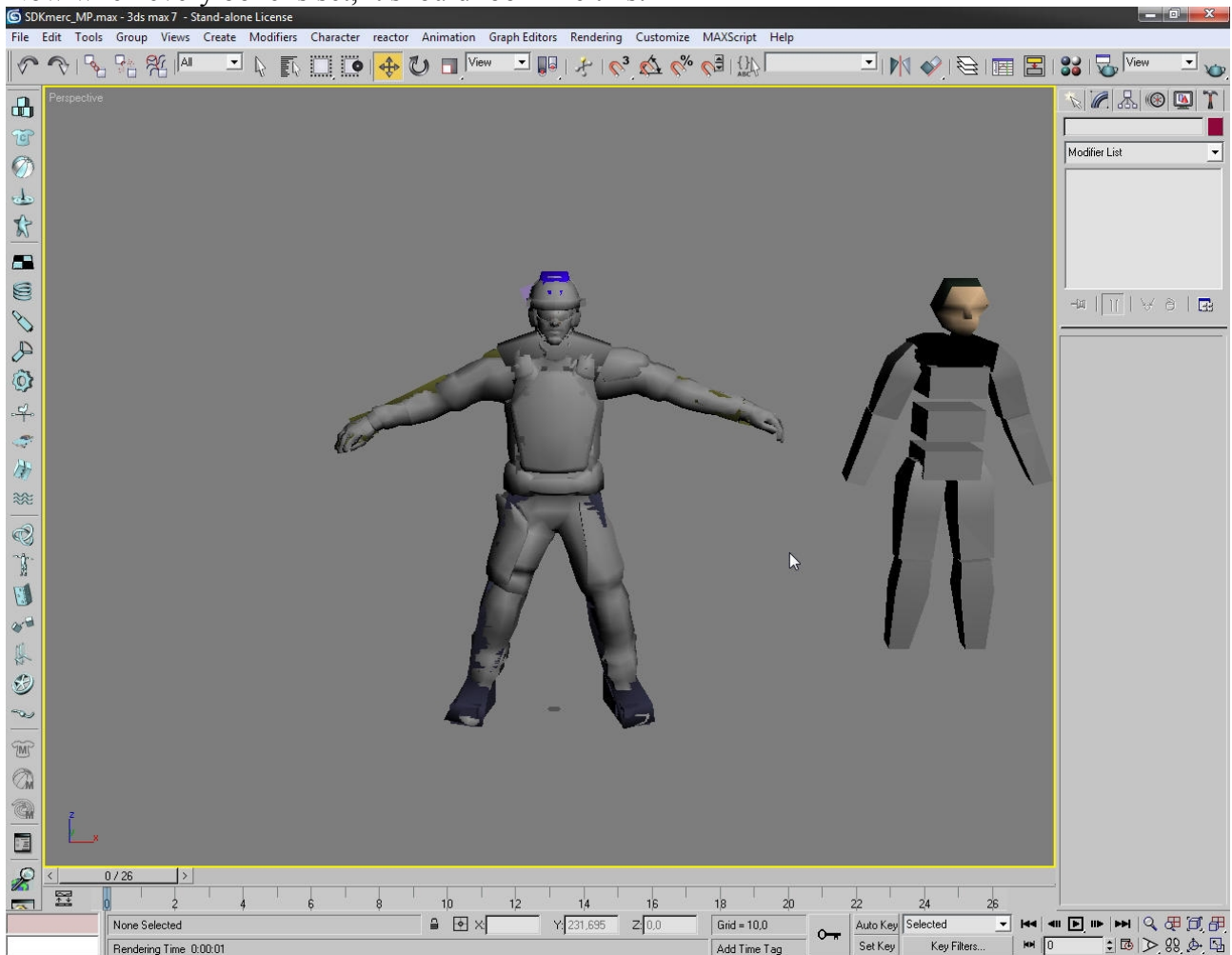
Now you need to scale and move every bone as close to the mesh as possible, remember that the figure mode must be on!



You can manipulate the leg bones anyway you want to size them but remember what I told you before, in game the bones will be scaled down to the original shape.



Now when every bone is set, it should look like this:



Now comes the pain in the neck part, rigging it.

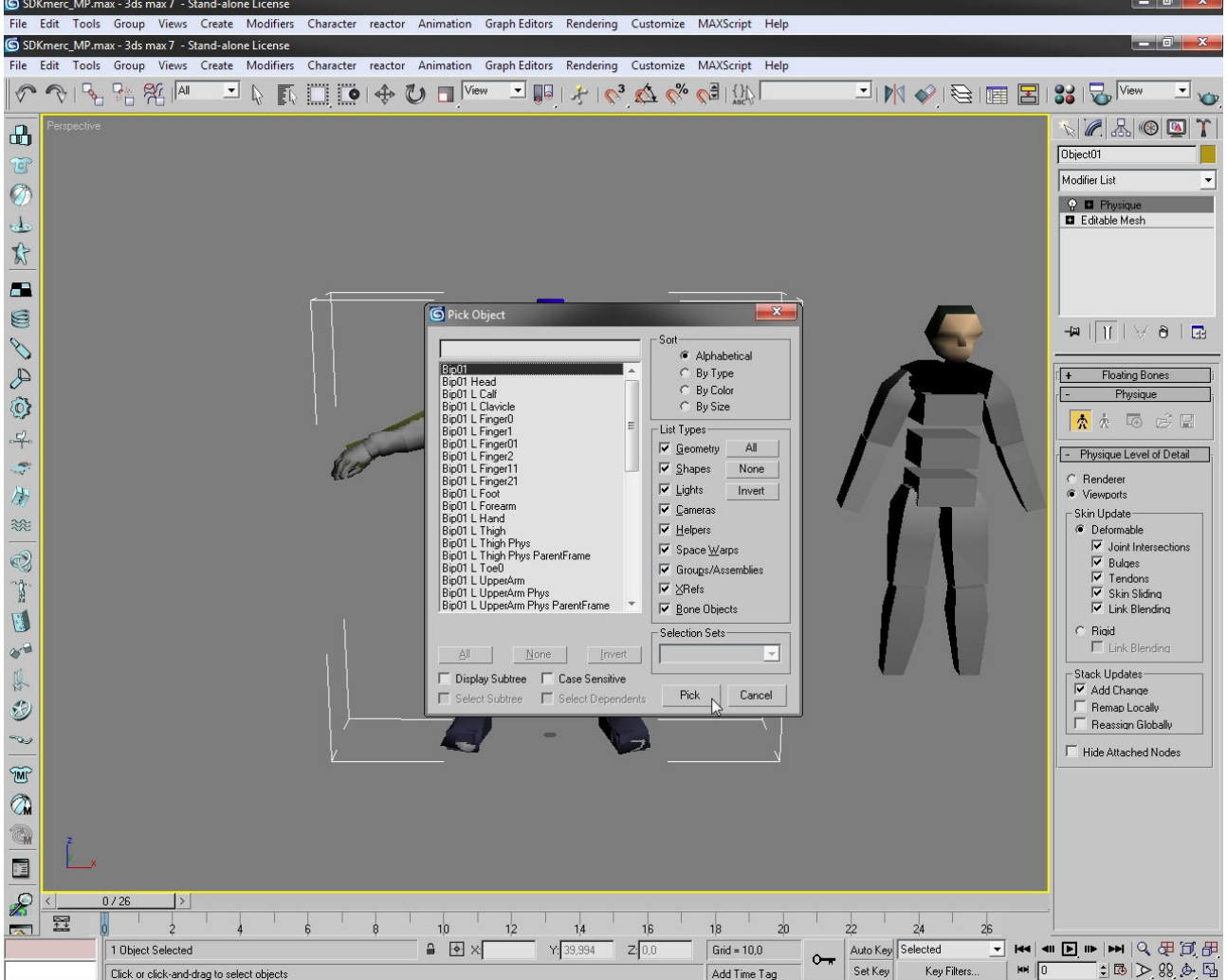
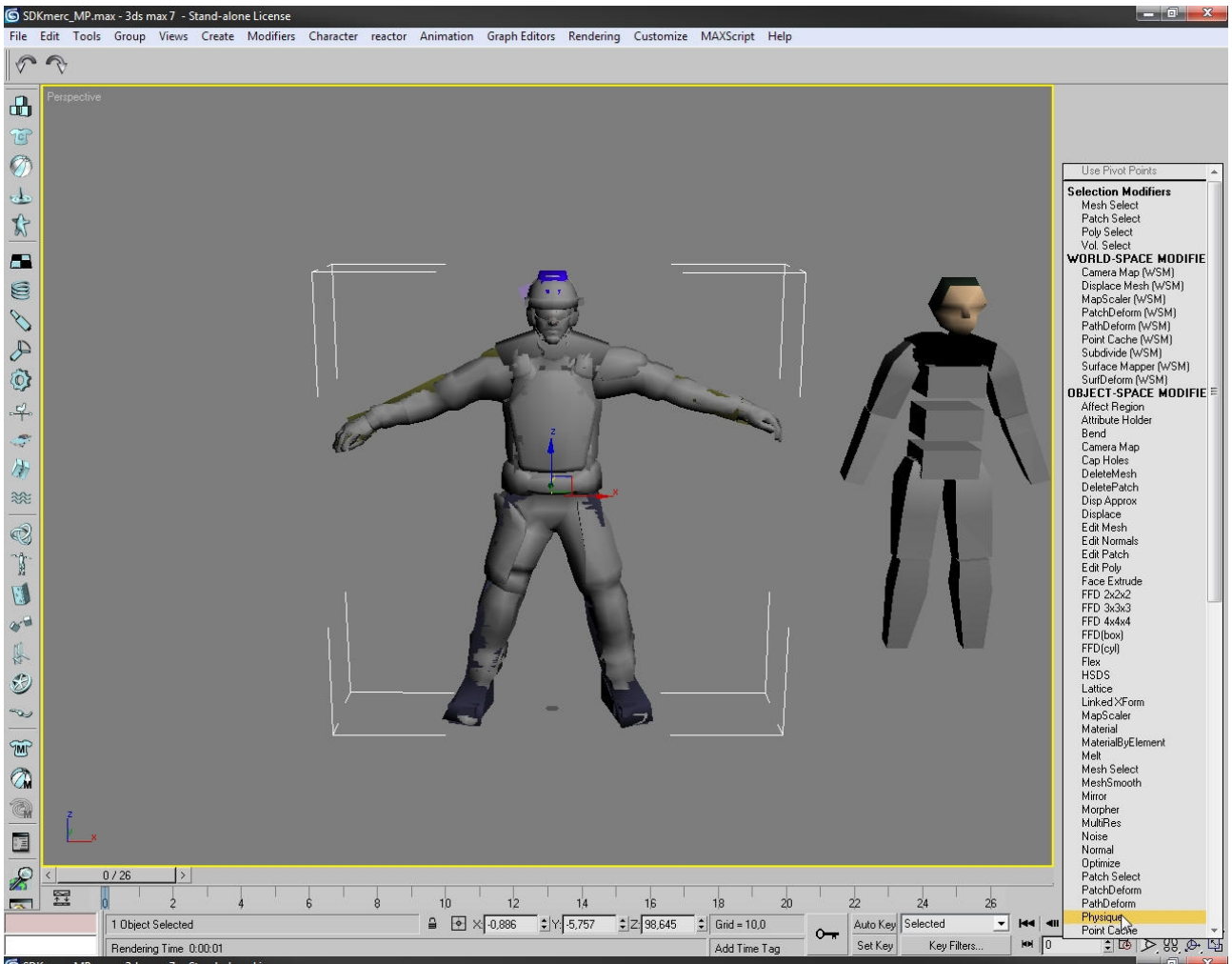
Go to the modifier list, from there choose physique.

Then click on the attach to node button, press „h“ button, this will show you all the objects.

Find Bip01, pick it, while attach to node is on.

In Vertex-Link Assignment choose rigid, not deformable, and then initialize.

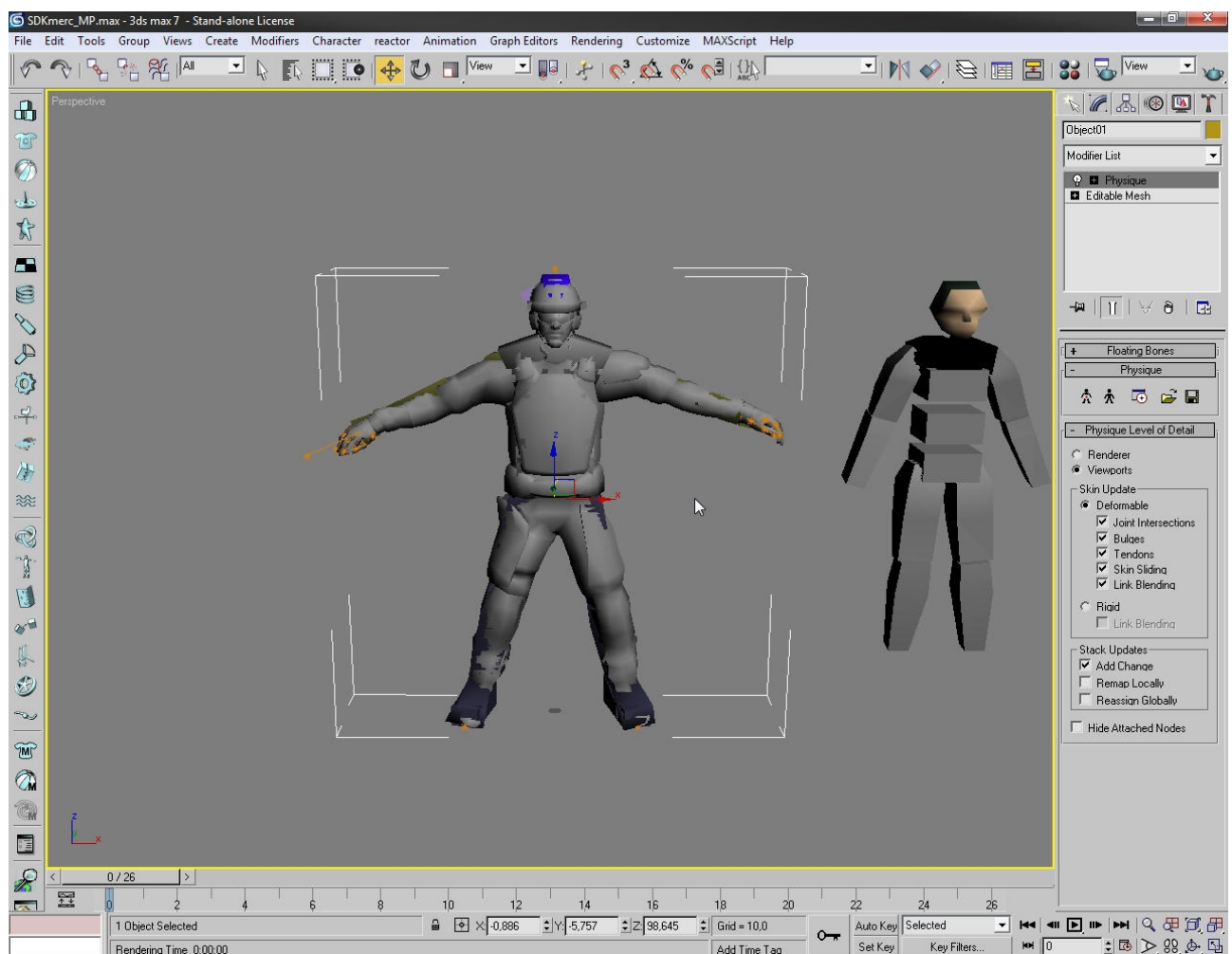
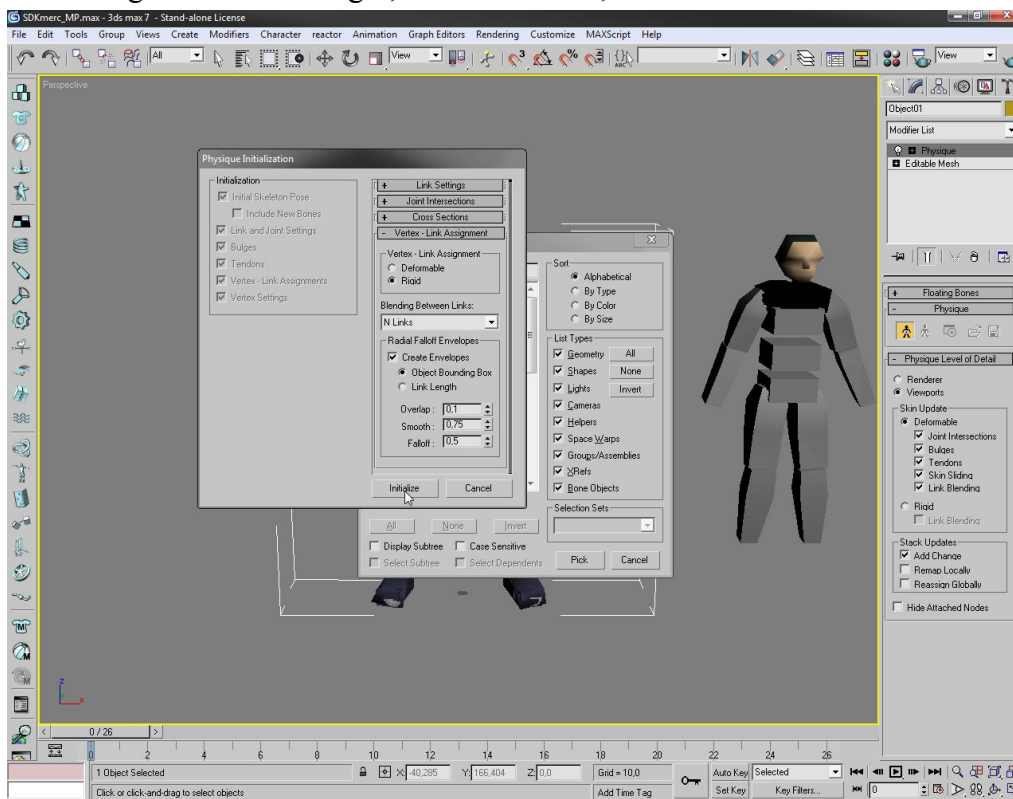
The Pictures below will show what i mean.



