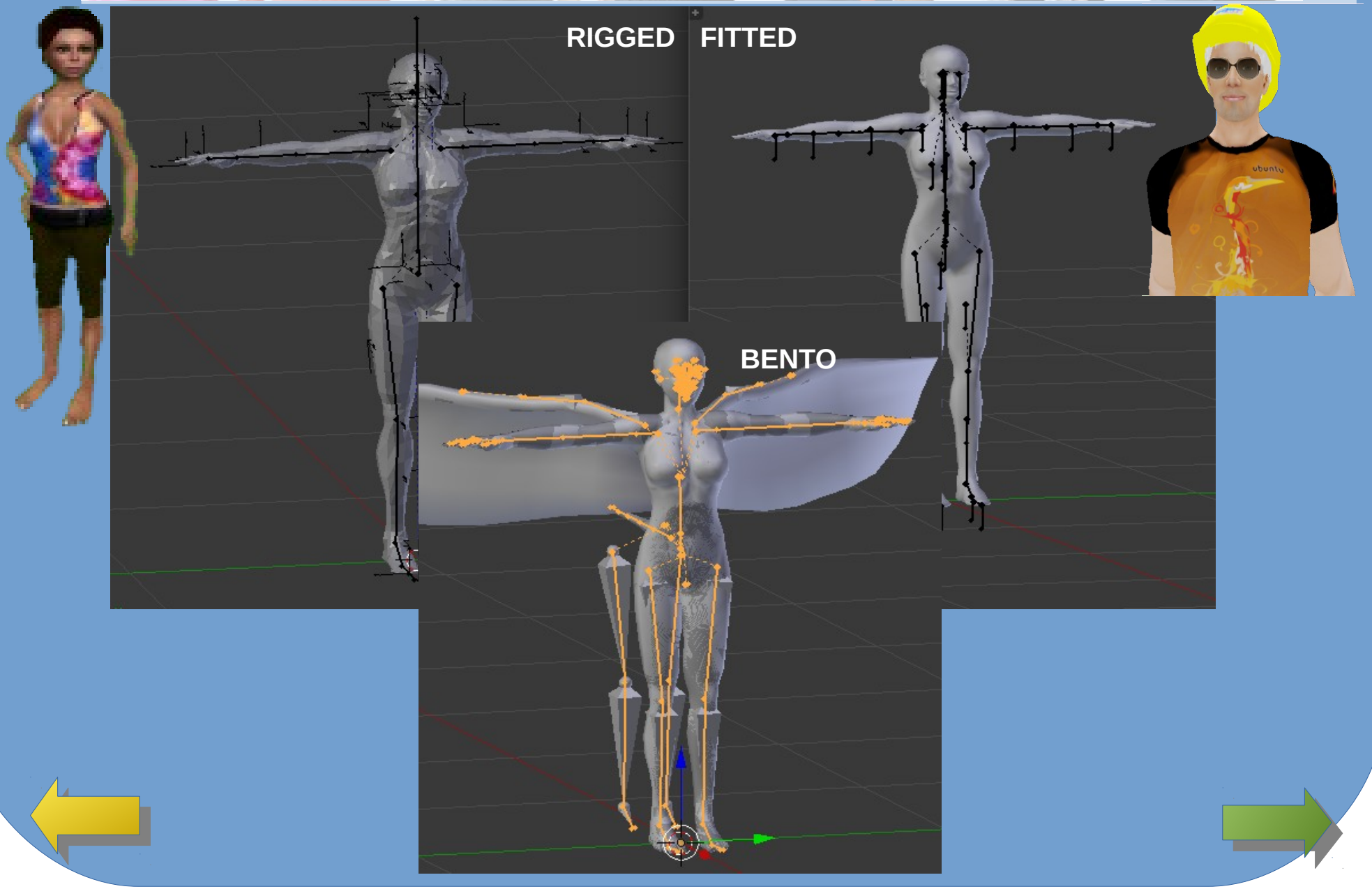
MESH CLOTHING
RIGGED-FITTED-BENTO



MESH CLOTHING
RIGGED-FITTED-BENTO

Hi Gim,
I found that dress done by Shelby and it does not fit me at all.

What do you mean ?

See this one is Large dress

This one is Medium dress

And this one is Small

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RIGGED-FITTED-BENTO

Yes and I don't know what to do with that.

So these size are provided but none fit you

Medium fit me best but still

Well Shelby model can be modified with blender

How do I go about it?

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RIGGED-FITTED-BENTO

Ok I know how to do that .

First export this model to OBJ format for blender using viewer export mesh tool .

Then lets fire up blender and get the model in.

I did all that rework the mesh and imported it back in Opensim. When I try to wear it it did not work. It attach to me like an object not like a clothing

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RIGGED-FITTED-BENTO

The what ?

That is because when you export the dress you were missing the rig.

The rig or in blender wording the armature. The bones that support you avatar clothing.

So where can I get this RIG. Why does it not come with the rigged dress?

MESH CLOTHING
RIGGED-FITTED-BENTO

Unfortunately the export from inworld does not export the rig too. So you have to get the rig from second life . There is three rigs available

