

~BENTO~
amature



Hi Gim,
I want to talk
about bento .

Ya can it help me
fit this dress



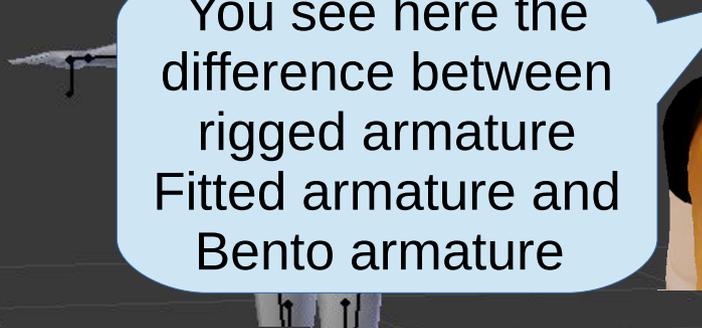
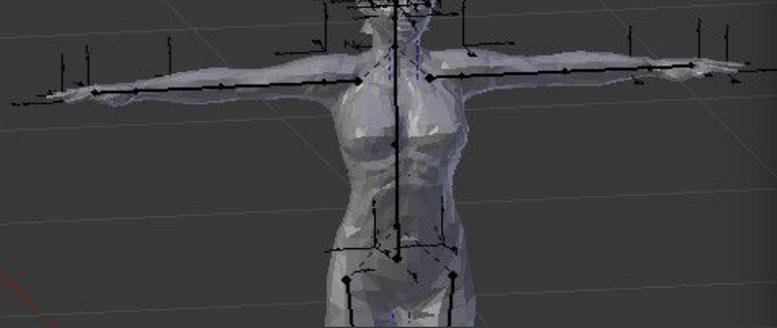
The new mesh
armature ?



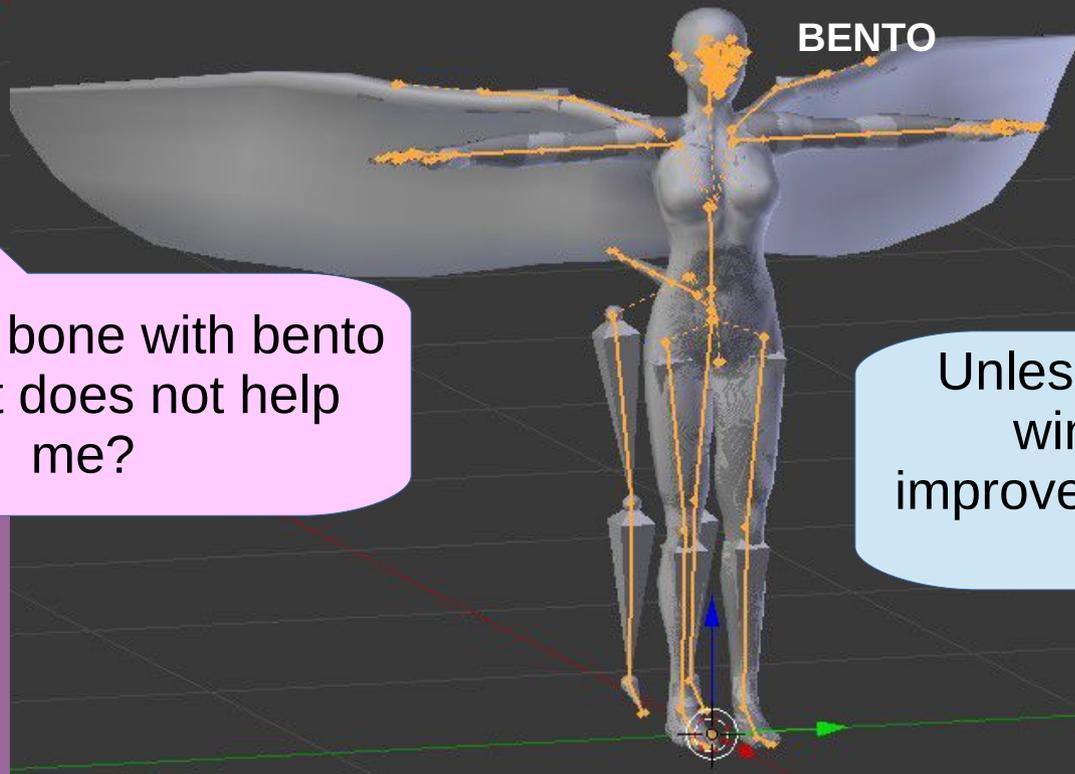
I am afraid bento is not
going to do anything
about that