Press button „h“.

Pick bone01.

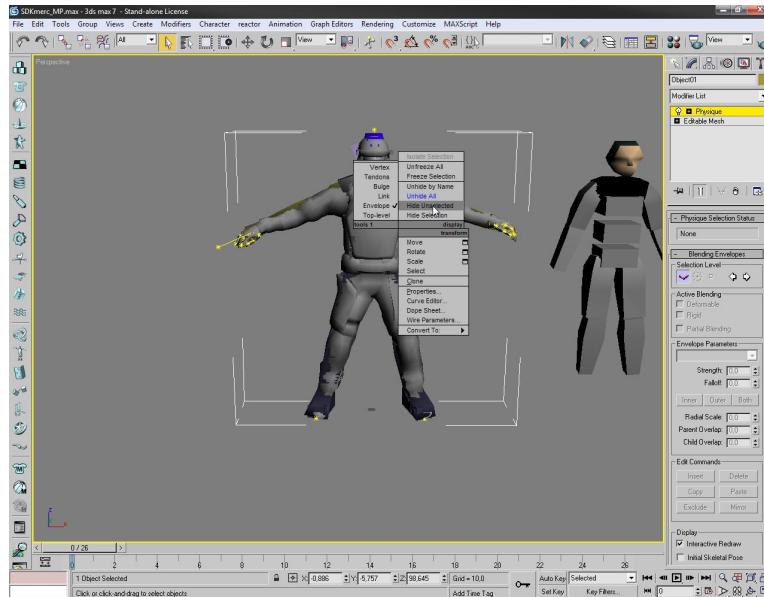
In Vertex-Link Assignment choose rigid, not deformable, and then initialize.



Now come neck breaking point, rigging it, it is same as rigging a weapon, but i will show u some basic moves.

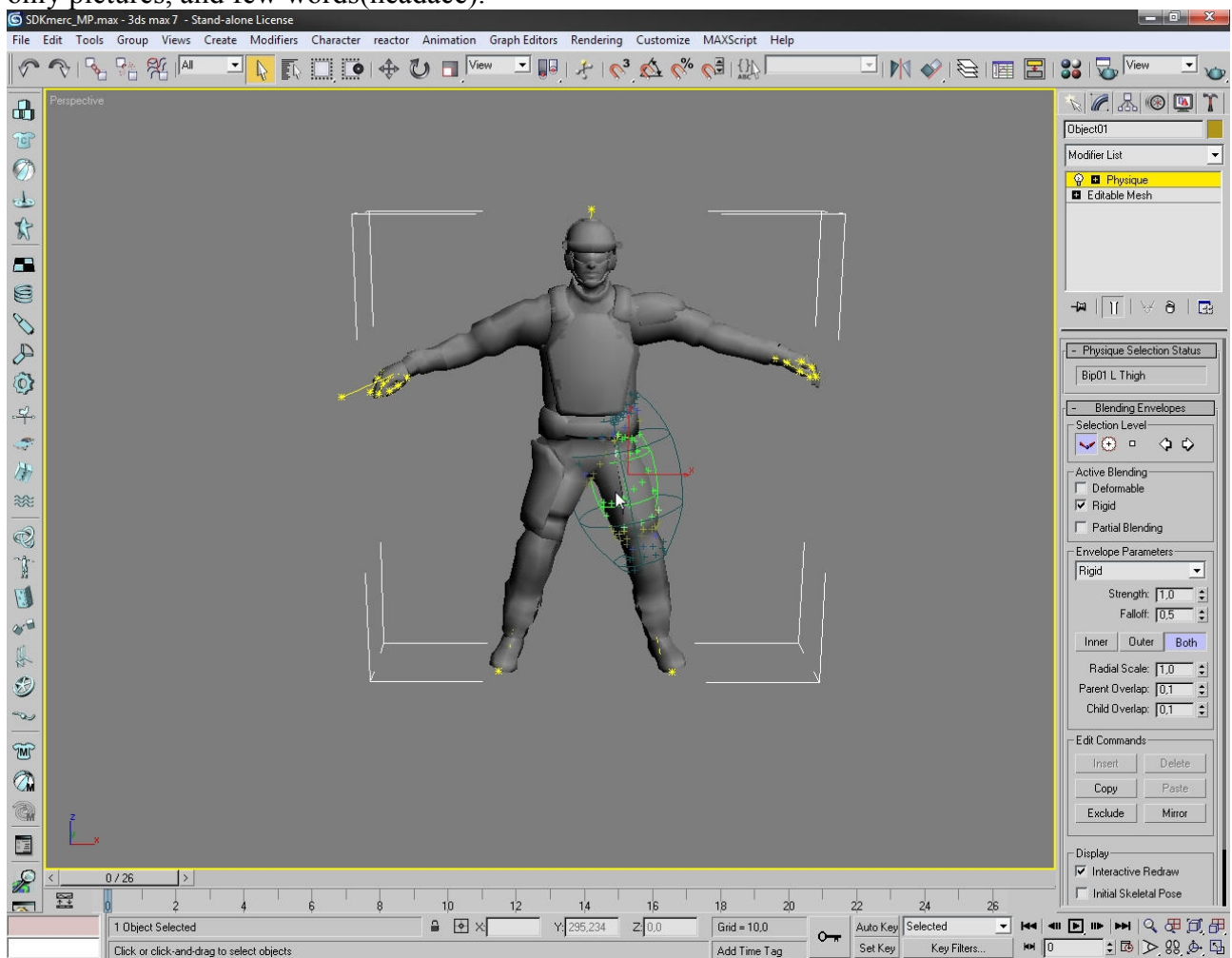
Pick the mesh, and hide unselected.

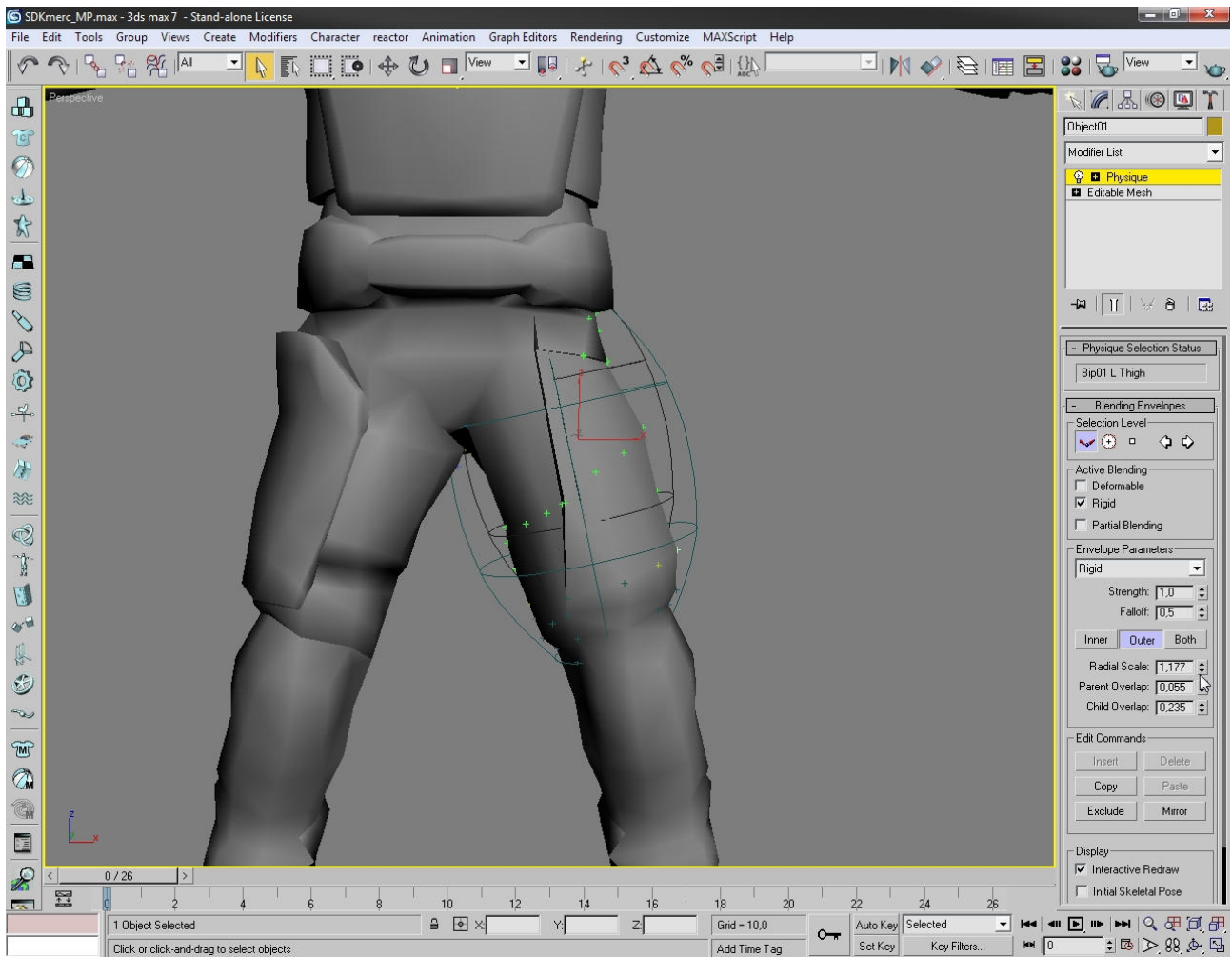
Easier in this way, trust me.



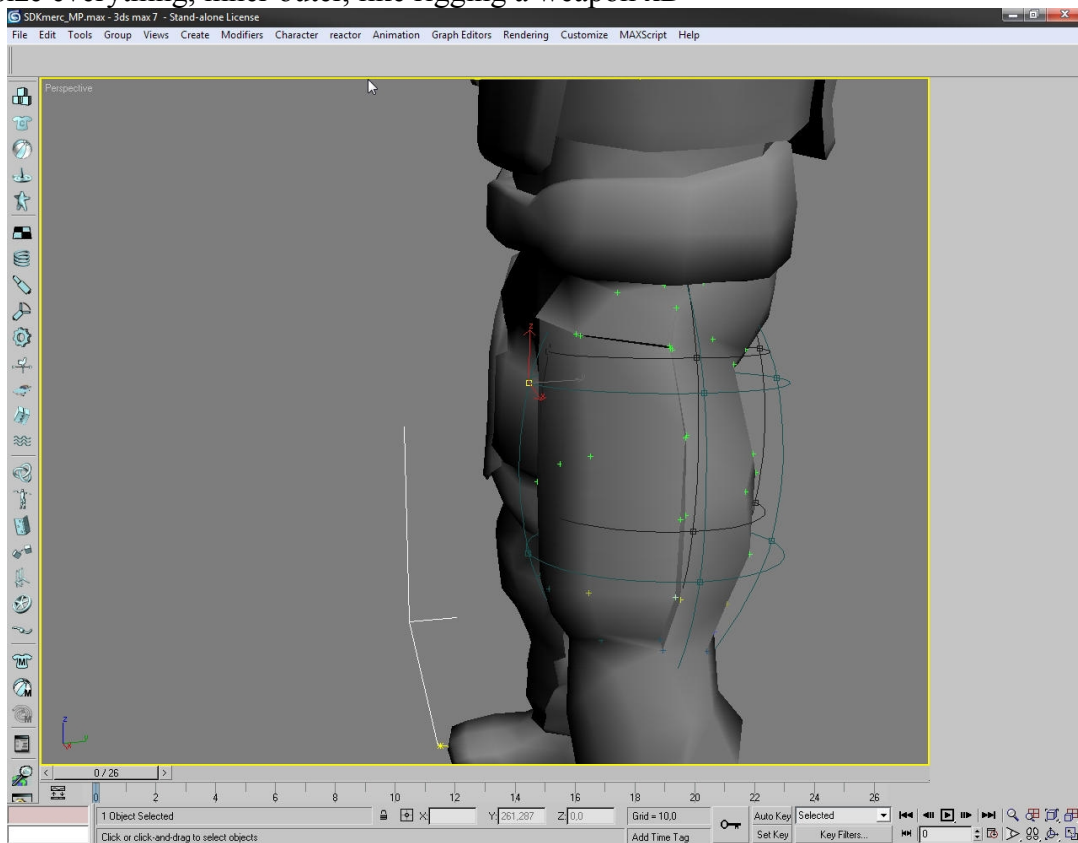
Now lets take the right leg and lets start rigging that.

If you will wtahc pictures carefully you will notice that its quite easy to rigg, so from now here on, only pictures, and few words(headace).