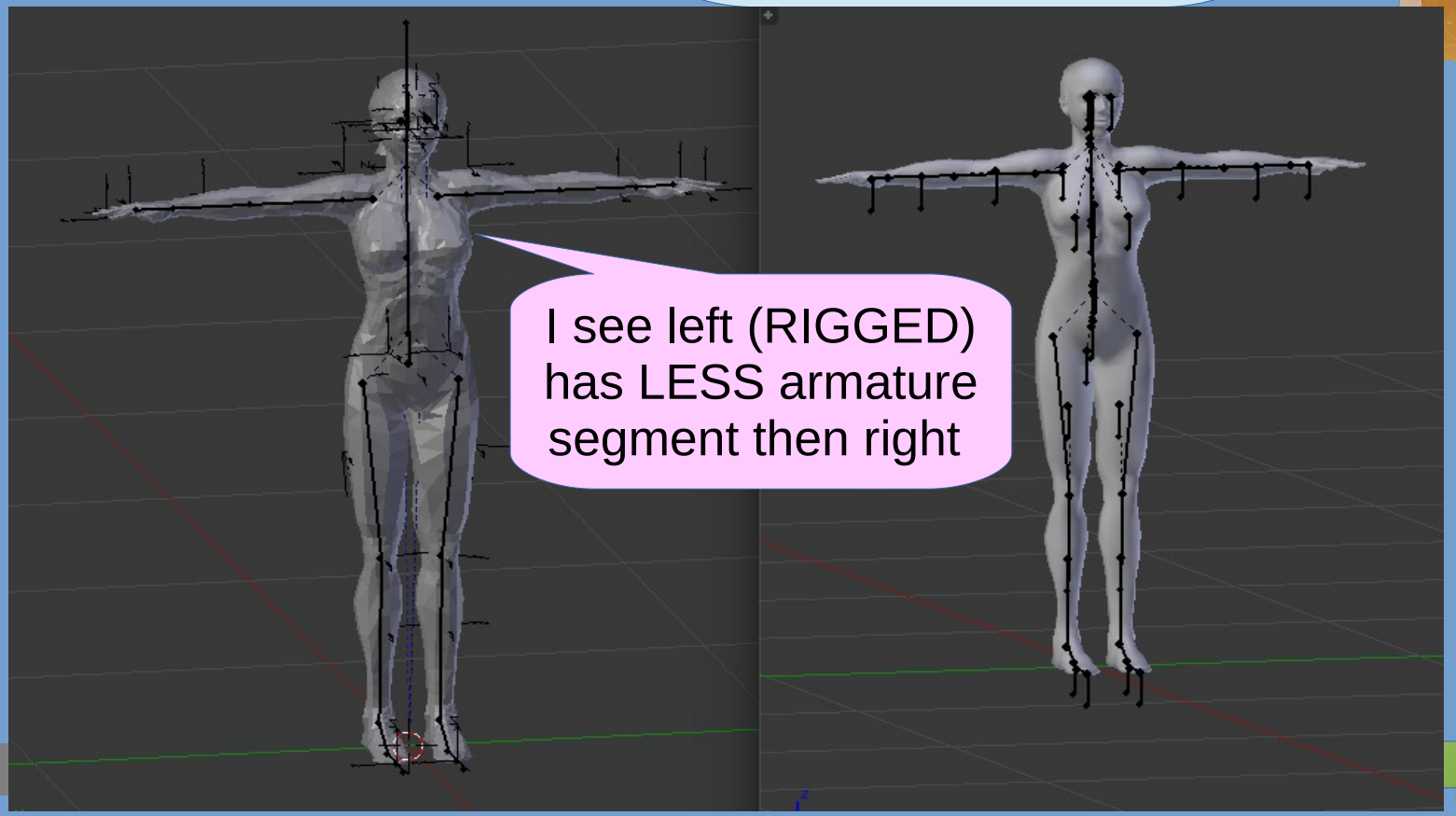
Why three?

There was never a rigged mesh produced by SecondLife
There is the old RIGGED avatar file done by Domino :
http://dominodesigns.info/downloads/blender/avatar.blend :
And two by him and Gaia (Avastar)
http://blog.machinimatrix.org/avatar-workbench/
The FITTED and BENTO the latest one.

MESH CLOTHING
RIGGED-FITTED-BENTO

So BENTO is new and rigged is old and what about FITTED??

We will be using FITTED for dresses. See the difference between RIGGED and FITTED.



I see left (RIGGED) has LESS armature segment then right

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Why FITTED instead of BENTO the new one

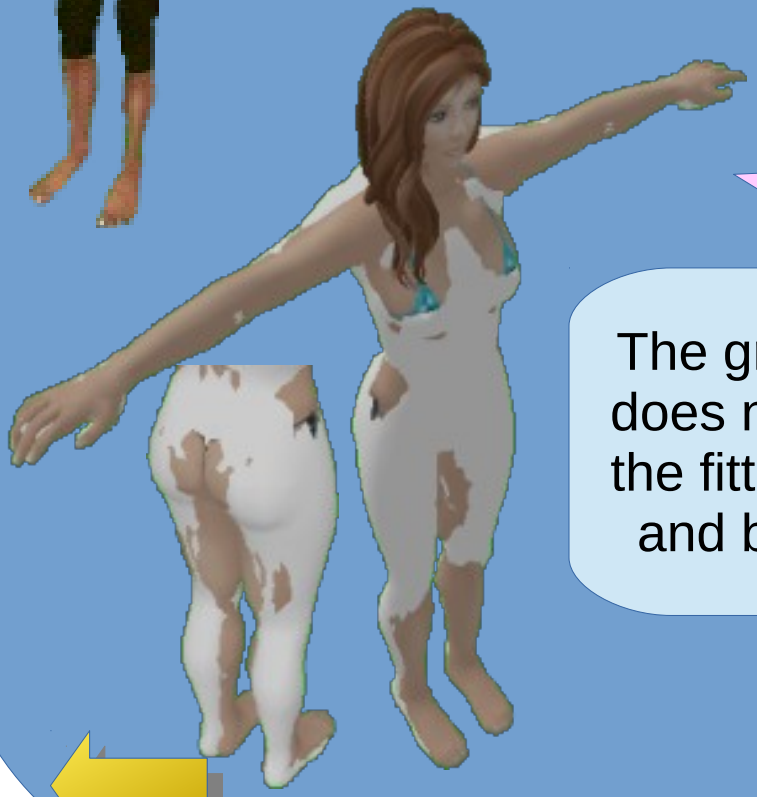
See now the difference between FITTED and BENTO.

Wow a lot more bones including wings tail and legs!!!

MESH CLOTHING
RIGGED-FITTED-BENTO

What does it mean inworld a fitted versus a rigged Mesh

Check when I modify the shape here with larger breast and butt compare to the default shape.



I see that the breast and butt are not grey on the right side .

The grey rigged body does not change while the fitted avatar breast and butt is increase.