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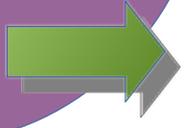


You see here the difference between rigged armature Fitted armature and Bento armature



Lot more bone with bento but that does not help me?

Unless you have 4 legs, wings, or tail, no improvement for your dress with bento.

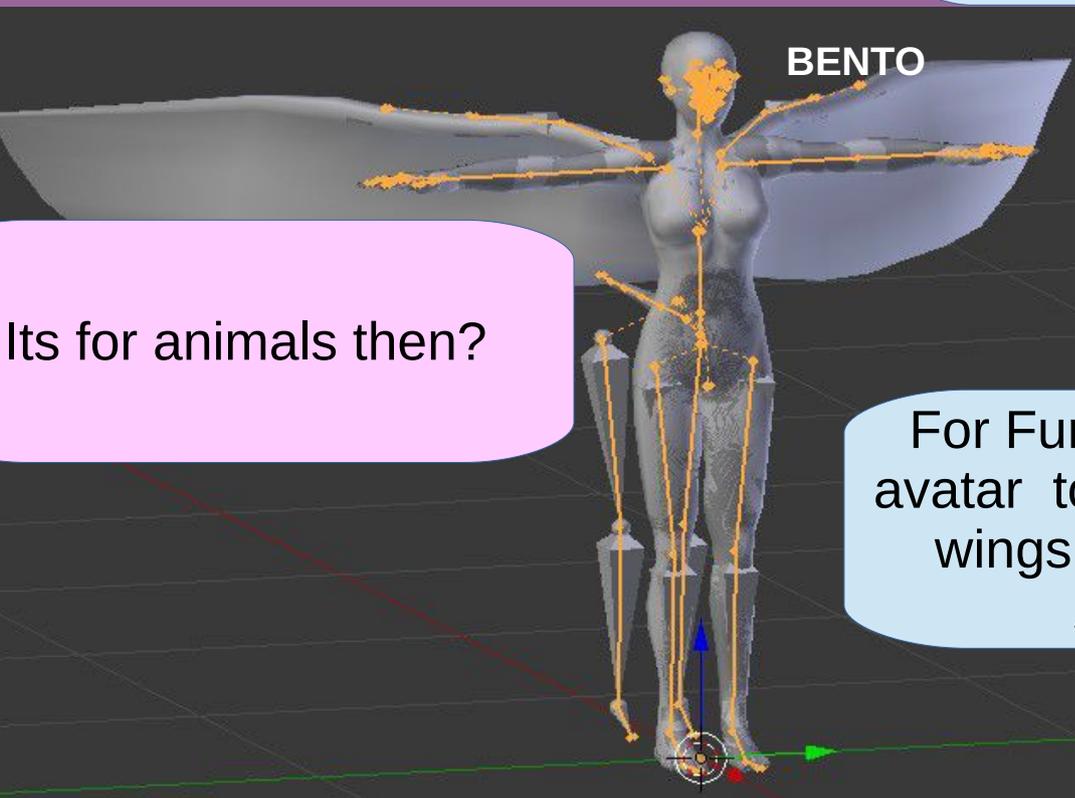


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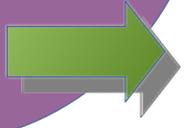
Ok so what is the idea?

When you wanted to rig a horse for exemple you needed all kind of twist to do that with regular bones



Its for animals then?