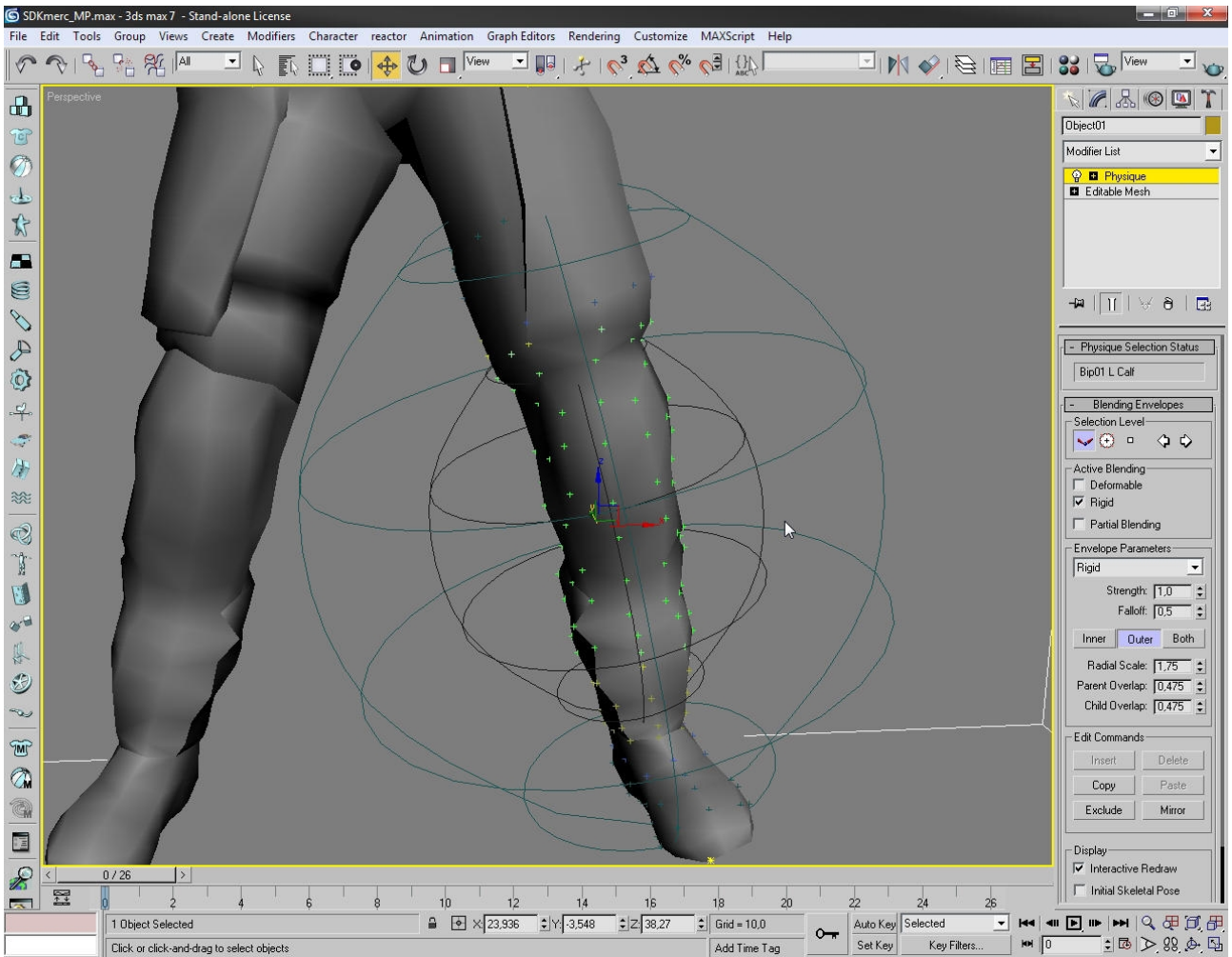




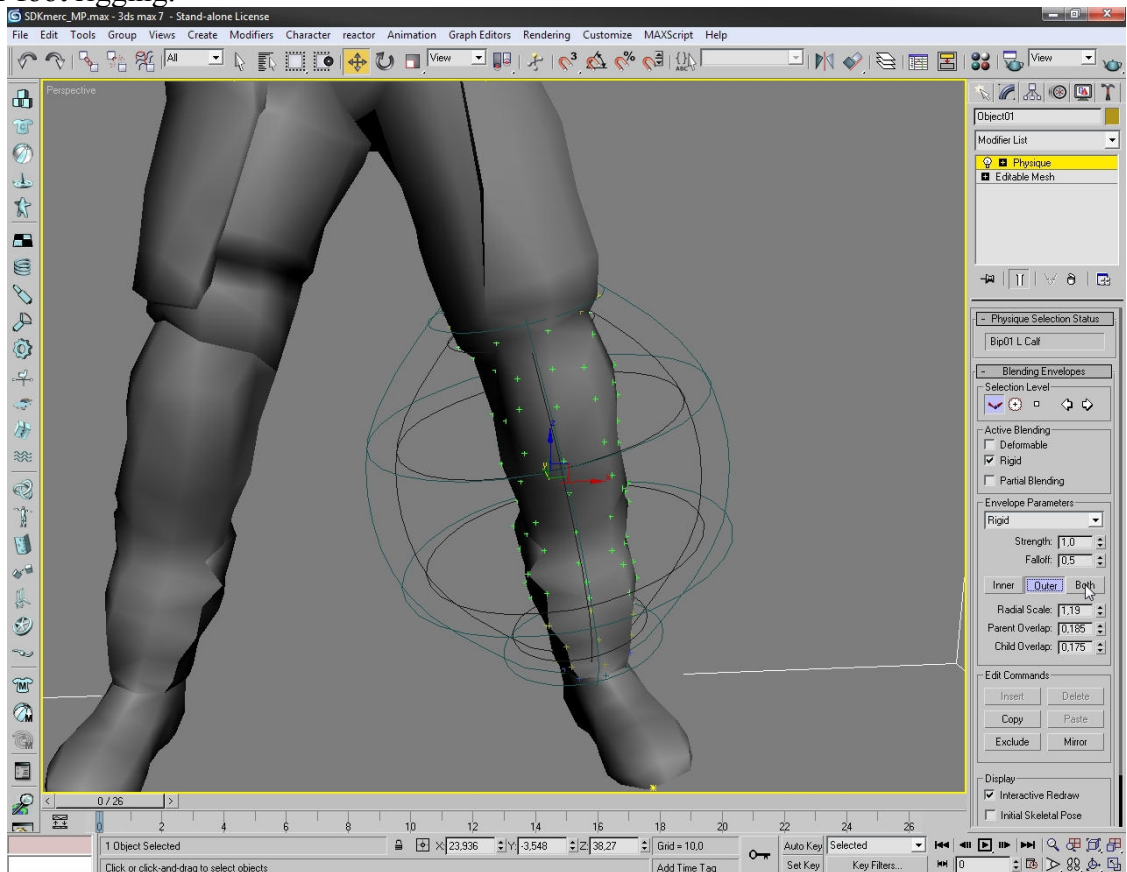
Jus size everything, inner outer, like rigging a weapon xD

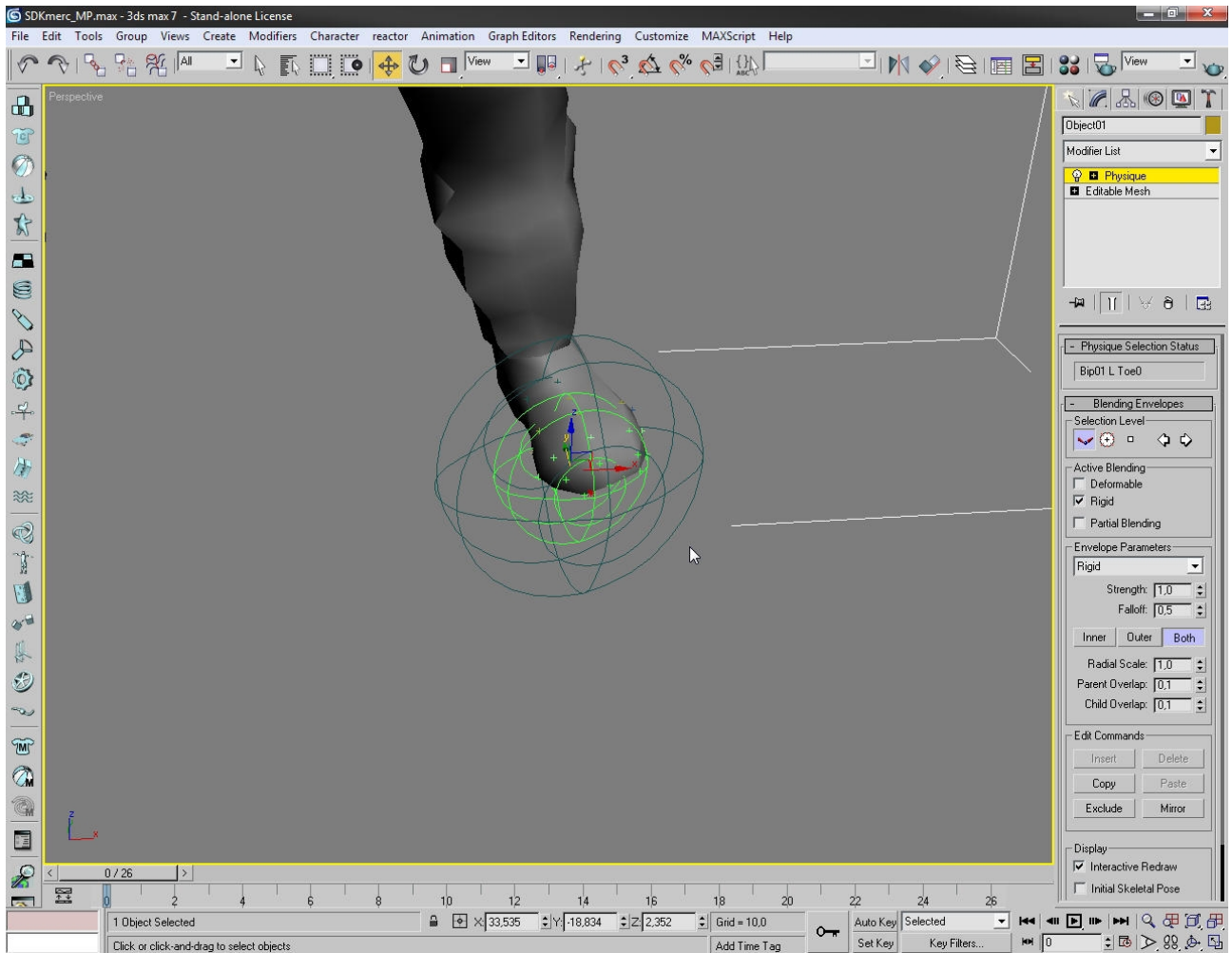


Make sure, that every vertex is picked in that area!



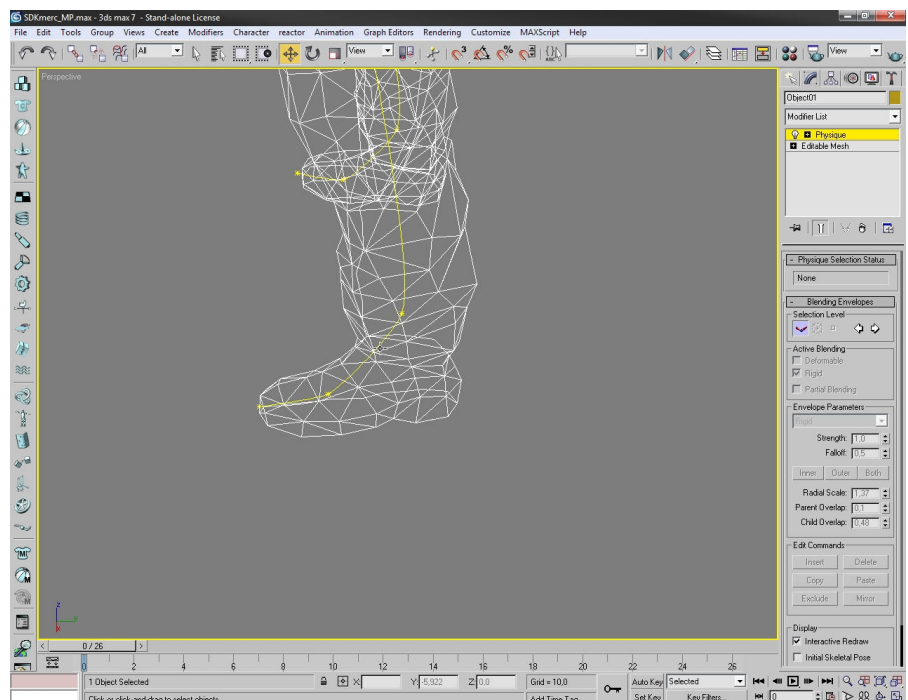
Lower foot rigging.



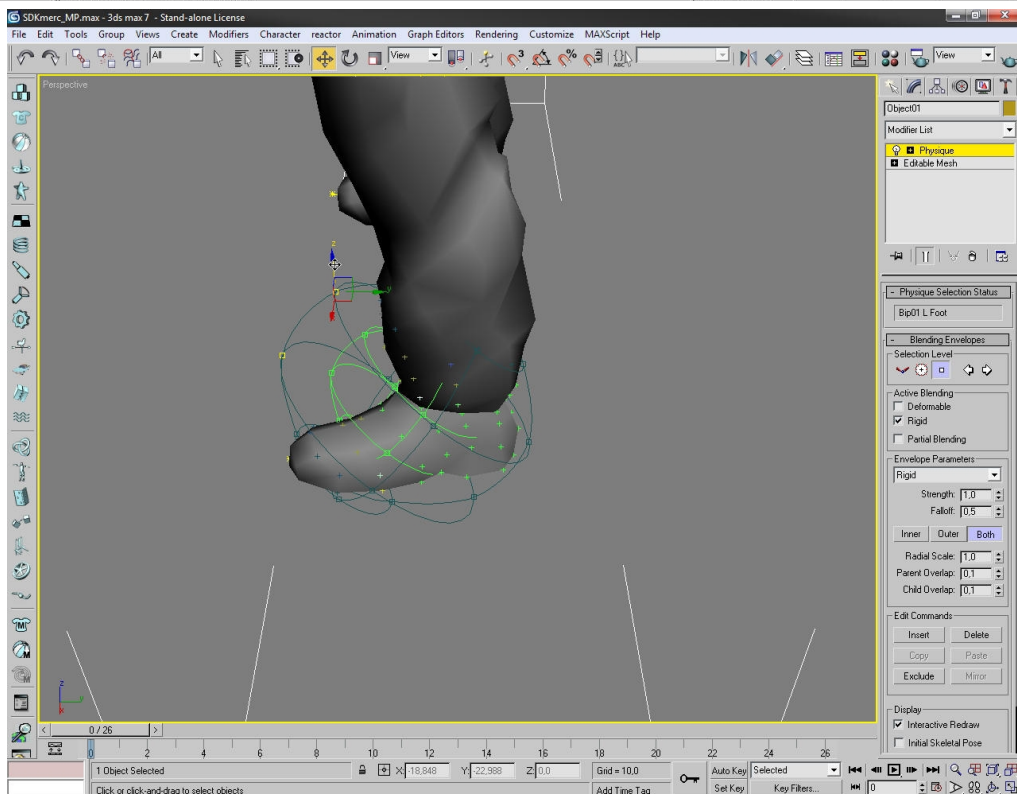
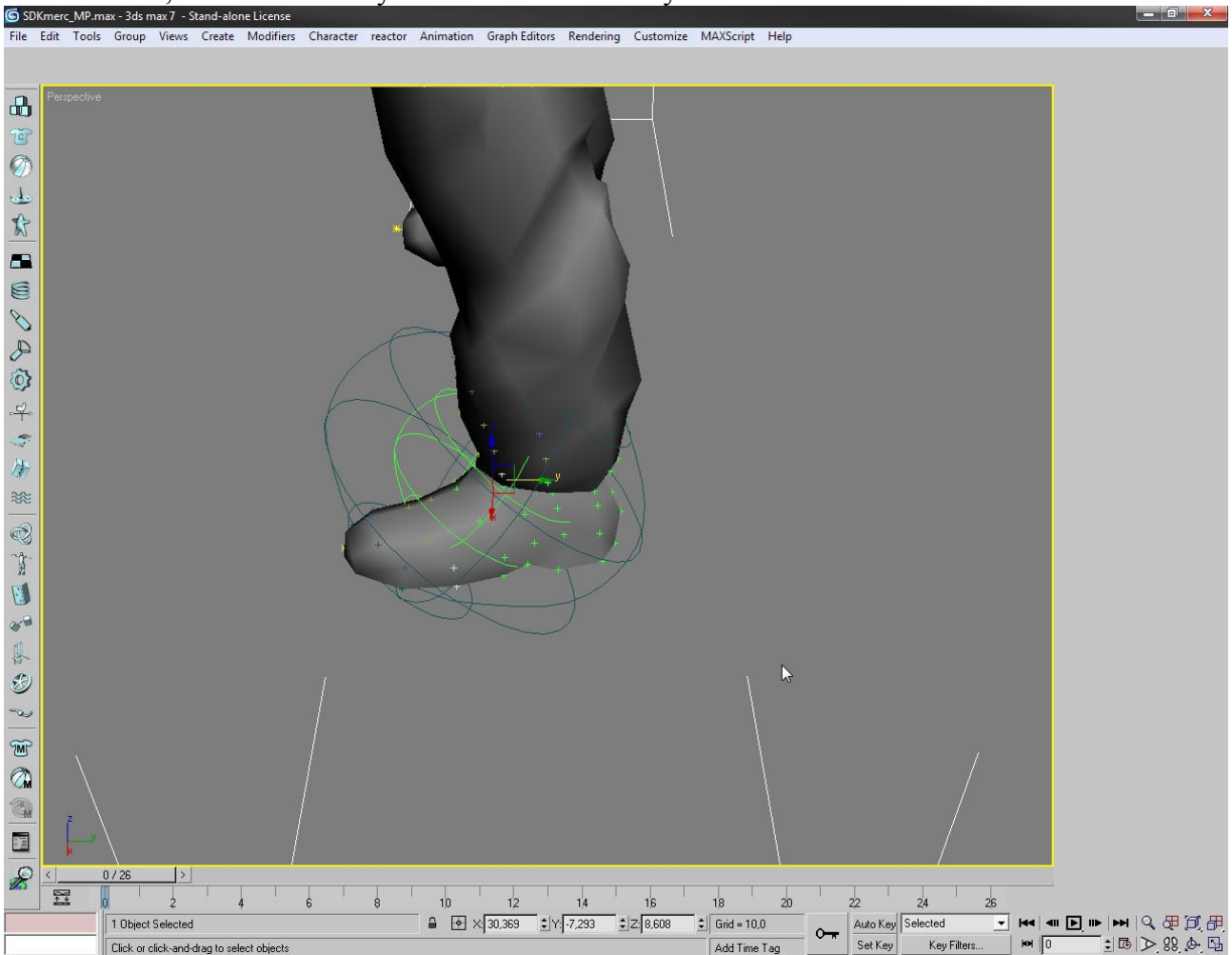