MESH CLOTHING
RIGGED-FITTED-BENTO

So that is why Shelby did 5 dress

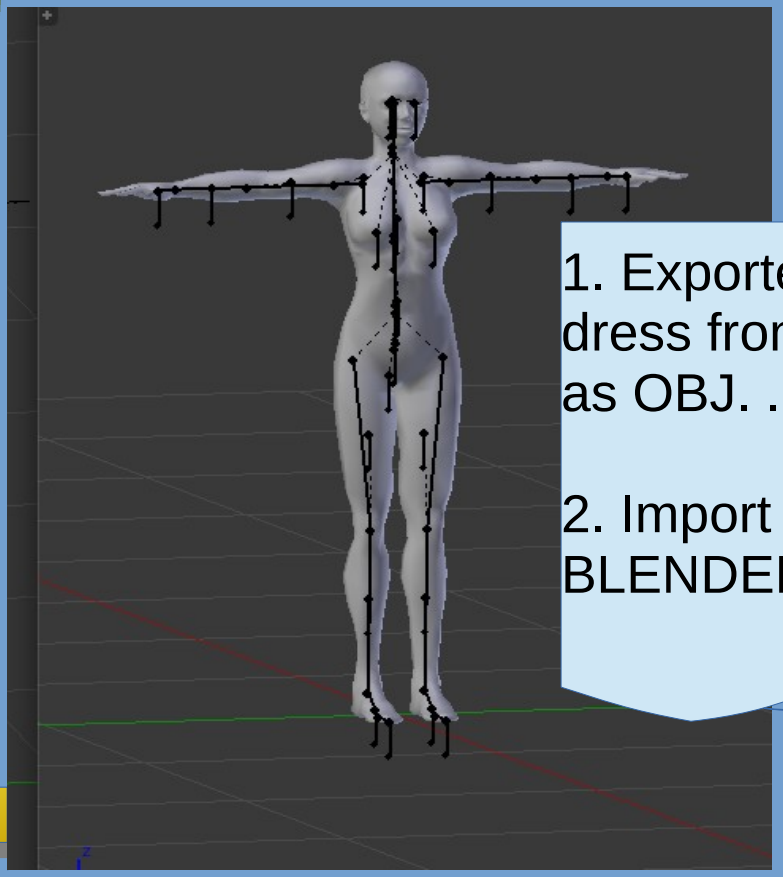
Yes all of them slightly different in shape to fit different butt and breast sizing.

From red large to
blue xxs
Yellow behing medium

MESH CLOTHING
RIGGED-FITTED-BENTO

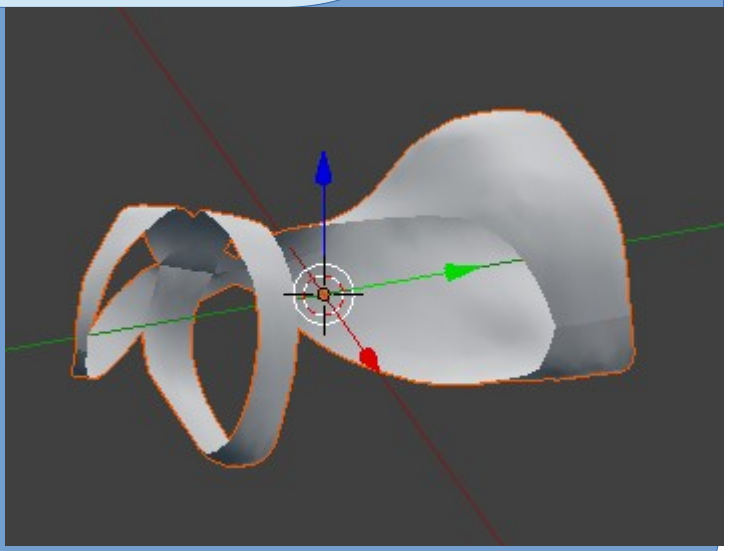
So what do I do with this fitted avatar I loaded on blender

We will use it to fit the dress so here is the steps:



1. Exported the dress from inWorld as OBJ. .

2. Import it in BLENDER using obj.



It has wrong rotation!!

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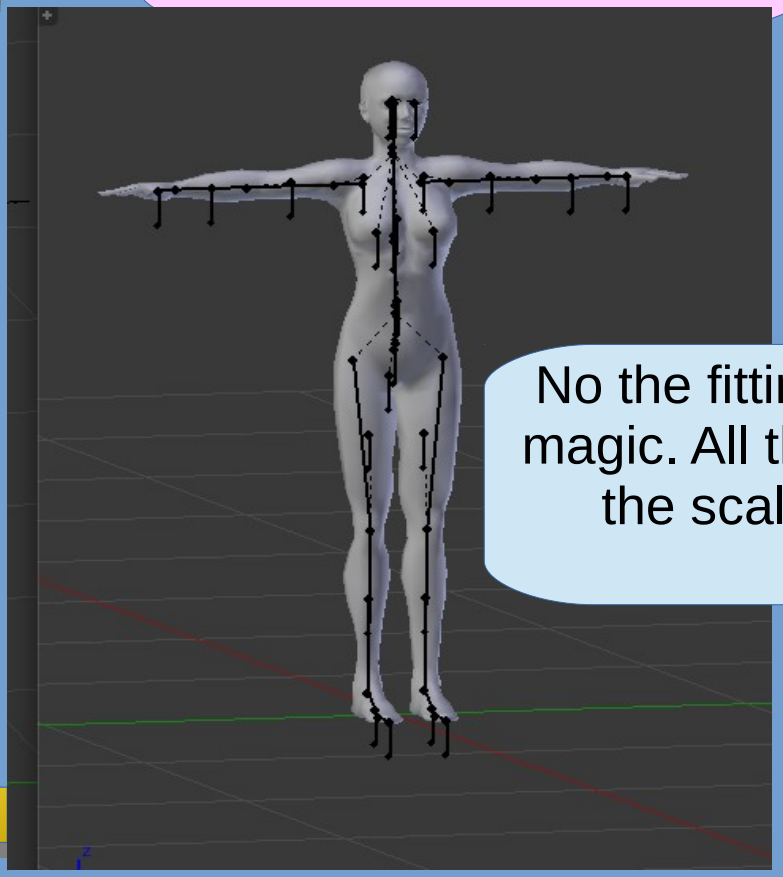
RIGGED-FITTED-BENTO

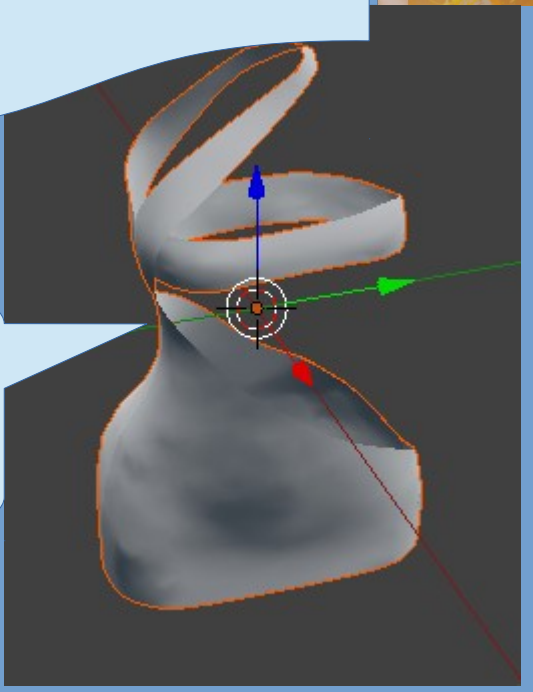
Ok that will not be a problem to re-import after.



No the fitting will do the magic. All that matters is the scale of thing.