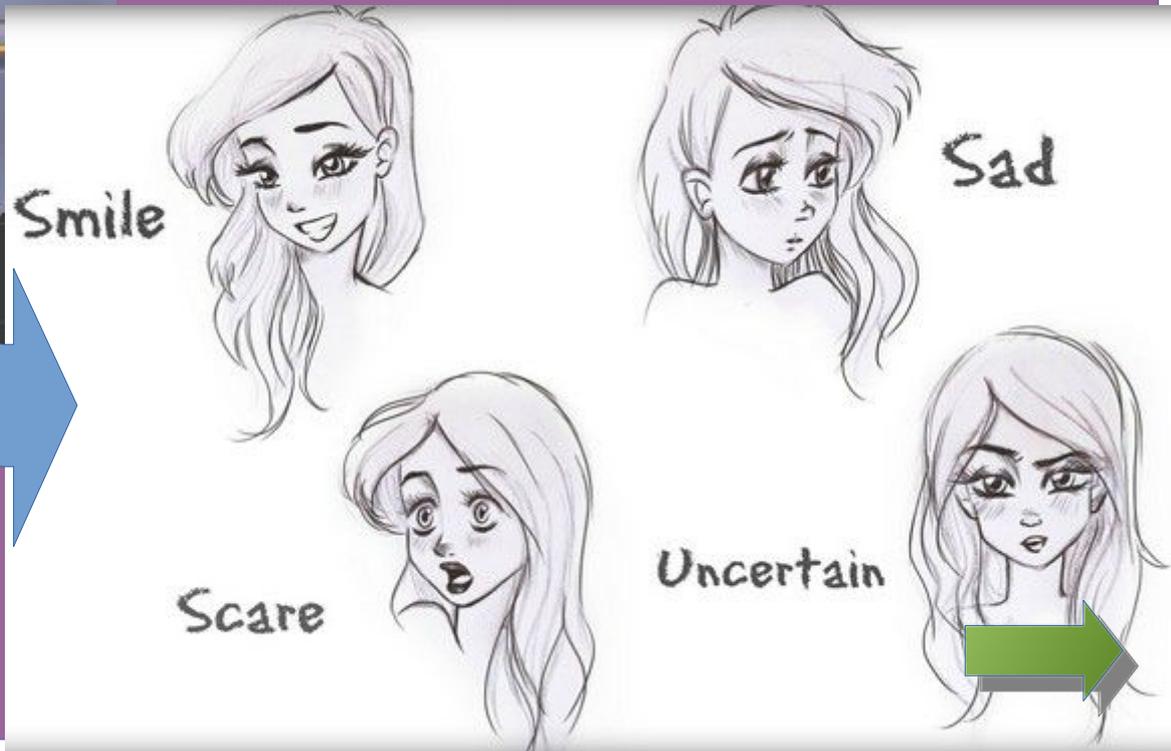
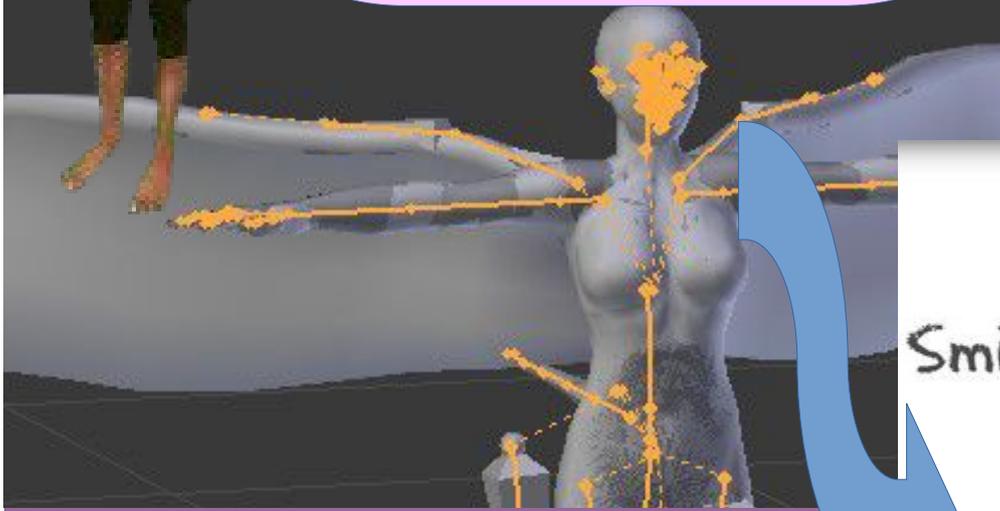
For Fury or Angel/Demon avatar too they can now get wings or tail rigged and ANIMATED



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And why all the added bone for face ears and hands?