The foot itself is a little messy work.

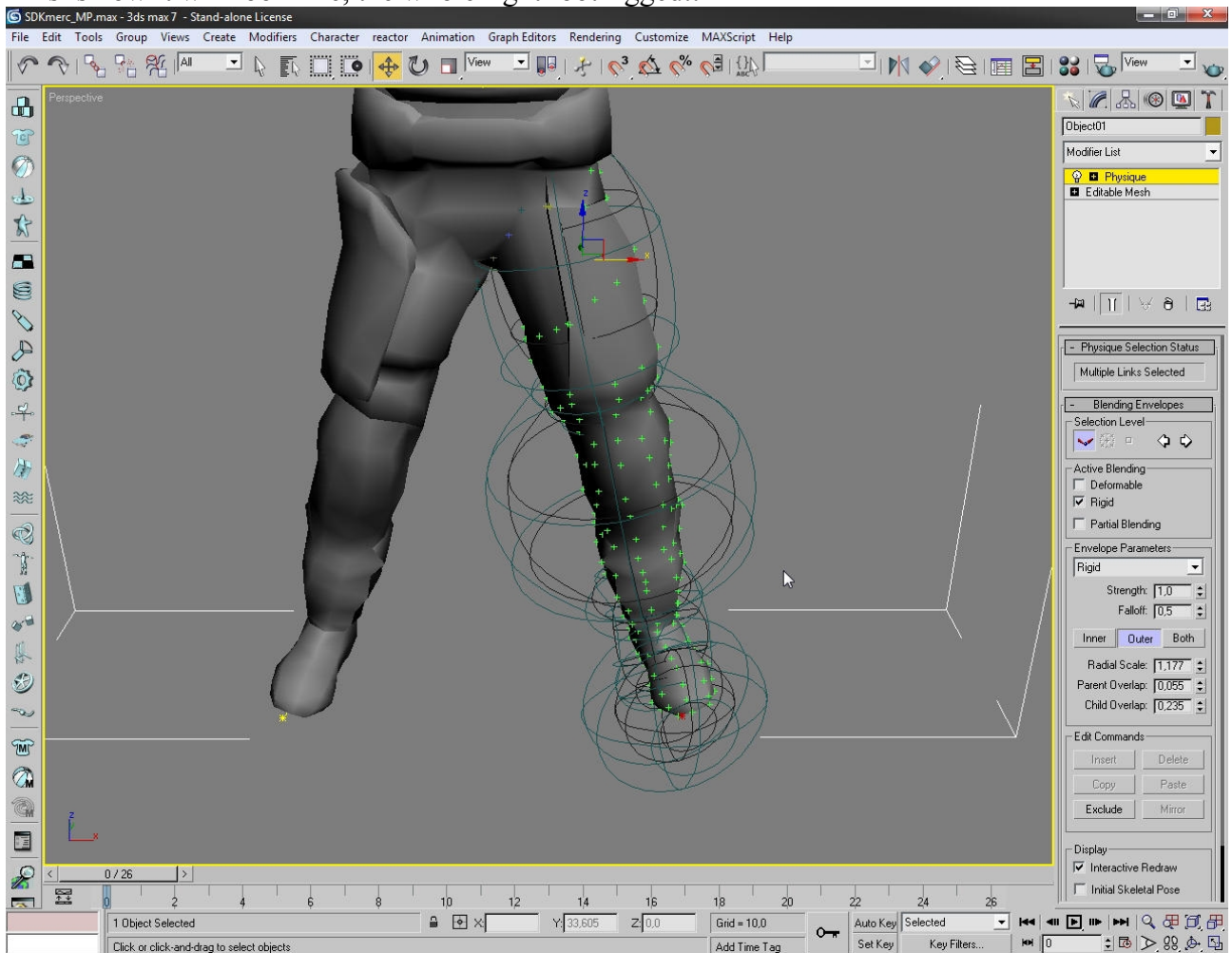
By pressing f3 button you will get wireframe.



Here you need to be a little careful, if u chose too much upper leg you will get unwanted deformations, butthe better way is to test and find out yourself.

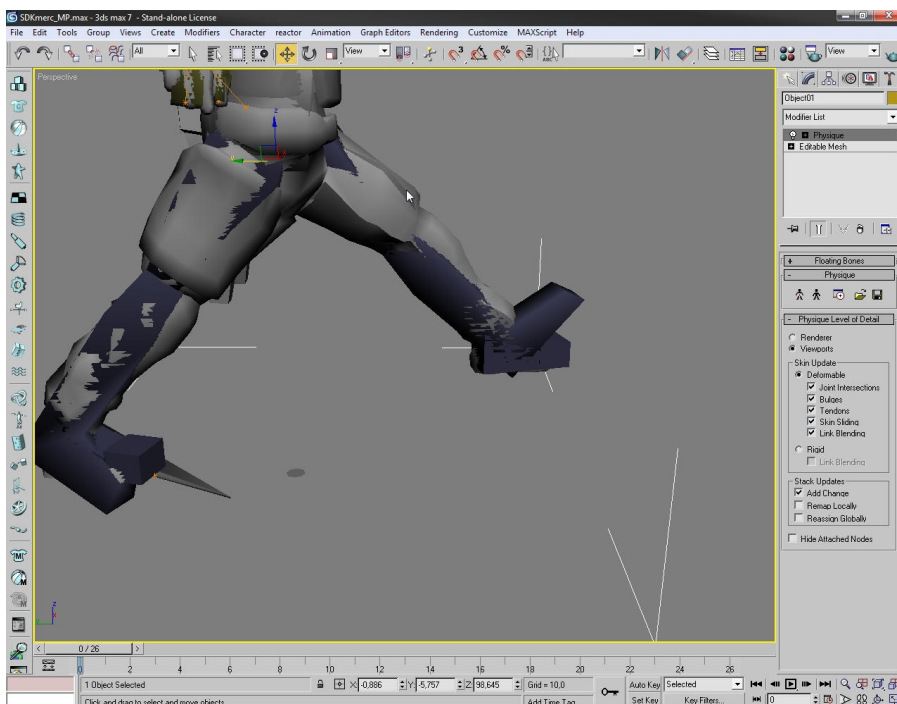


This is how it will look like, the whole right foot rigged:

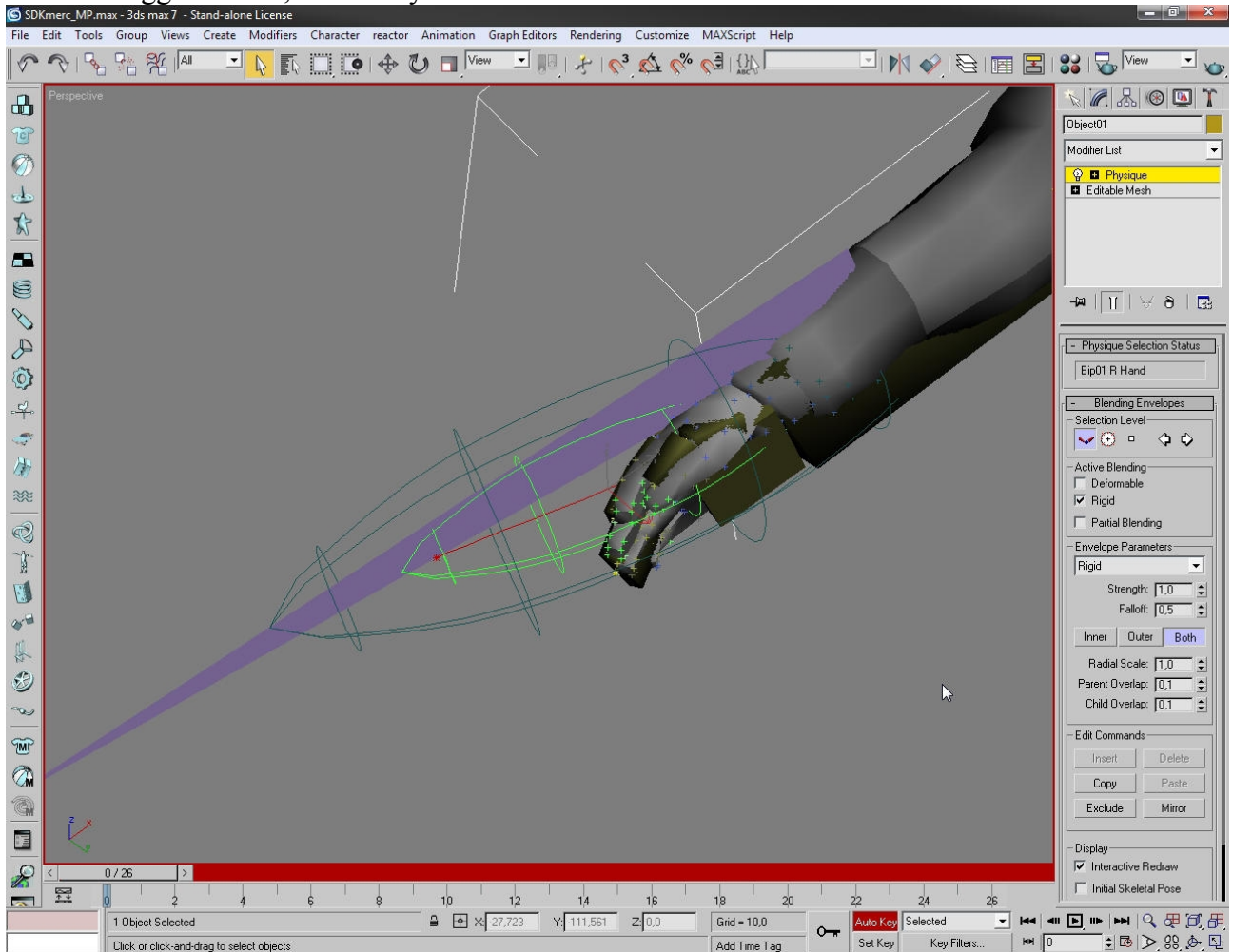


PS:Rigg the other leg also.

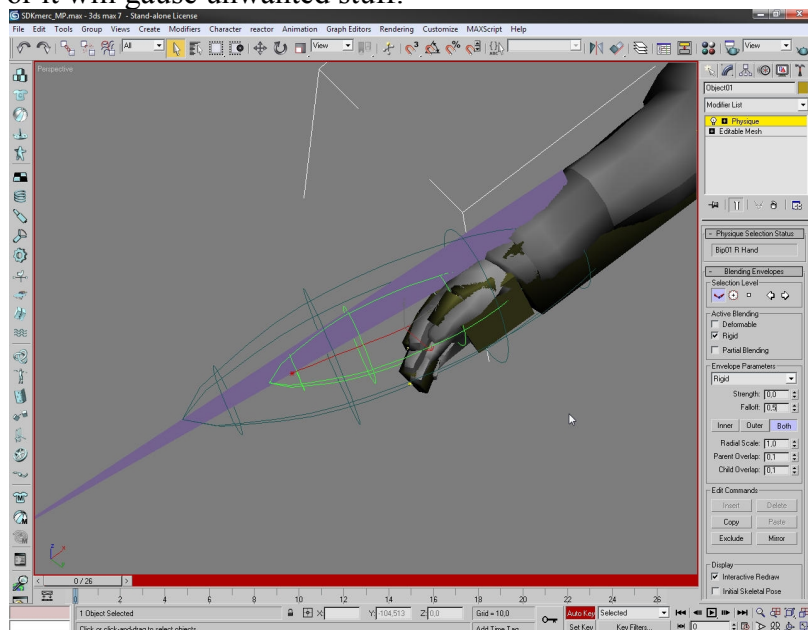
If u want to test and see if u got every spot covered and rigged, then take the figure mode off, choose a leg bone, but on auto key for animating, and make a simple animation, if u see any deformation, fix it.