1. Rotate it a with rx-90 and rz90.

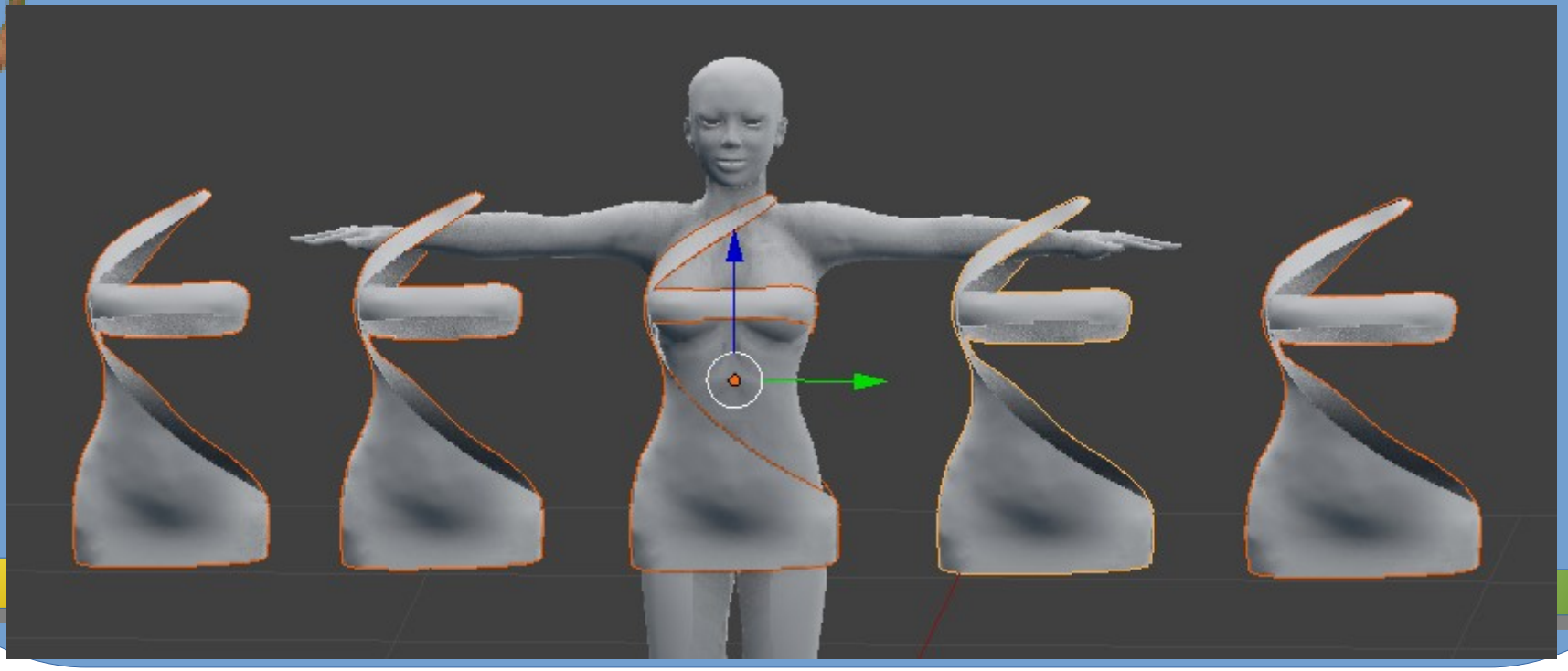
2. And important
ctl-a apply the rotation



MESH CLOTHING
RIGGED-FITTED-BENTO

So you selected the medium over the standard SL body.

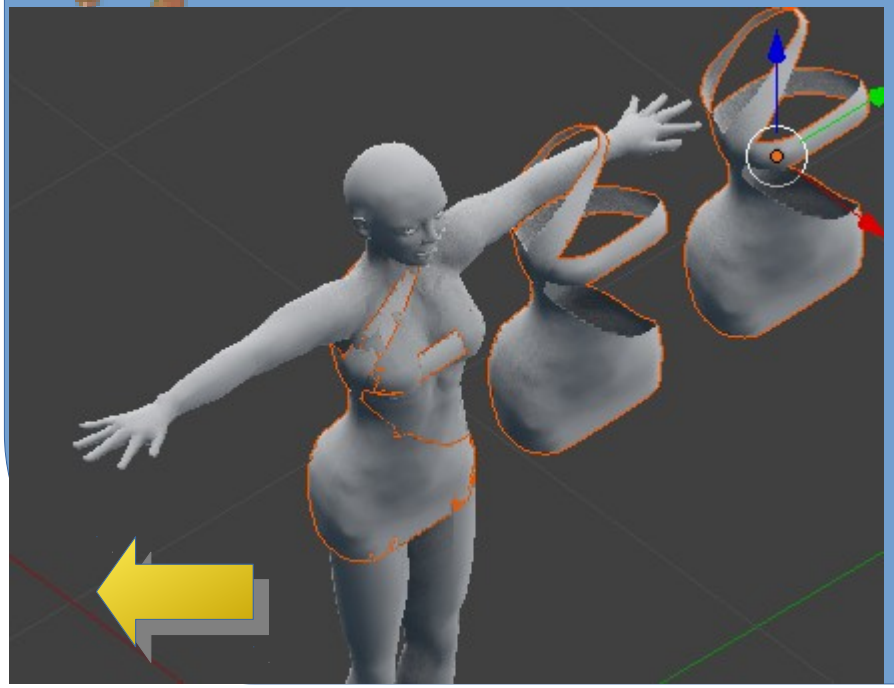
Yes this is medium . Lets look at the other extremes