It allow facial and hand animation.



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And how does it works?

Depends what you want to know . Is it rigging, or animate?



Why not rigging and animating this dog. I would love it as a pet to keep me company .



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And how does it works?

That is a good project.
Lets start with rigging .
*(find the result inworld in
the box with this tutorial.)*



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Guessing we will talk about blender or do we use avastar.



You could use the latest avastar. But this tutorial will show you the hard way with blender.



Ref: avastar avatar rigging program





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I got the model from the web.



Good that is a 3ds files that can be imported in blender.
(see tuto on importing mesh for more detail on doing that)



Ref:German Sheperd Dog 3D model



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Got it in blender. Now what .



We need the bento rig. SL provide one but best is avastar. (see references for both rigs)

Ref: SecondLife (tm) bento rig source .
Ref: Avastar(tm) workbench blender rig





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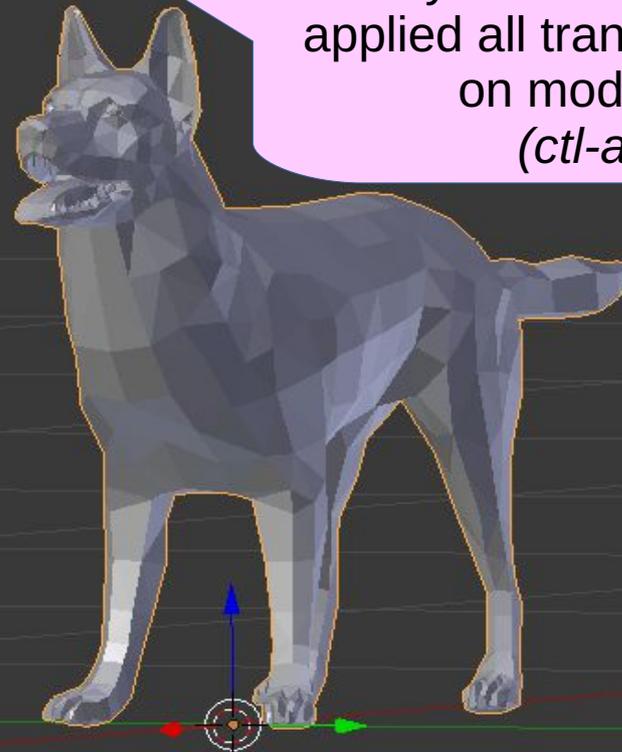


Got all that in blender.

Take care of the orientation.X in front.
(red arrow)



Yes you see I did and I applied all transformation on model.
(ctl-a)





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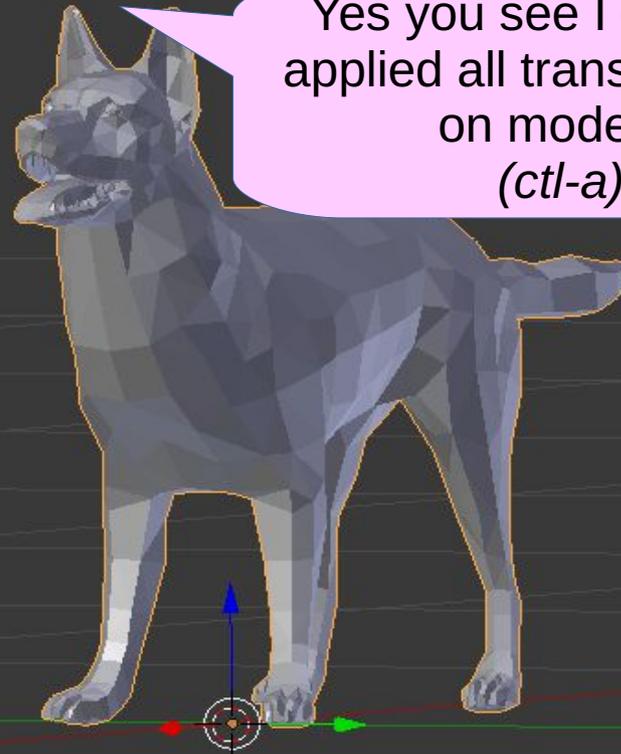