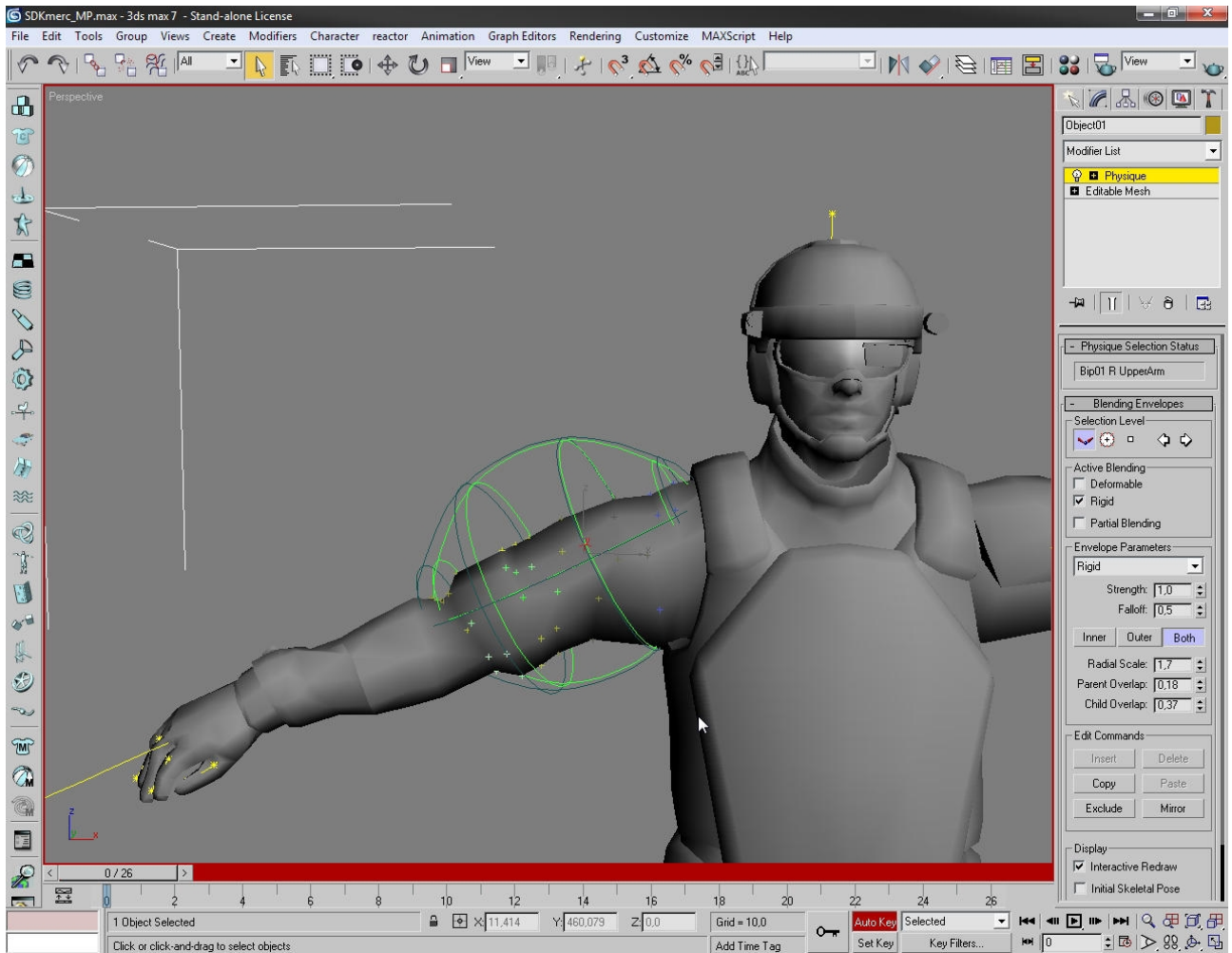


Now lets rig the hand, i will only show one hand.



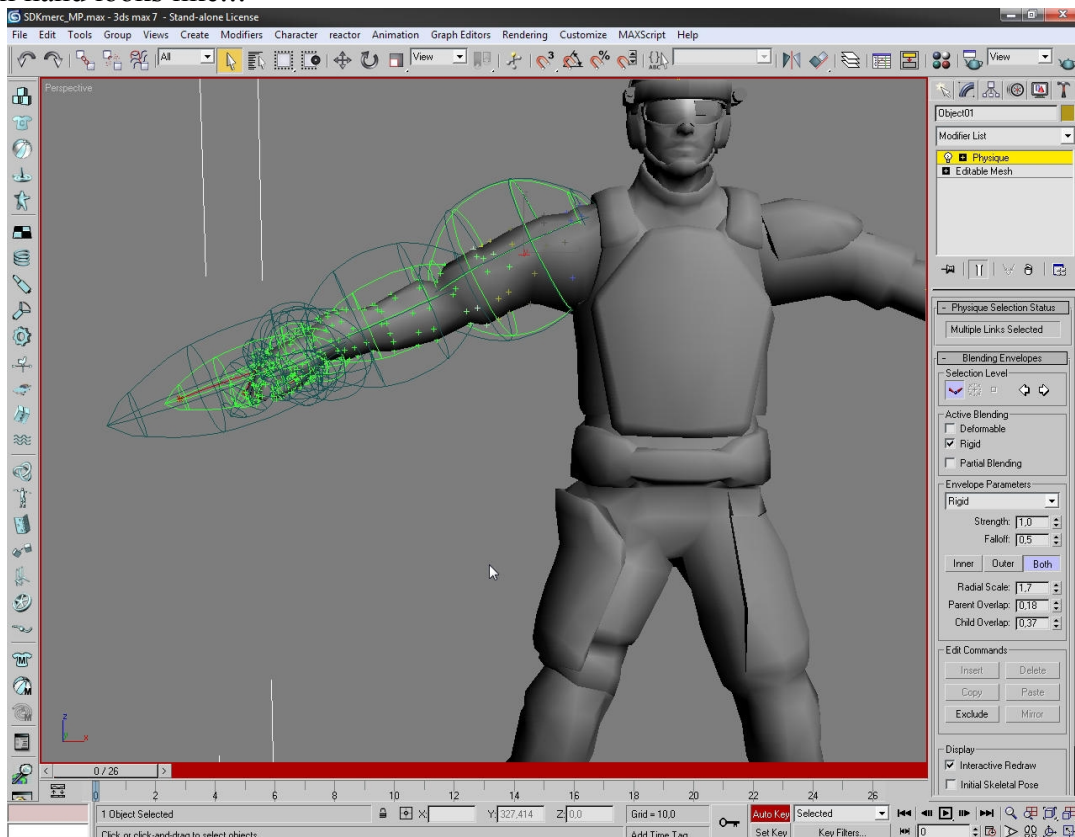
PS:But on the figure mode and deactivate auto key, i didn't, was a quite a mess i needed to clean. Like u see the fingers aren't quite seperate, anyway, the link between the weapon bone, and the hand bone, but it to „0“ or it will gause unwanted stuff.



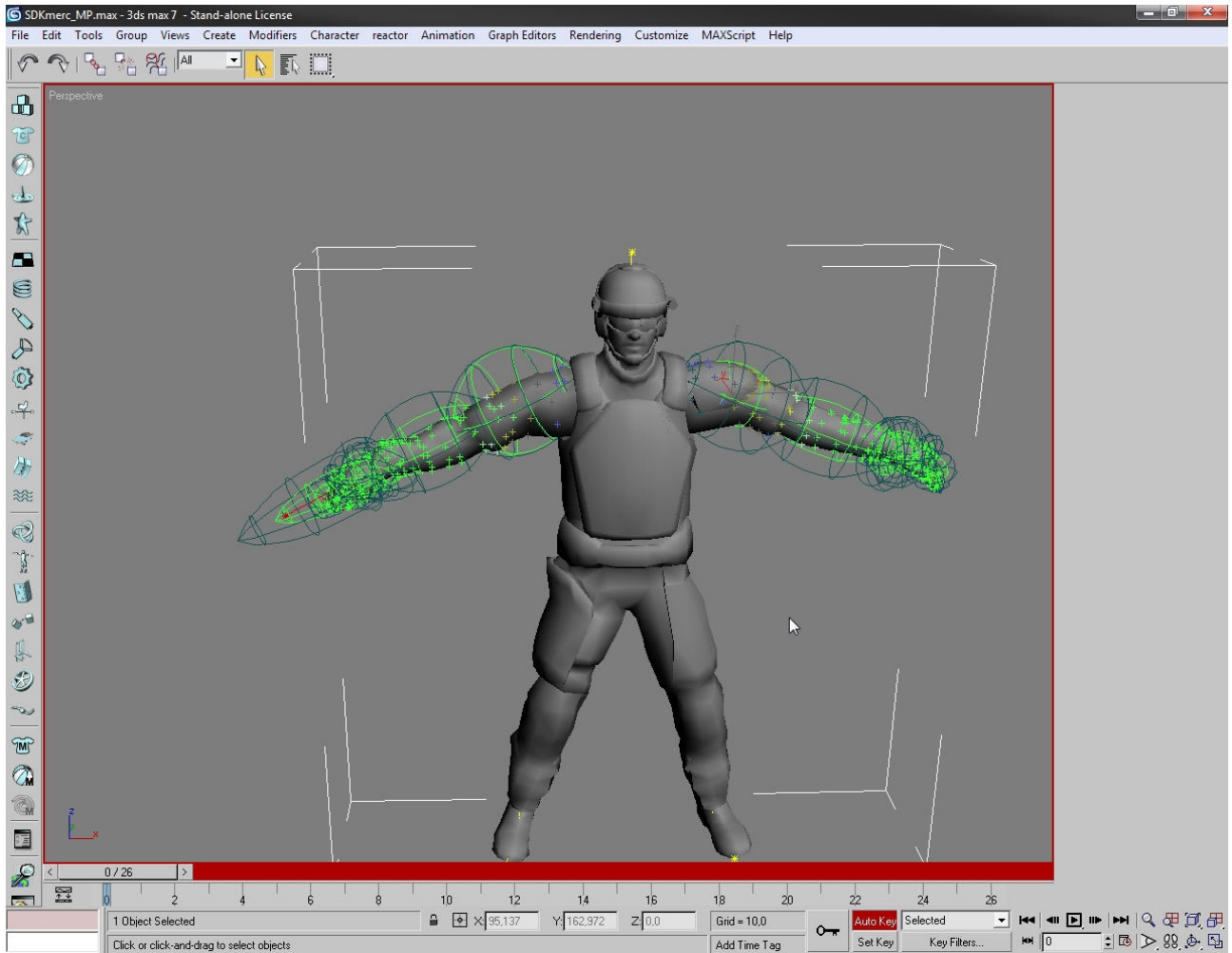


Just carefully rig each bone, and make sure that the upper hand bone and lower hand bone will share some vertices, it will be better effect then.

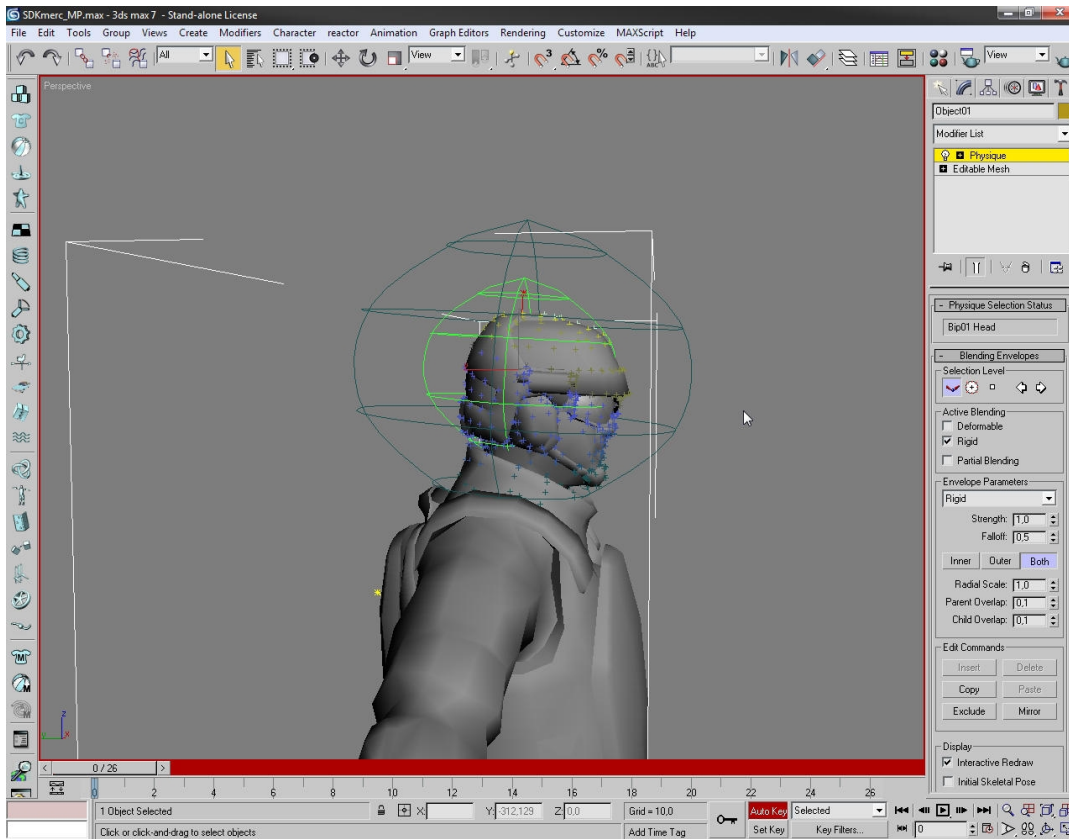
How full hand looks like:::



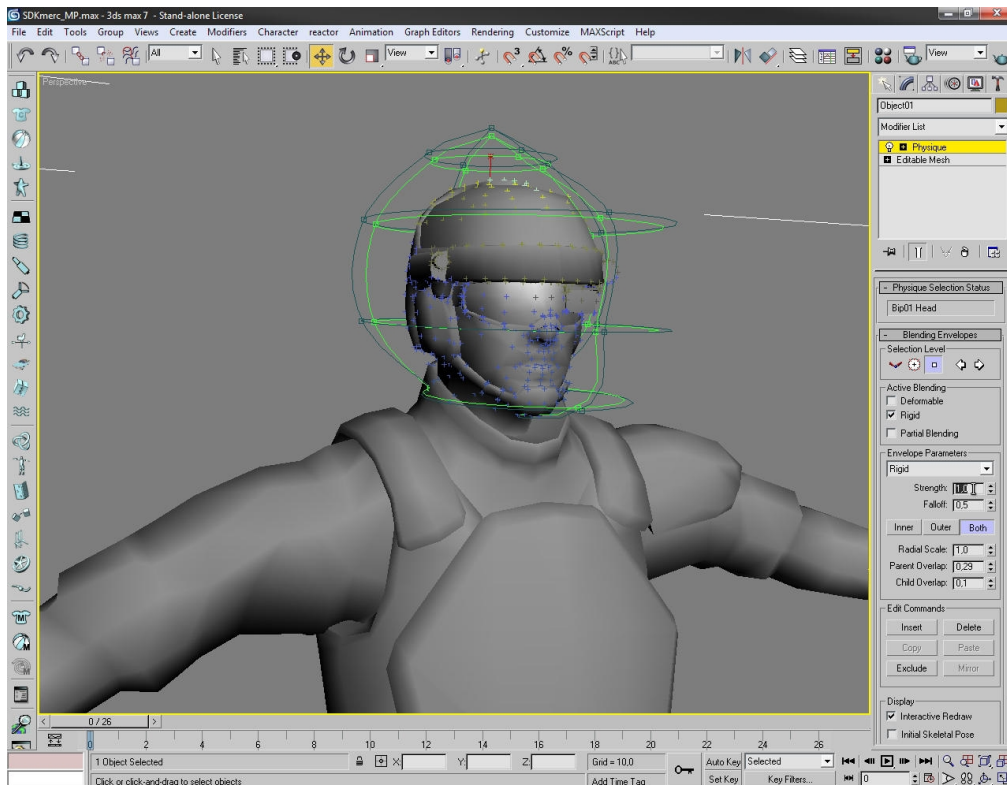
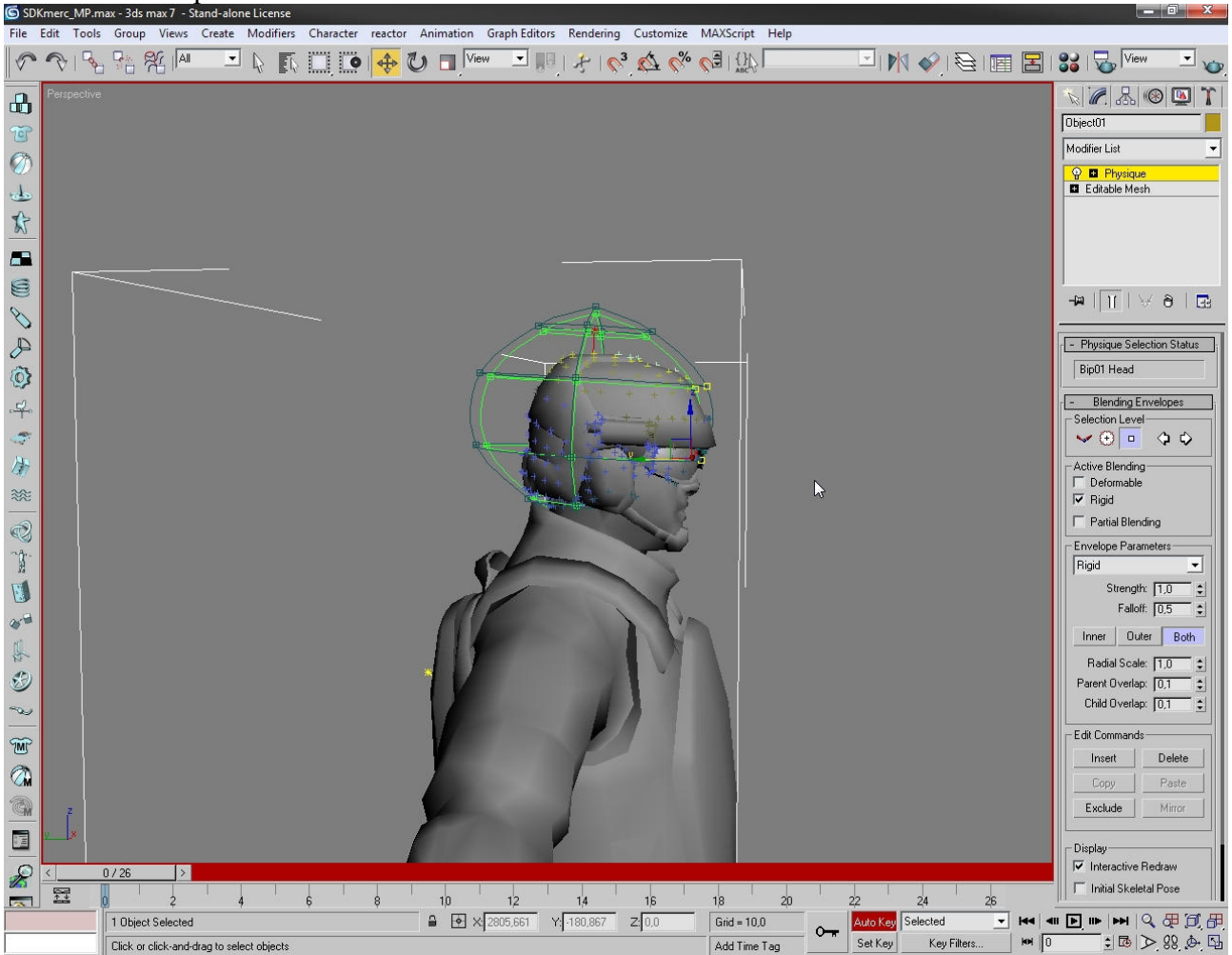
And how both hands look like:::