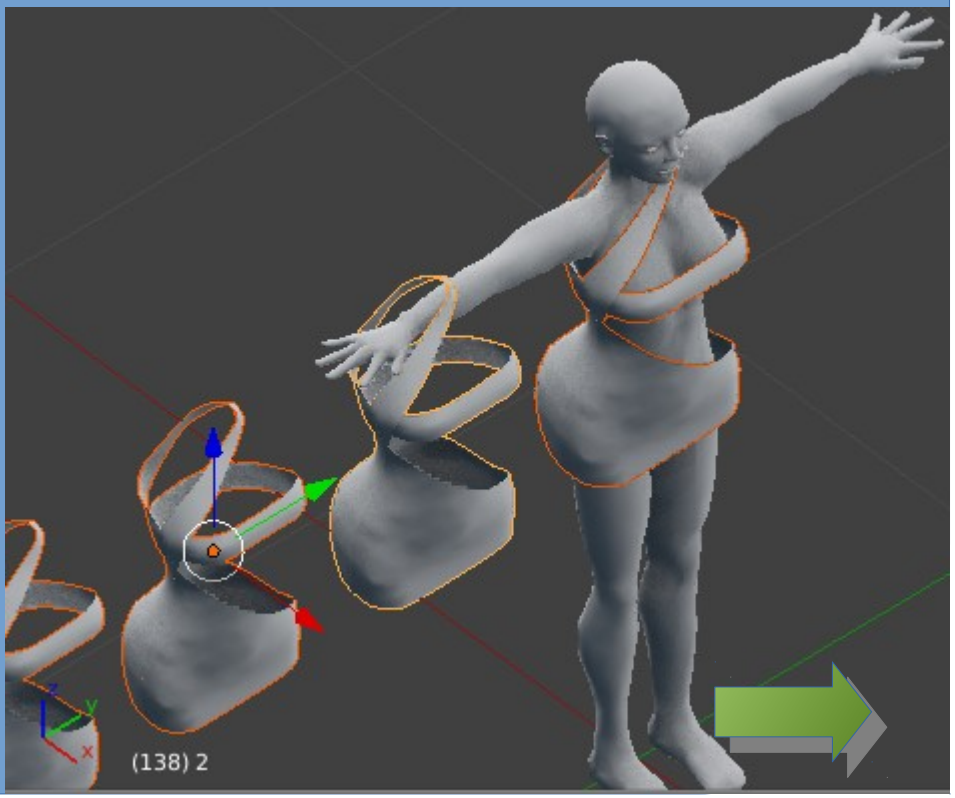


MESH CLOTHING
RIGGED-FITTED-BENTO

I see that both dont fit too well the SL mesh body.

Yes and they wont fit in inworld on you.

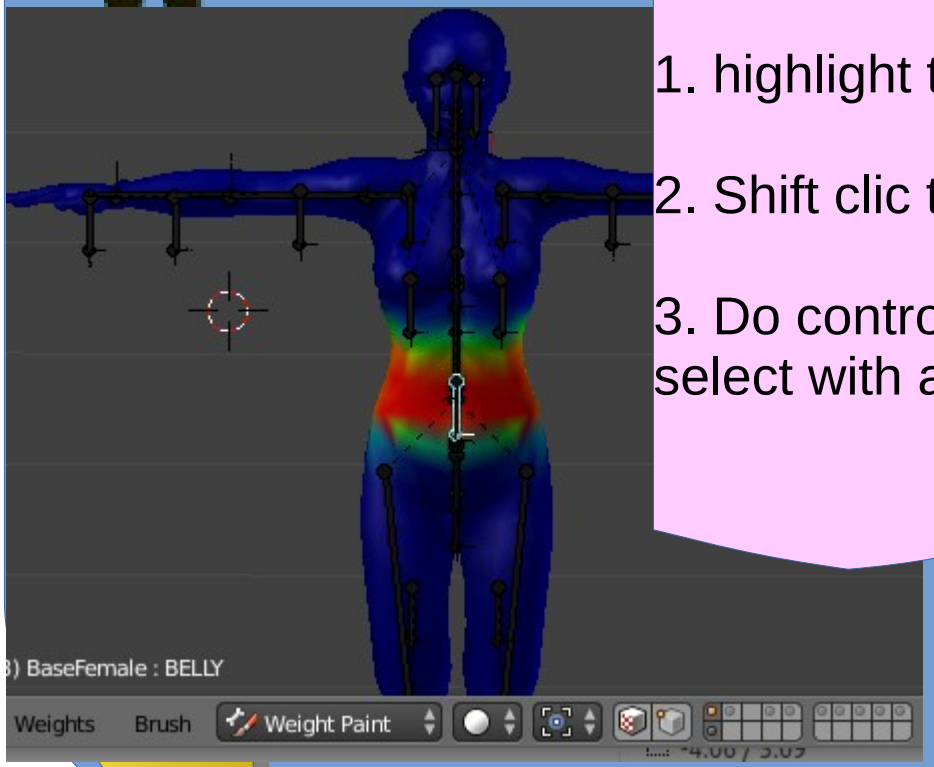




MESH CLOTHING
RIGGED-FITTED-BENTO

Yes you show that in your astronaute tutorial its done as follows:

So we have to copy the weight painting of the base SL fitted avatar to our dress.



1. highlight the dress

2. Shift clic the armature

3. Do control p to parent and select with automatic weights

NO that might work but Astronaute is not done that way.
Its done by copy the EXISTING weight of the SL mesh to the Dress.

I suggest you to look at that tutorial again .

MESH CLOTHING
RIGGED-FITTED-BENTO

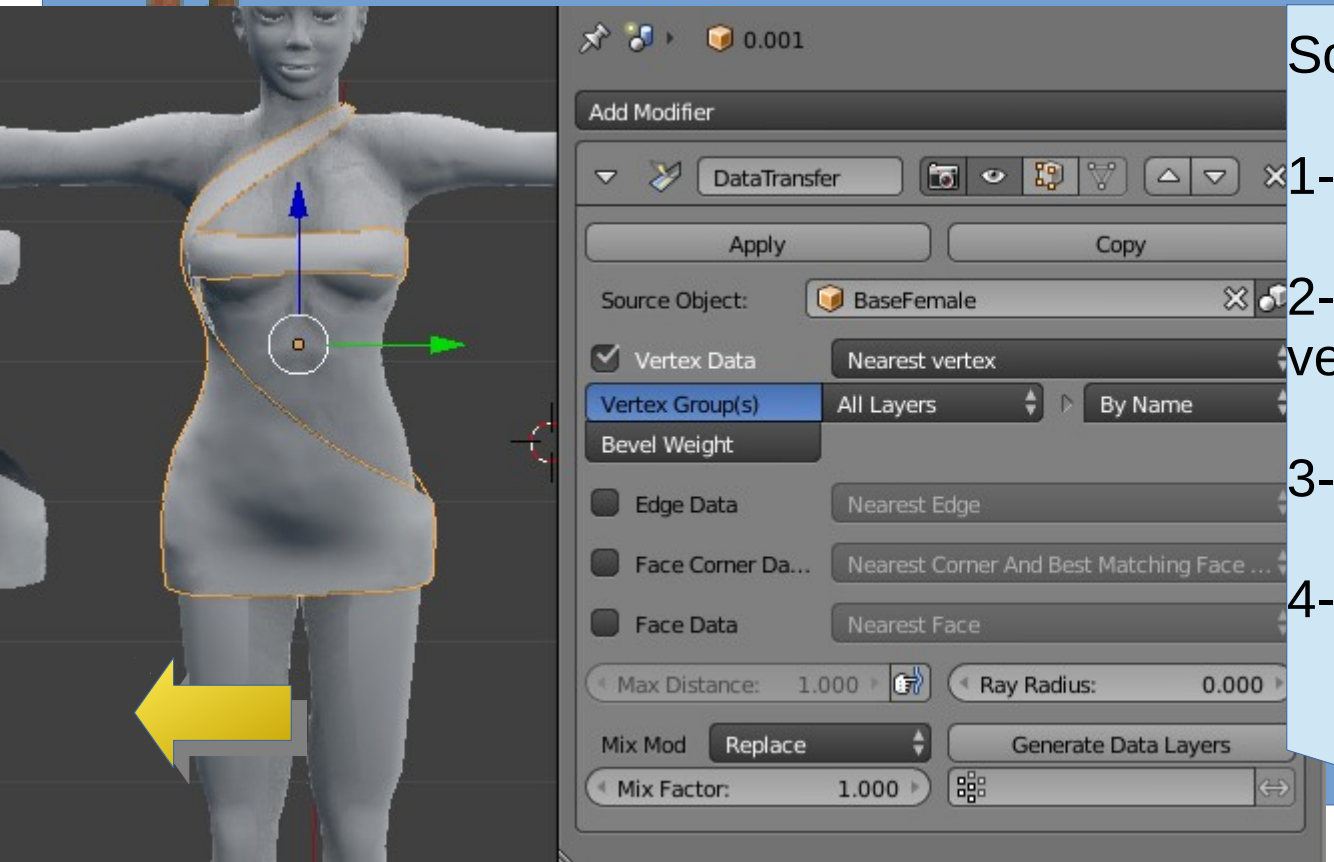
Ok I will have an other look to astronaut tutorial on mesh avatar