Got all that in blender.

Take care of the orientation.X in front.
(red arrow)



Yes you see I did and I applied all transformation on model.
(ctl-a)



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I see that you scale down the armature.

I have also move each bones in edit mode so that its fits the dog



XYZ Euler

Scale:

X:	0.315
Y:	0.315
Z:	0.315

Dimensions:

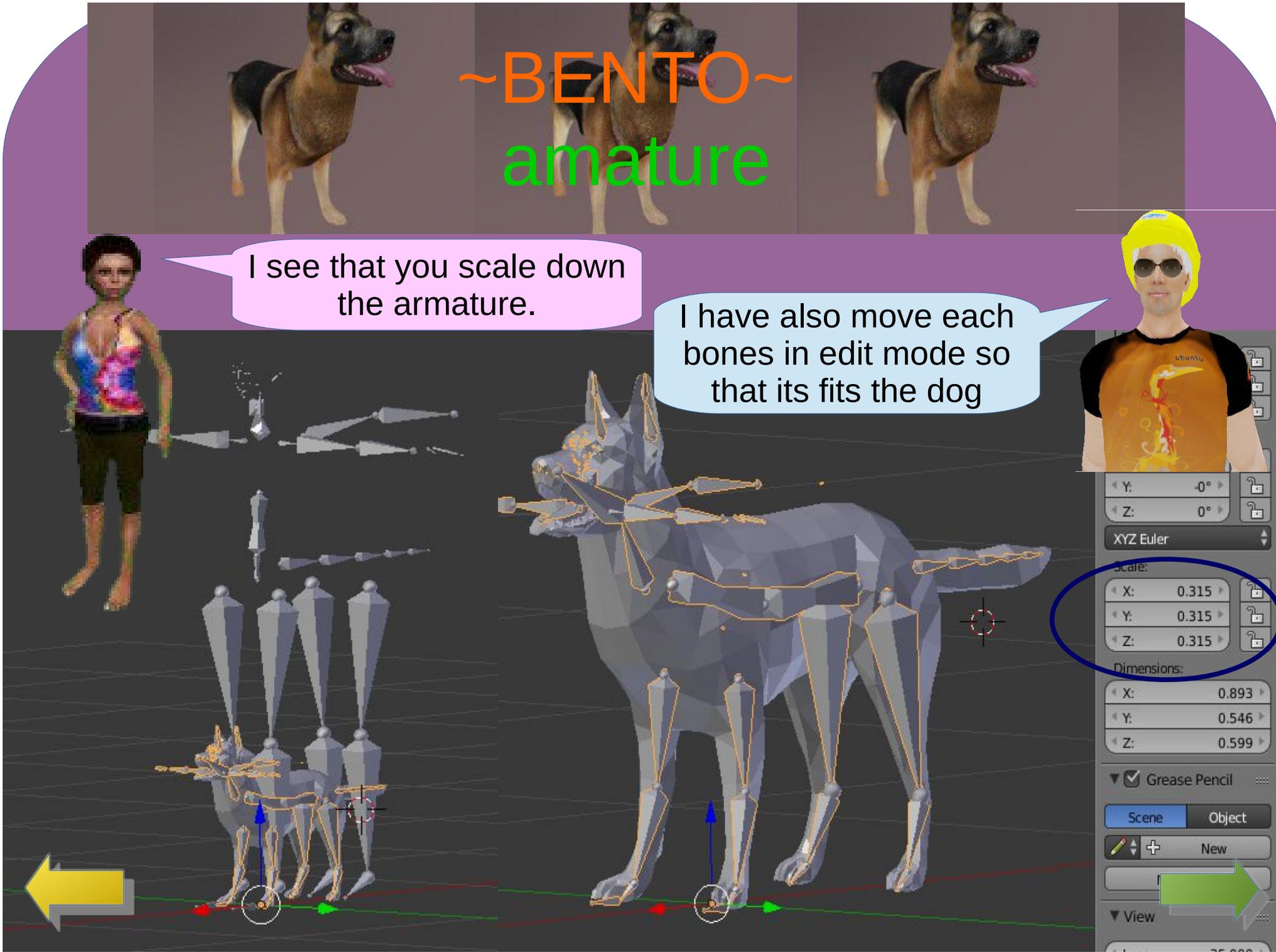
X:	0.893
Y:	0.546
Z:	0.599

Grease Pencil

Scene Object

New

View