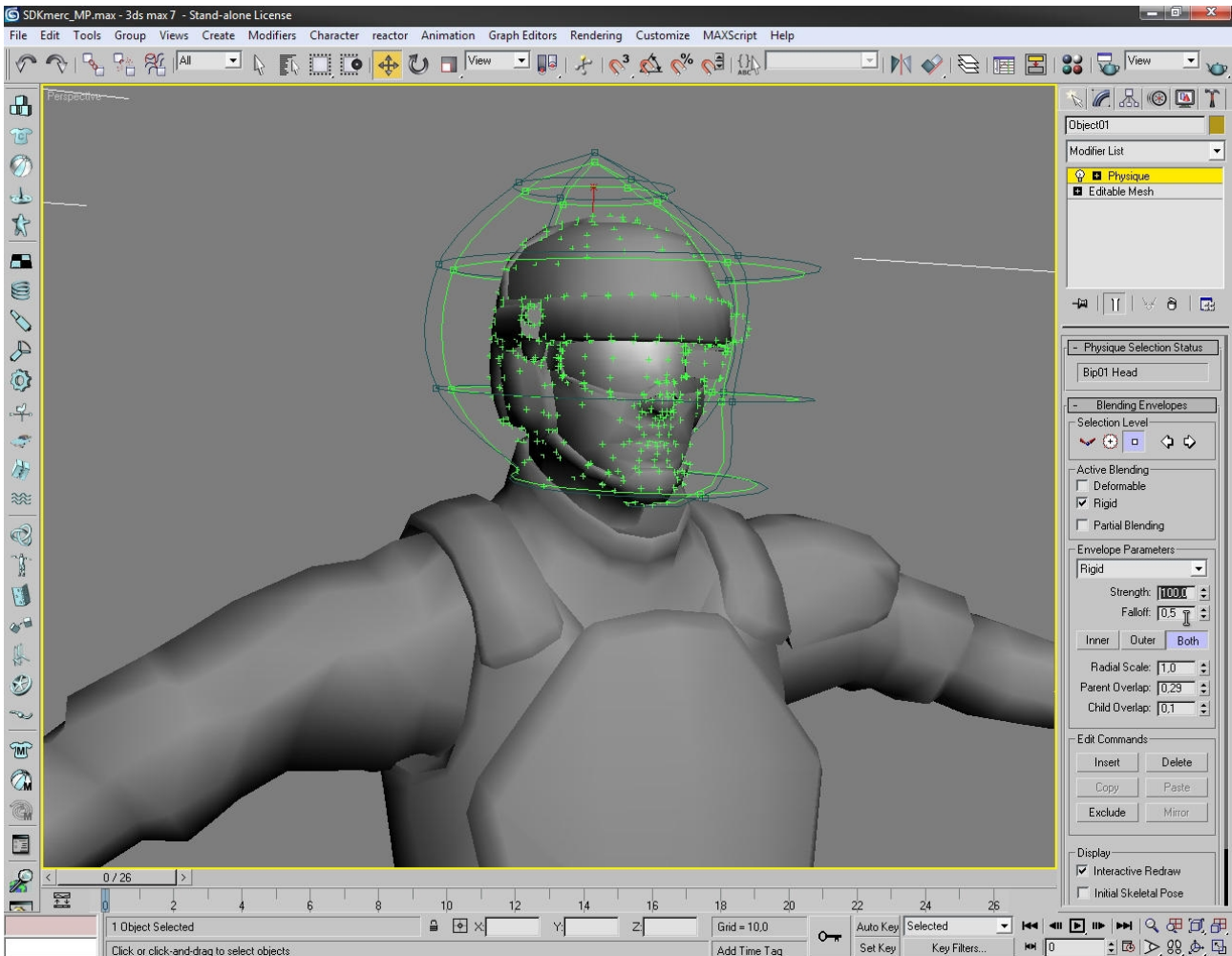
Now lets rig the head.



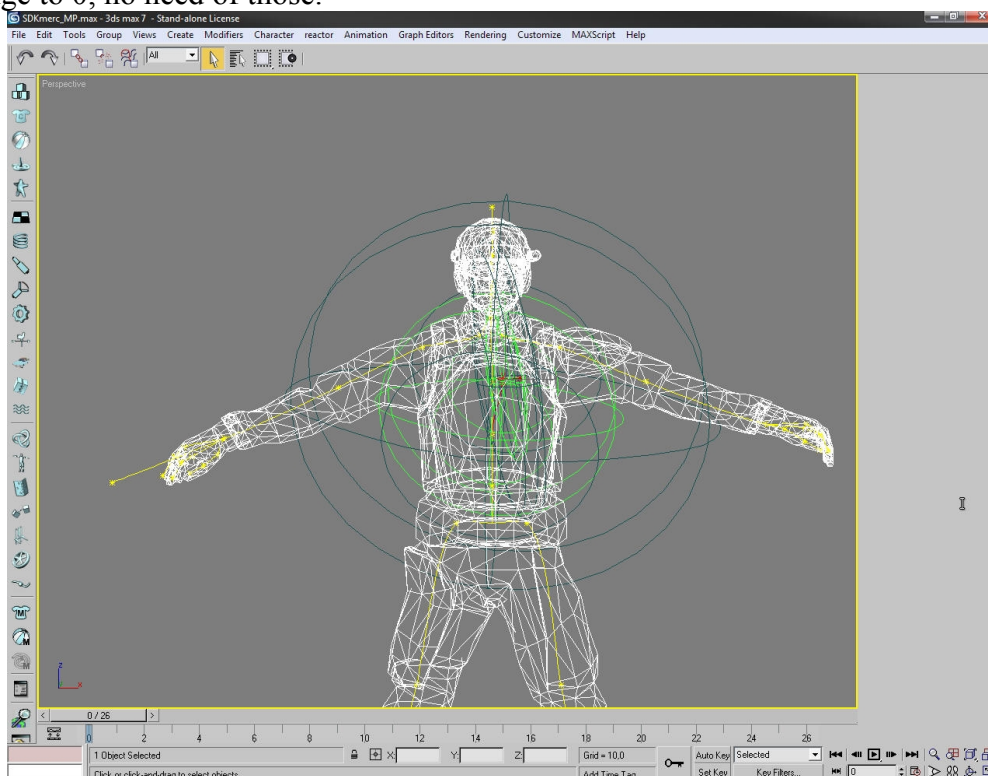
Size it and make everything that only the head is effected.
Pictures will explain more:



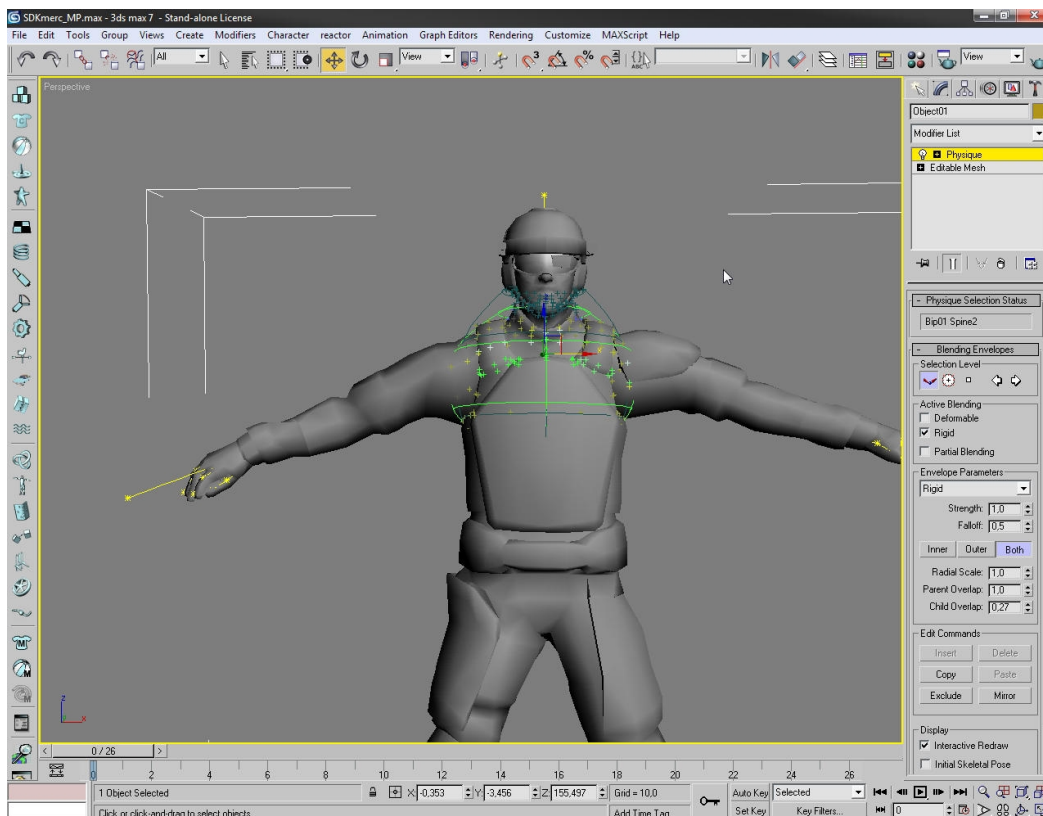
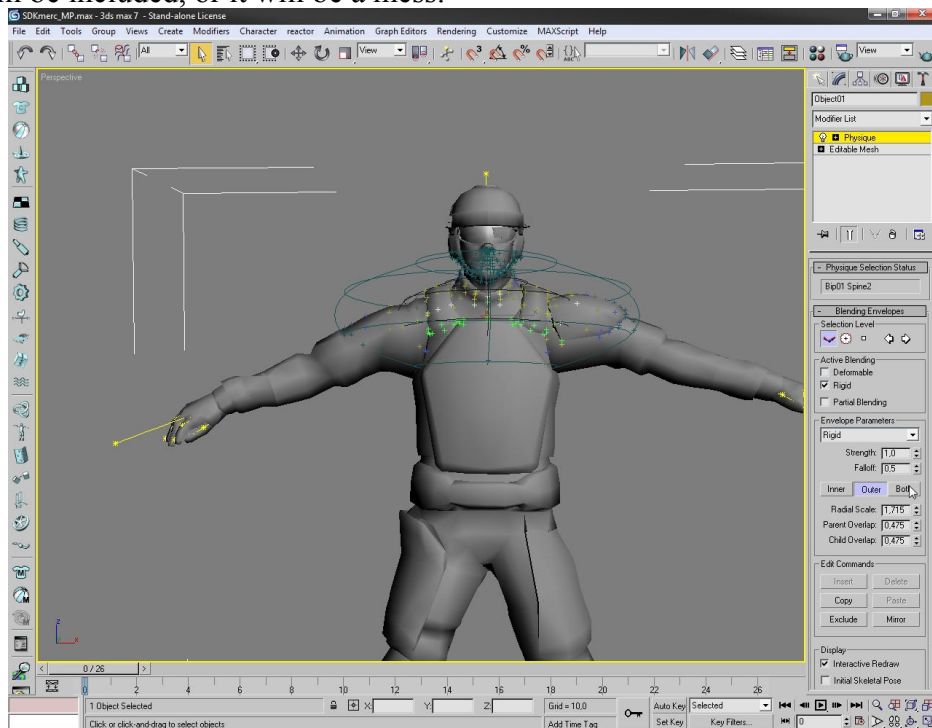
Now but the strenght to 100, this is needed because of when rigging spine parts, the head won't be effected.



Now, the links between the weapon bone in back of the merch, and the link between the spine and heart, change to 0, no need of those.