As with blender there is many ways to do something here is an other one using data transfer modifier

MESH CLOTHING
RIGGED-FITTED-BENTO

Using data transfer modifyier that is new !

So we have to copy the weight painting of the base SL fitted avatar to our dress.



So adding mofifying dataTransfer.

1- source Object is baseFemale

2- select vertex data Nearest vertex.

3- select Vertex Group(s)

4-Hit generate data layers

MESH CLOTHING
RIGGED-FITTED-BENTO

So the weight paint group information is copied

Yes and now we will parent and that is it!!

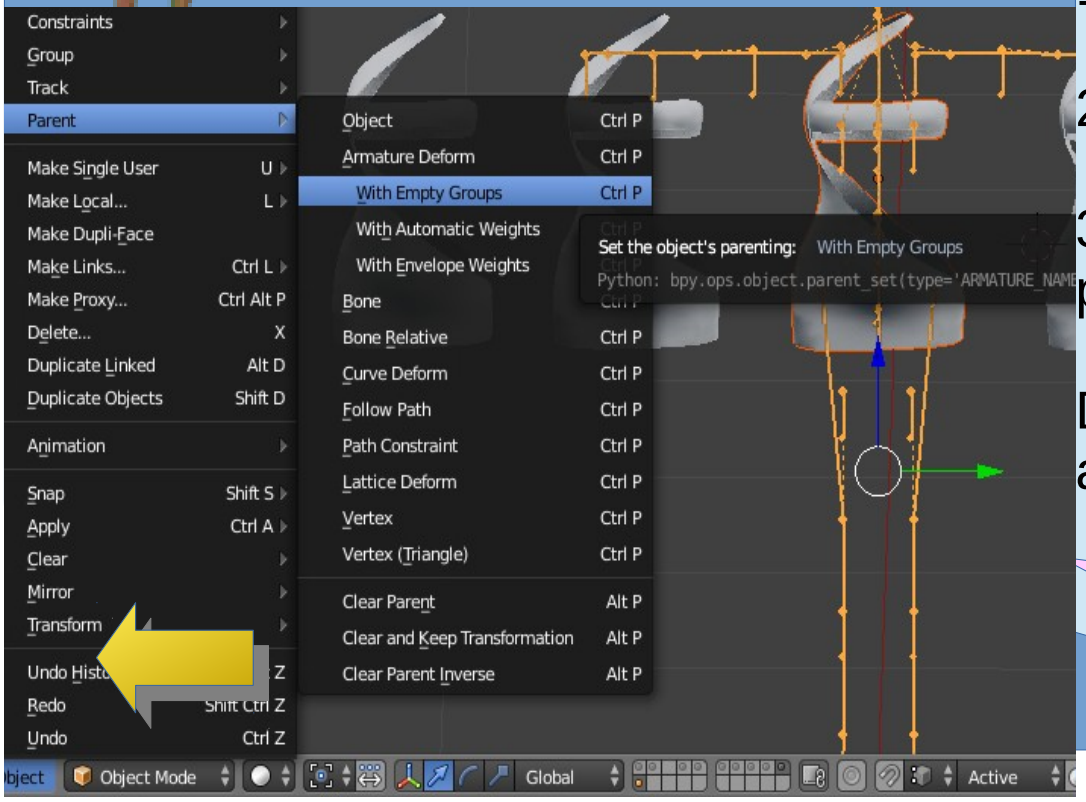
So adding armature modifier.

1- Select dress

2- Shift select armature

3- ctl – P or object menu, parent, parent with empty groups

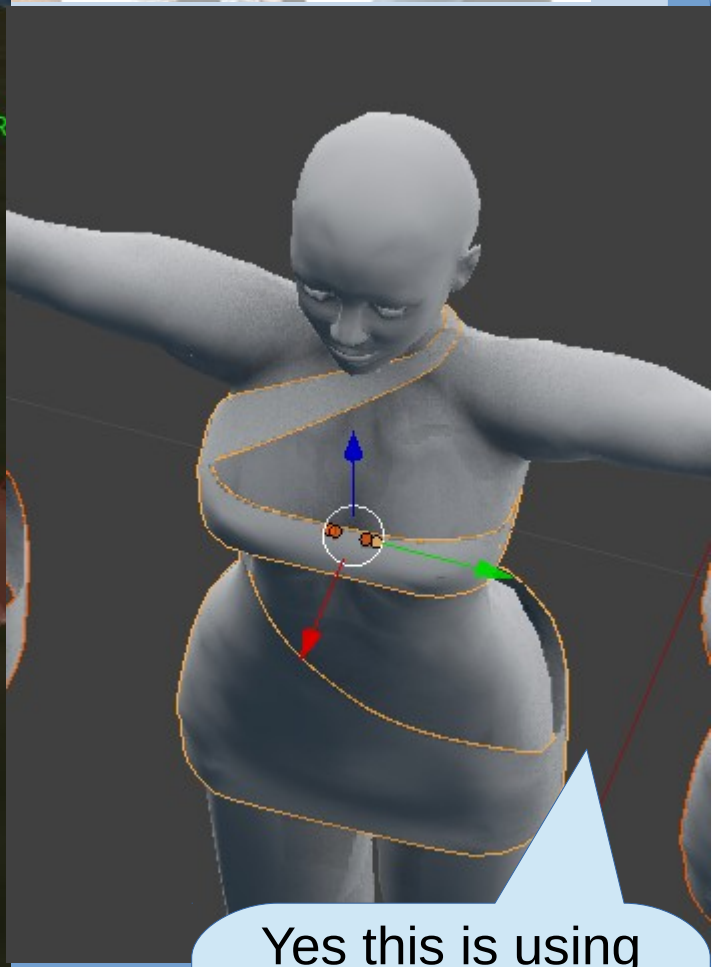
Done import inworld the dress and armature



Ok you dont need to show me how to import inworld.