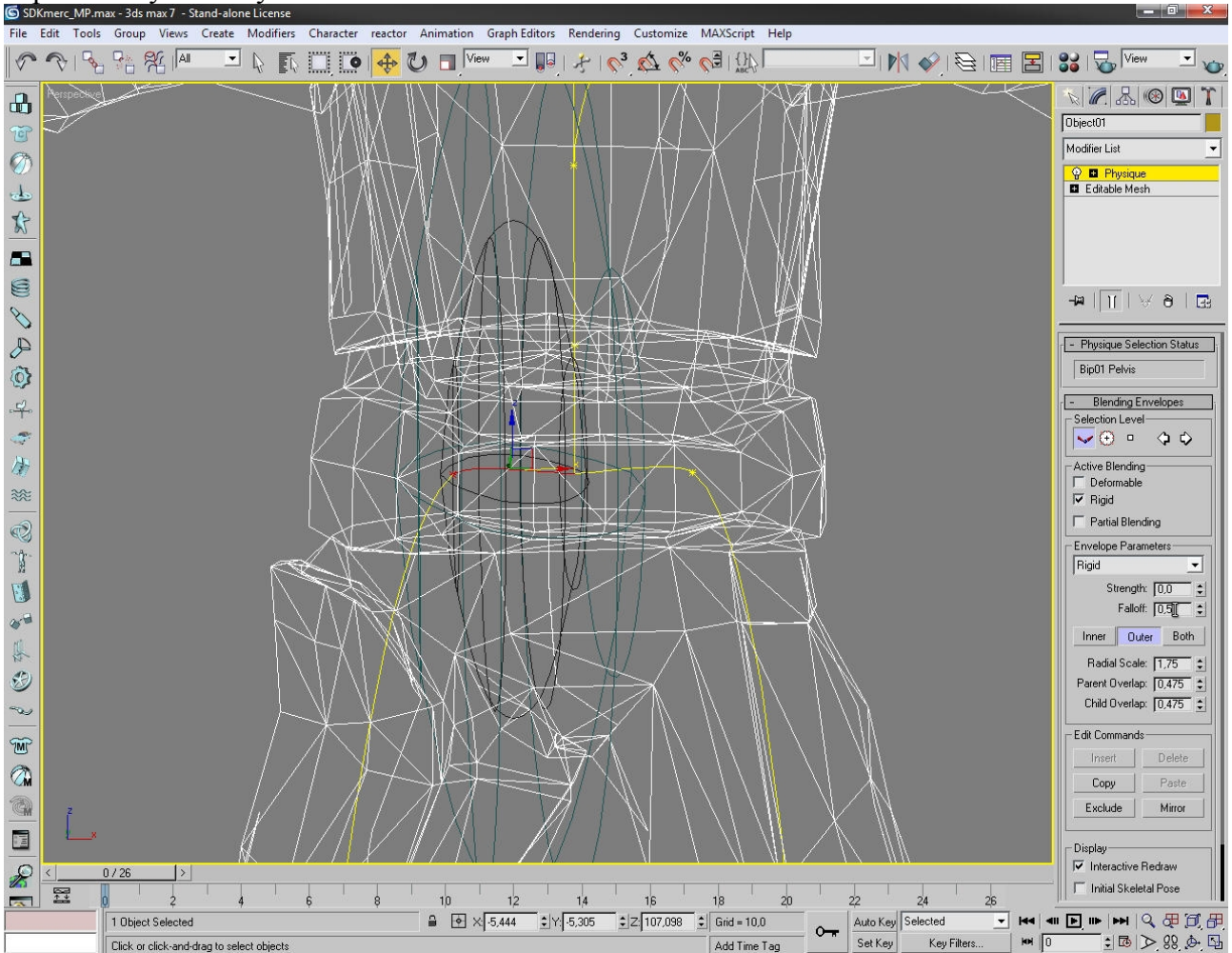


Now we will rig the spine parts, this will be little on the...err, other way thingy...
When rigging he spine parts make sure that only body will be effected, make sure no hand vertexes will be included, or it will be a mess.

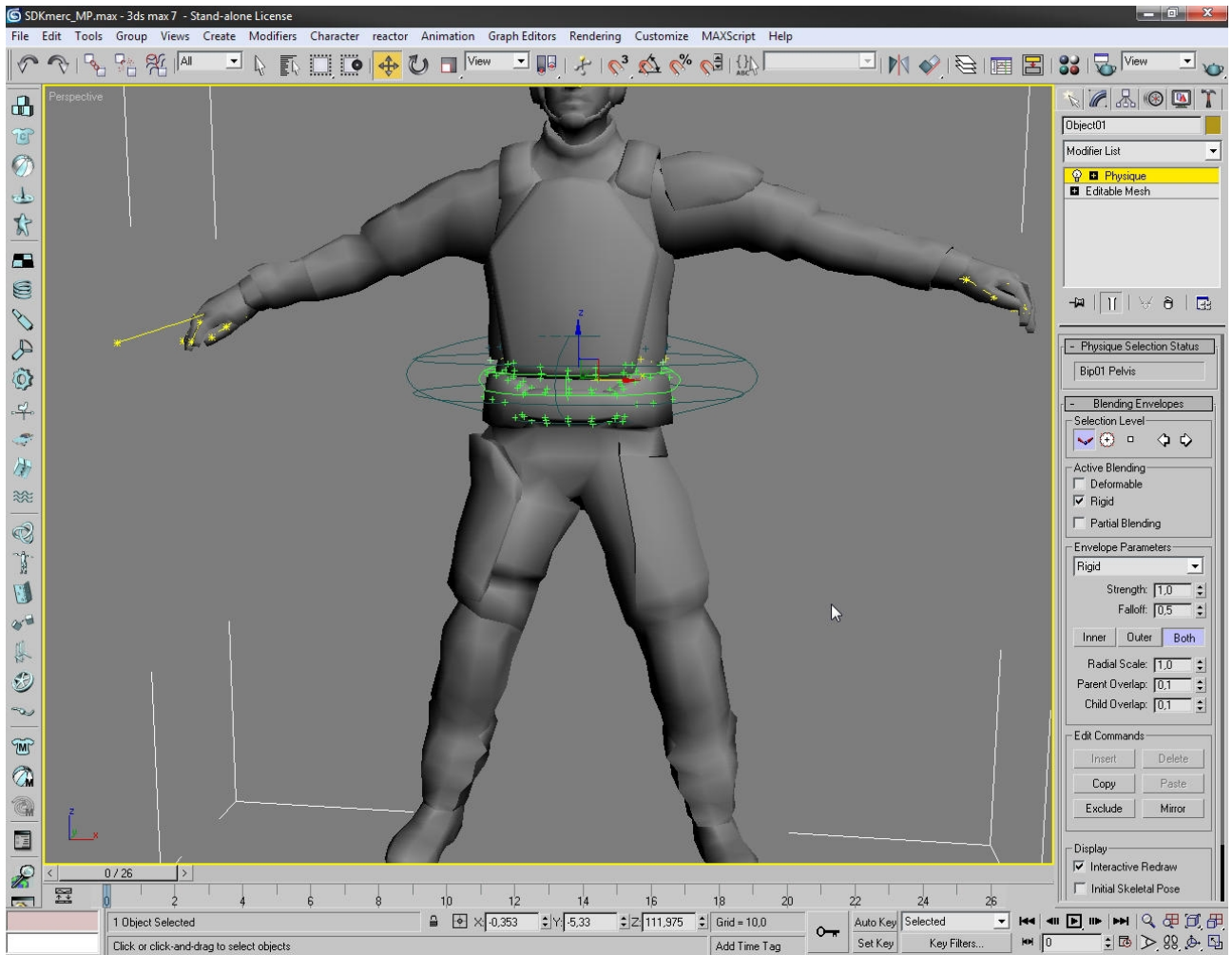


The head may be effected but the heads strenght is 100 so no deformation will be there.

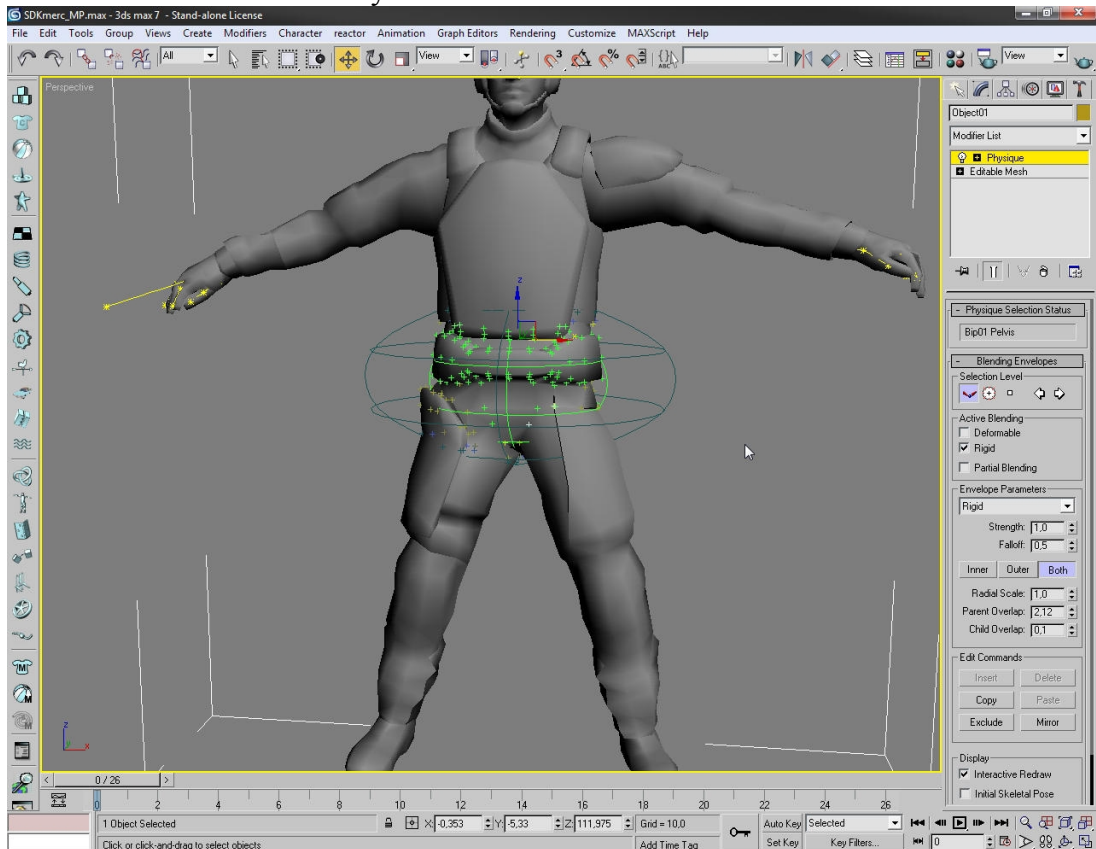
Now there will be 2 pelvis bone links, but them to 0, its not needed for every rig, but if u will experiment yourself you will see the difference.



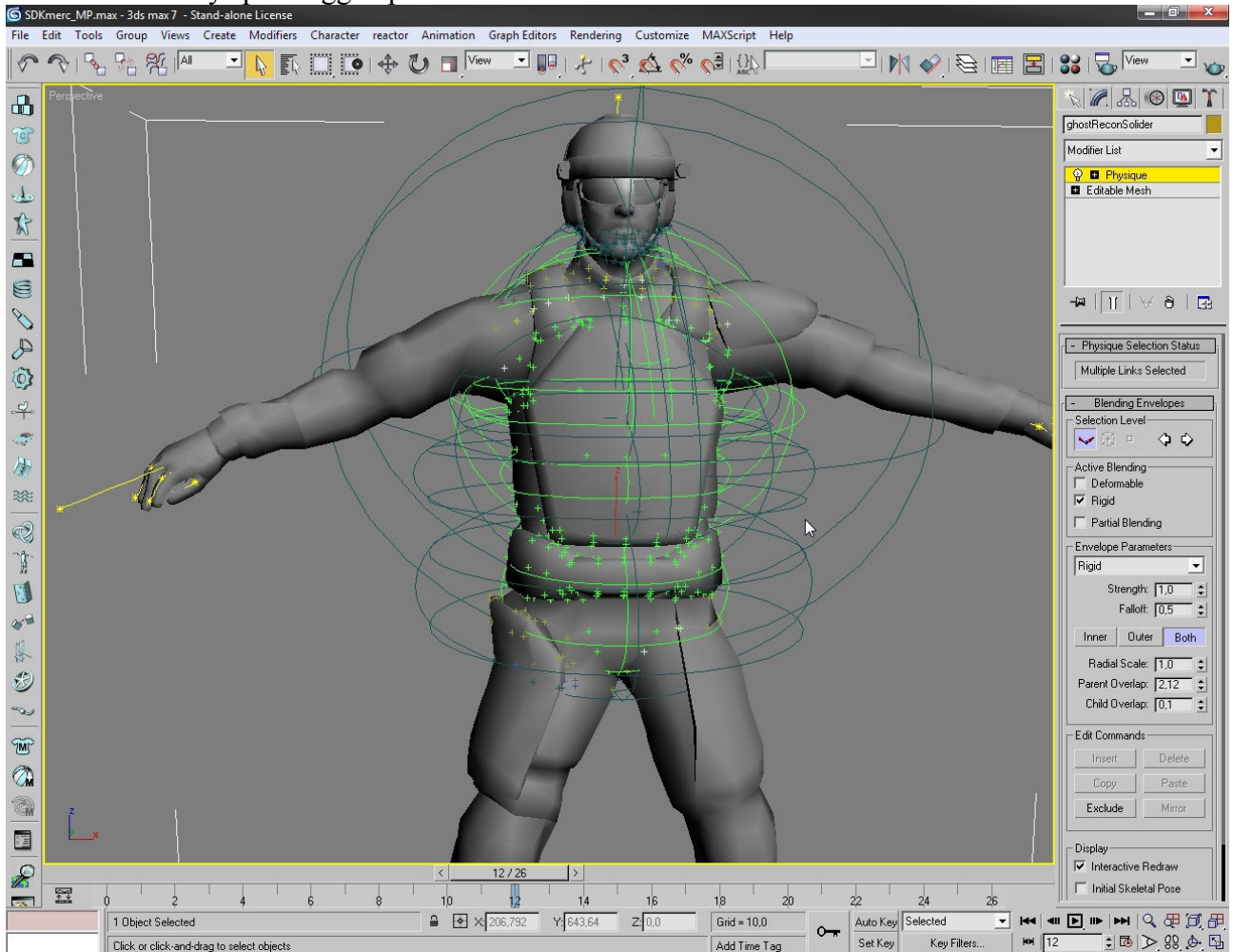
Now Bip01 pelvis will need some work, 2 pictures will show, what kind.



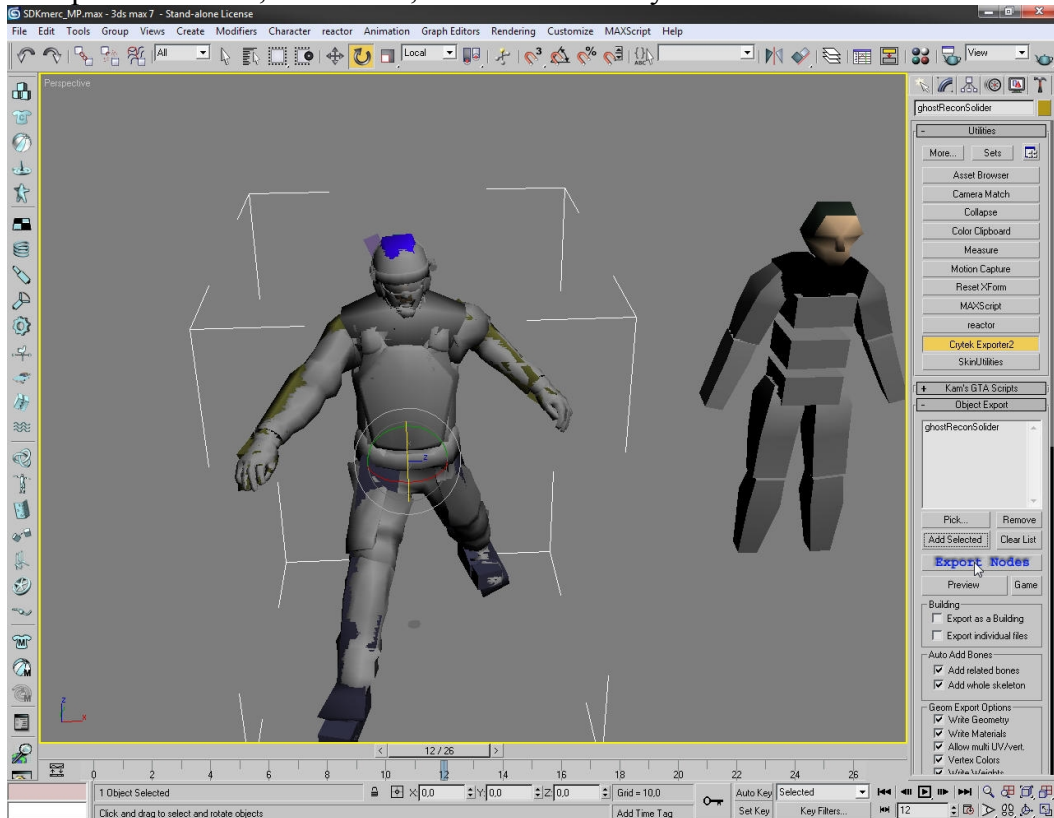
Just scale it so that whole down body will be in there.

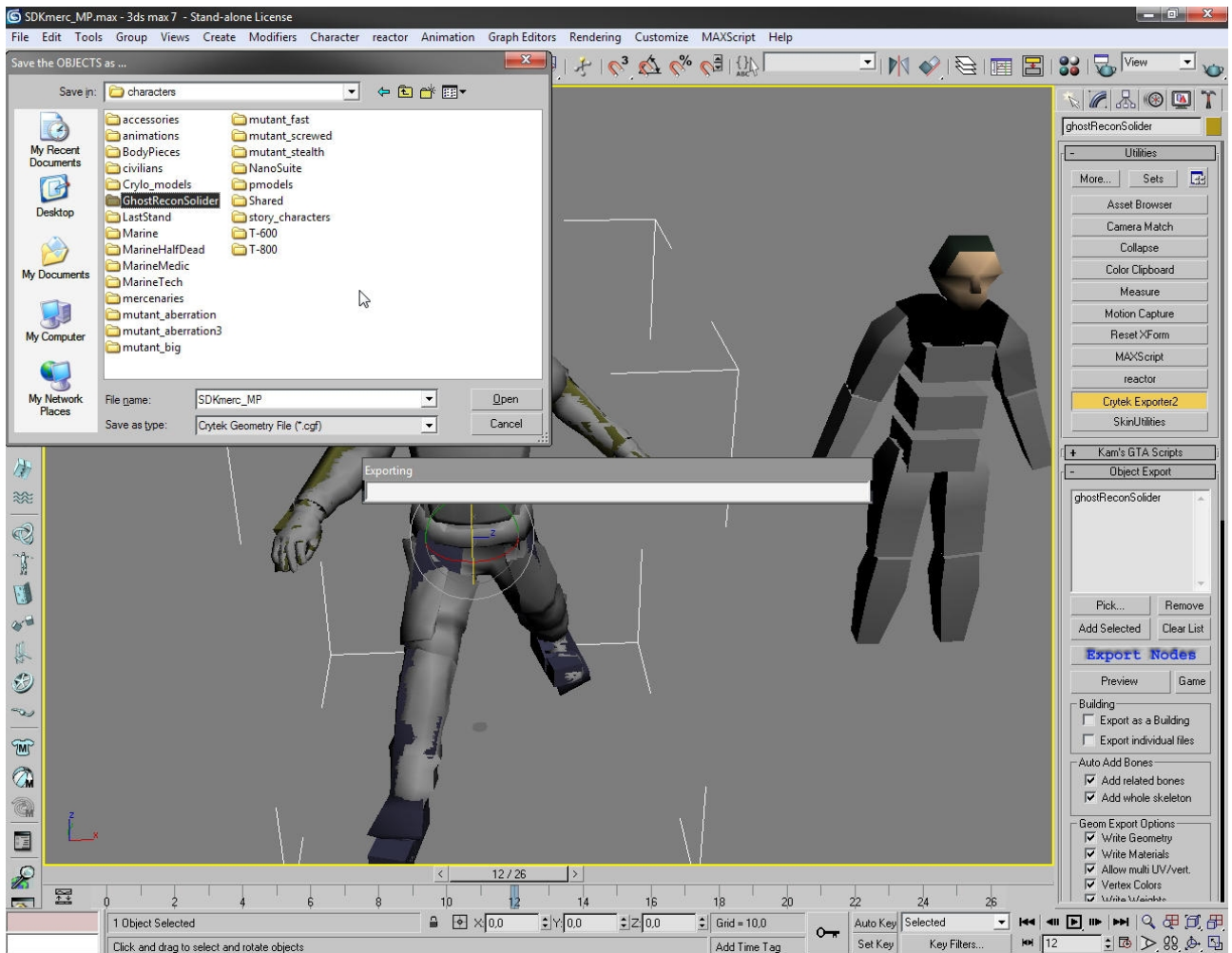


This is how every spine rigged parts will look like::::

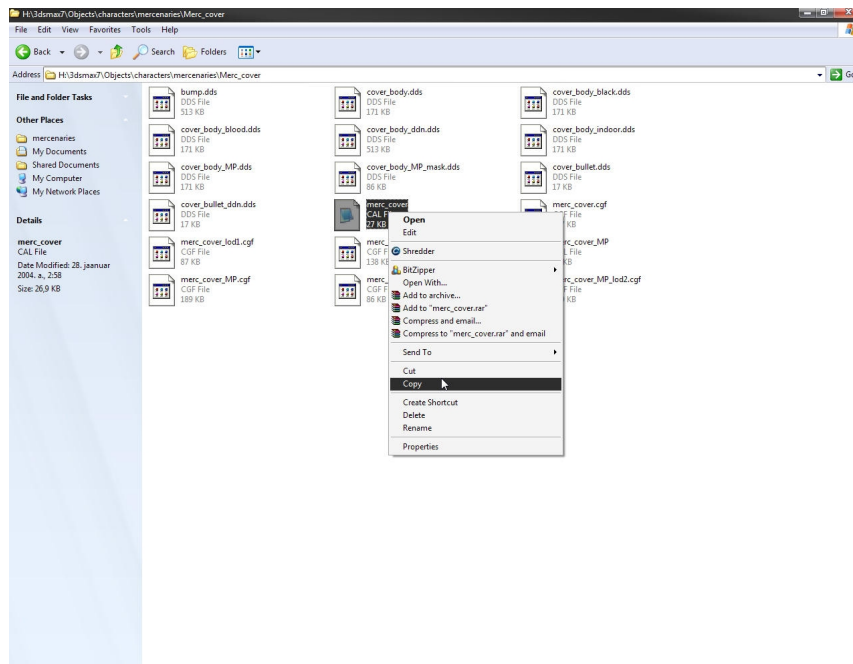


The best way to learn is to experiment every single bone effect and what it does yourself !
Now lets set up the character, lets save it, and but necessary stuff.

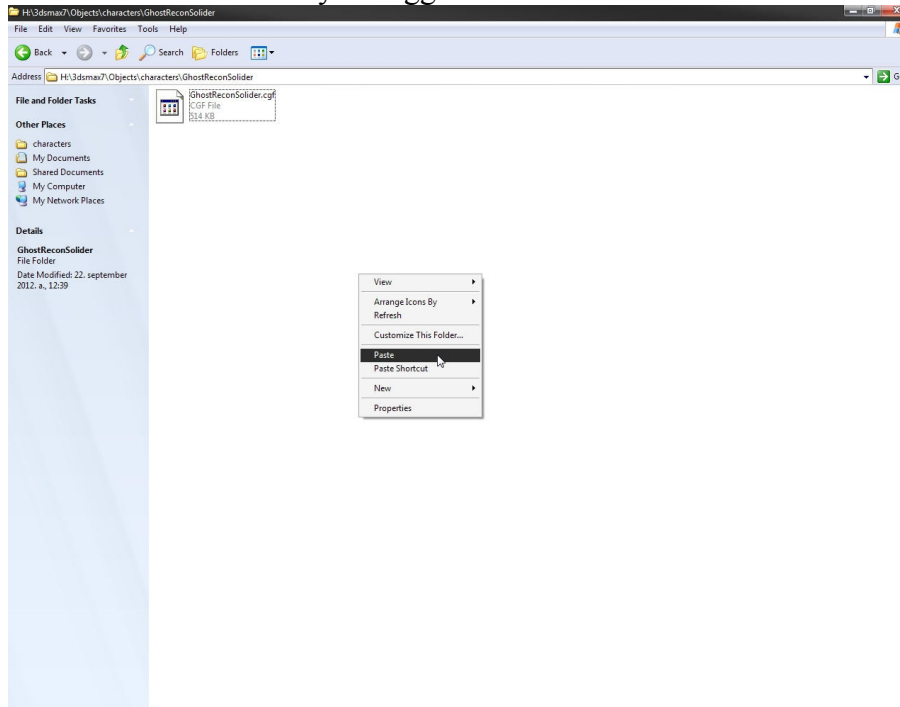




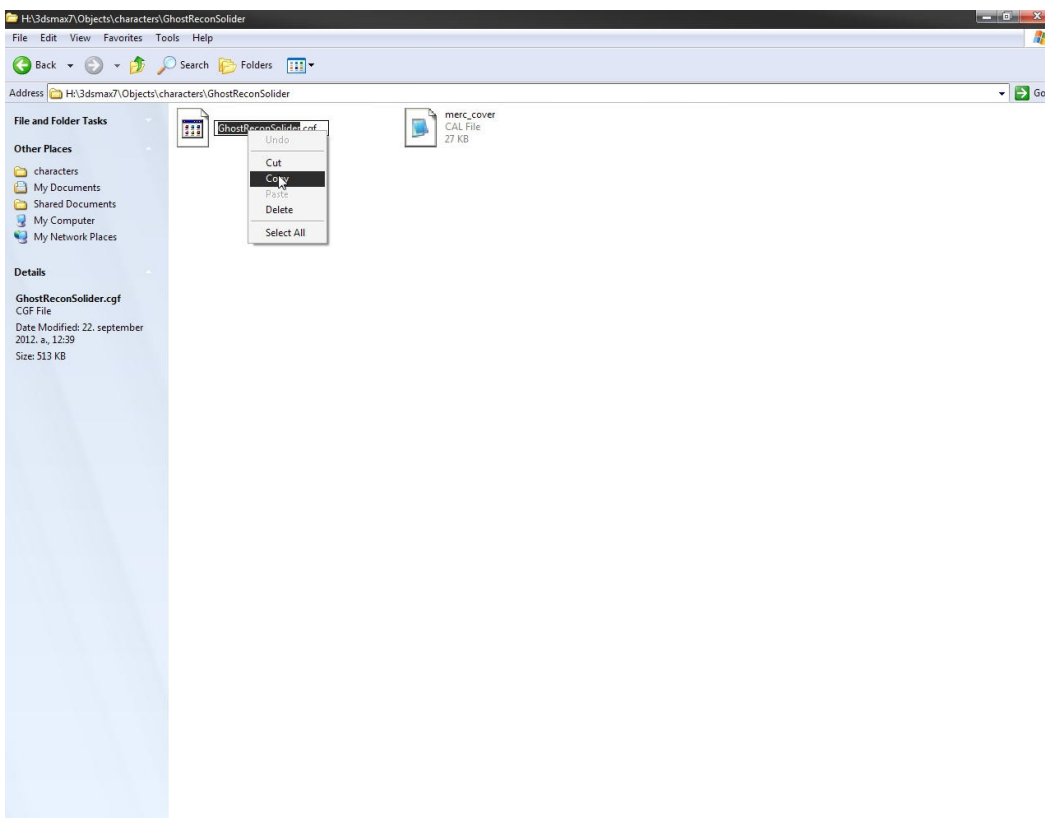
The rigged model is saved to there, lets set up the animation's.
 For that pick a merc file:
 and copy *.caf file.

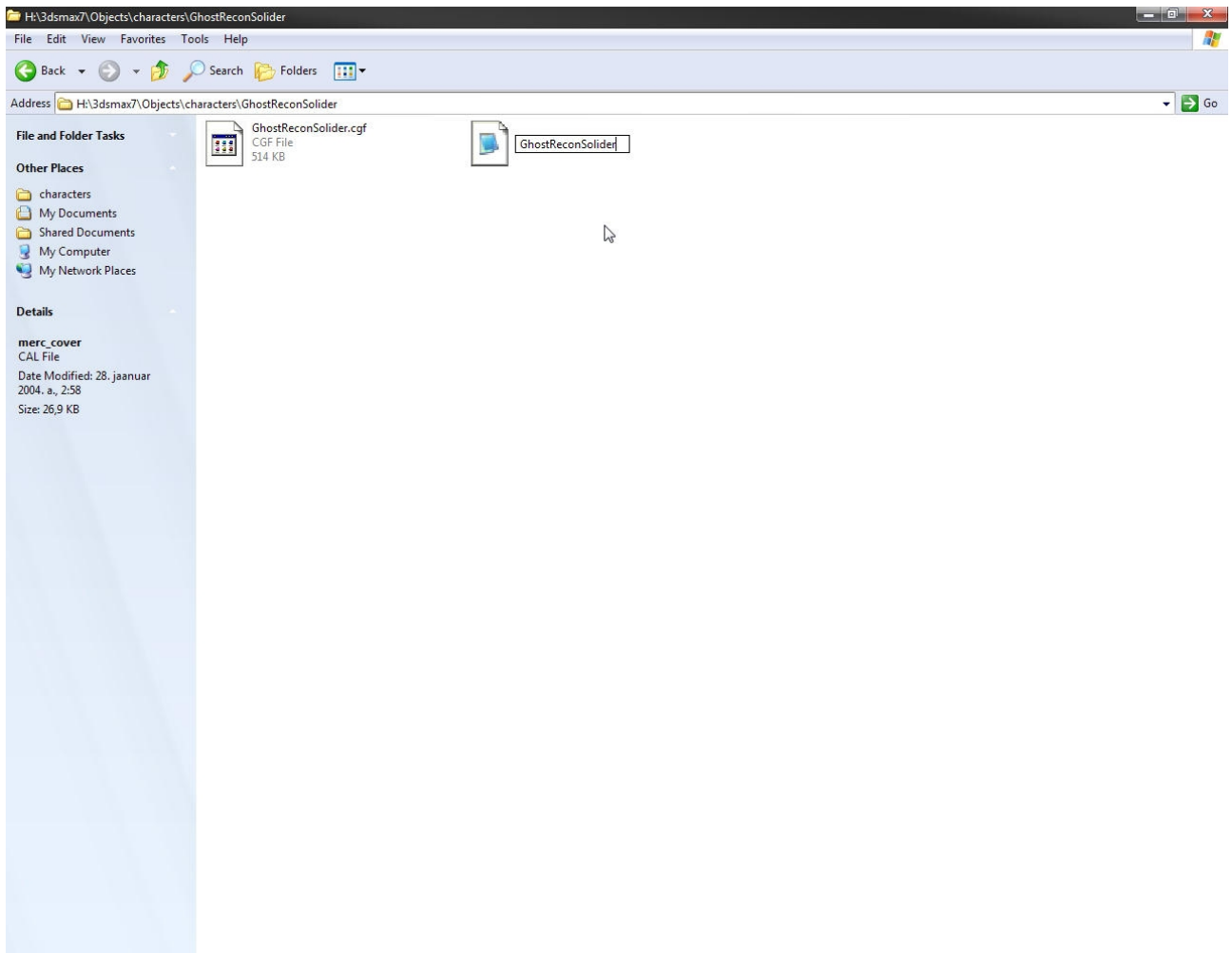


But it to the folder where your rigged character is.



Copy the name of that character.





NOTE: There is no need to change the names inside that *.caf file!!!!

YOU HAVE DONE IT!!

This is the end of this tutorial, i hope you learned something, this is my first tutorial by pictures so sorry if i messed up someting.

If you need some help pm me via crydev.crymods.net or send me a message to janzujanzu@gmail.com

Have a nice day!