MESH CLOTHING
RIGGED-FITTED-BENTO

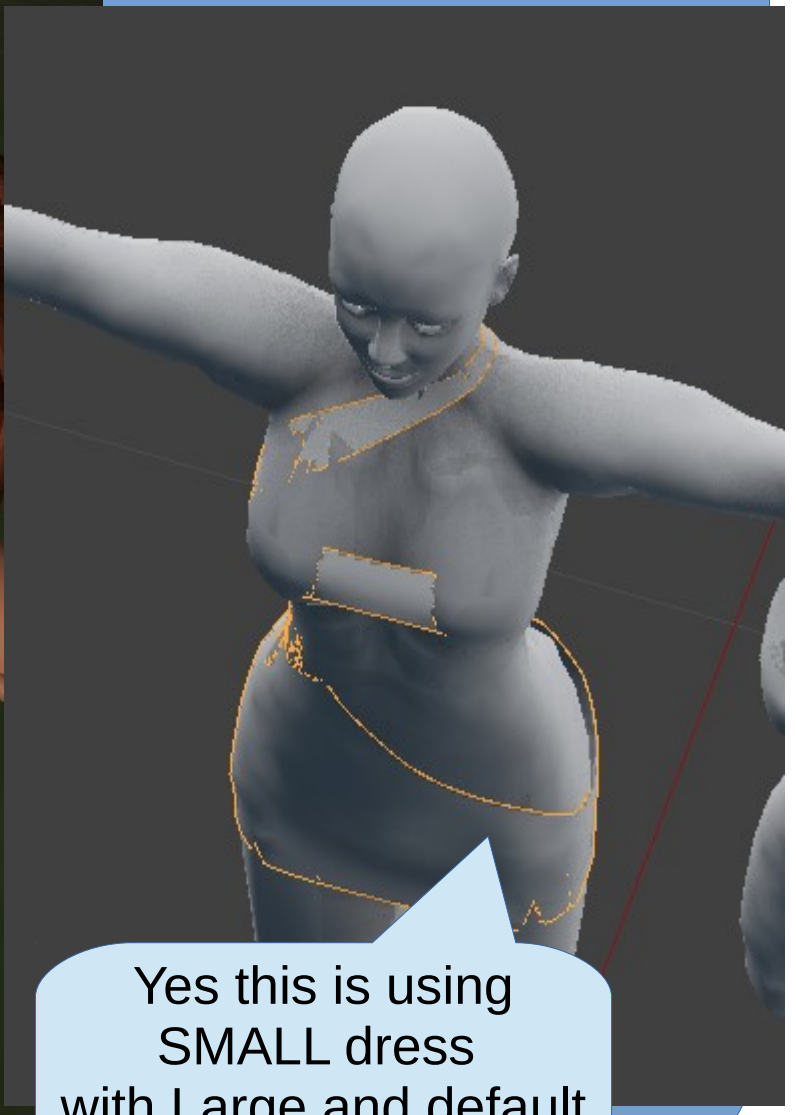
And that is the result inworld



Yes this is using MEDIUM dress with Large and defaut shape avatar

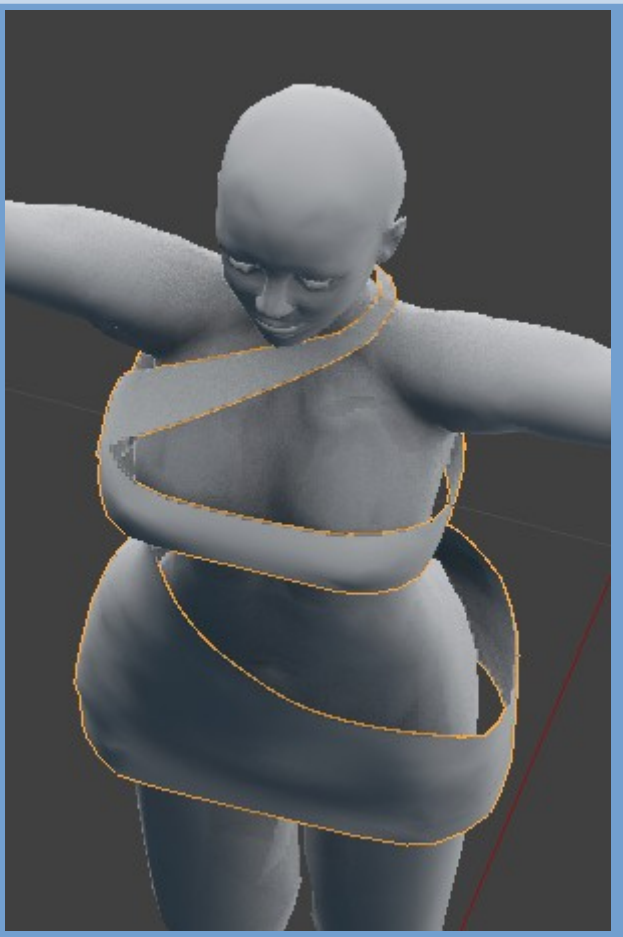
MESH CLOTHING
RIGGED-FITTED-BENTO

This is small. None fit well here



Yes this is using SMALL dress with Large and default shape avatar

MESH CLOTHING
RIGGED-FITTED-BENTO



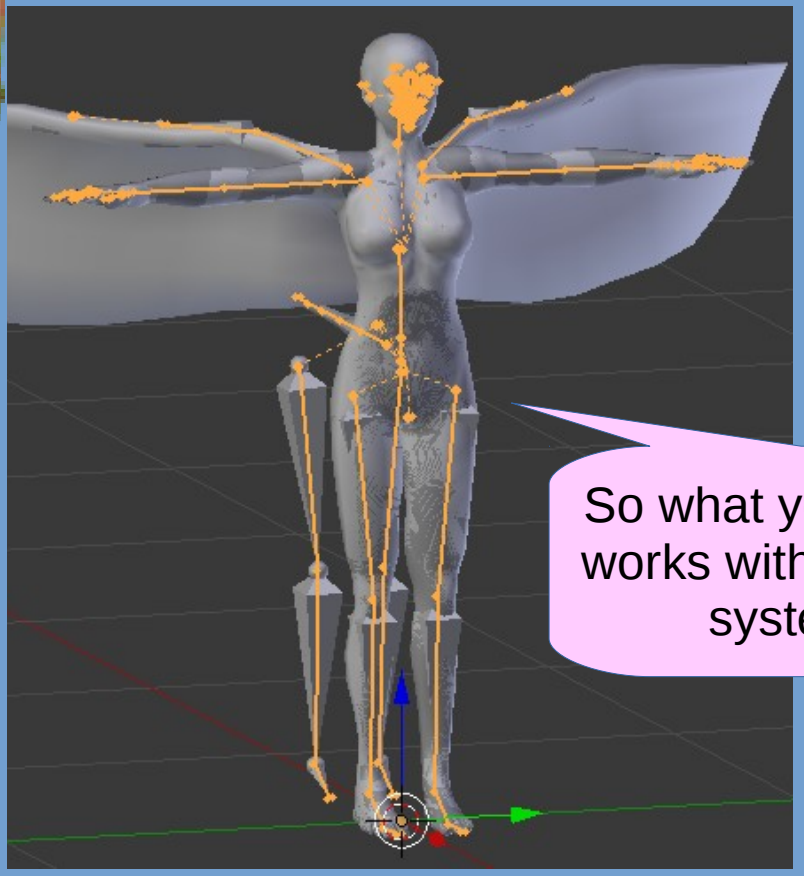
And this is large Dress

So its putty much what you see is what you get in blender fitting

Yes this is using LARGE dress with Large and default shape avatar

MESH CLOTHING
RIGGED-FITTED-BENTO

We talk a lot about FITTED but what about BENTO then?

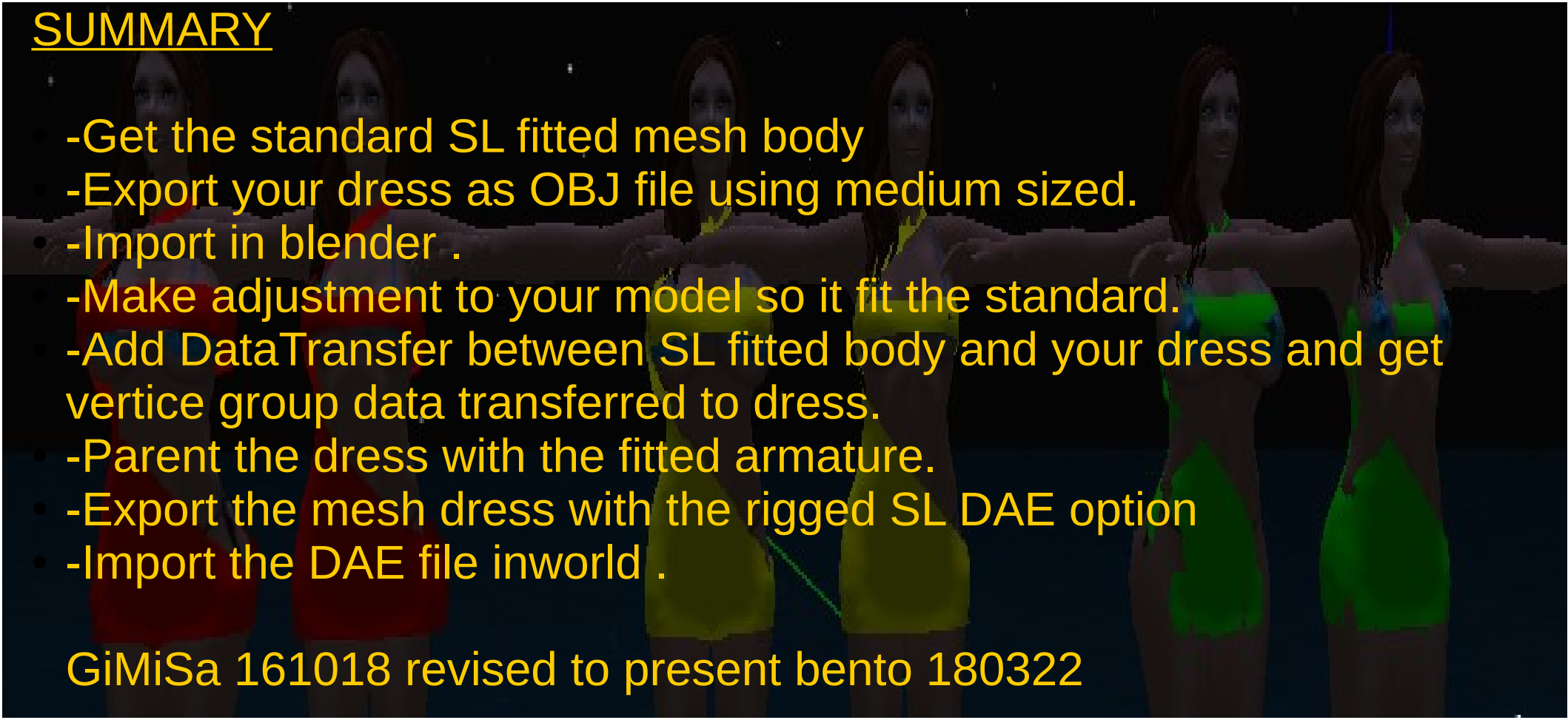


So what you do for fitted works with BENTO bone system now.

Well as you can see bento is a fitted armature that include wings, tails and 4 legs. It also has a lot more bones for hands and face. Most dress and clothing dont use these new bones so to keep this tutorial simple I did not use it.

Well I did Rex a dog. He is the subject of my next tutorial. Its obvious that he uses 4 legs and tail.

MESH CLOTHING
RIGGED-FITTED-BENTO



SUMMARY

- -Get the standard SL fitted mesh body
- -Export your dress as OBJ file using medium sized.
- -Import in blender .
- -Make adjustment to your model so it fit the standard.
- -Add DataTransfer between SL fitted body and your dress and get vertice group data transferred to dress.
- -Parent the dress with the fitted armature.
- -Export the mesh dress with the rigged SL DAE option
- -Import the DAE file inworld .

GiMiSa 161018 revised to present bento 180322