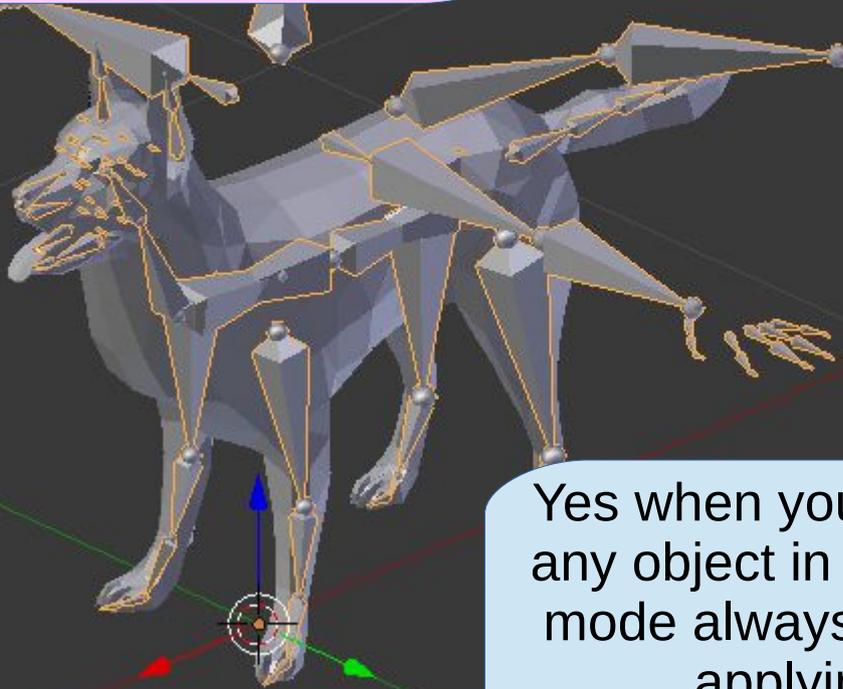




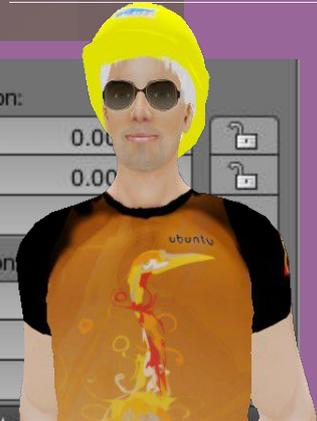
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I have to apply transformation to the armature too
(*ctl-a*)



Yes when you change any object in OBJECT mode always think of applying transformation.



Location:

X:	0.00	🔒
Y:	0.00	🔒
Z:		

Rotation:

X:		
Y:		
Z:		

XYZ Euler

Scale:

X:	1.000	🔒
Y:	1.000	🔒
Z:	1.000	🔒

Dimensions:

X:	1.079	
Y:	1.735	
Z:	0.771	

Grease Pencil

Scene | Object

New

New Layer

View

Lens:

Lock to Object:

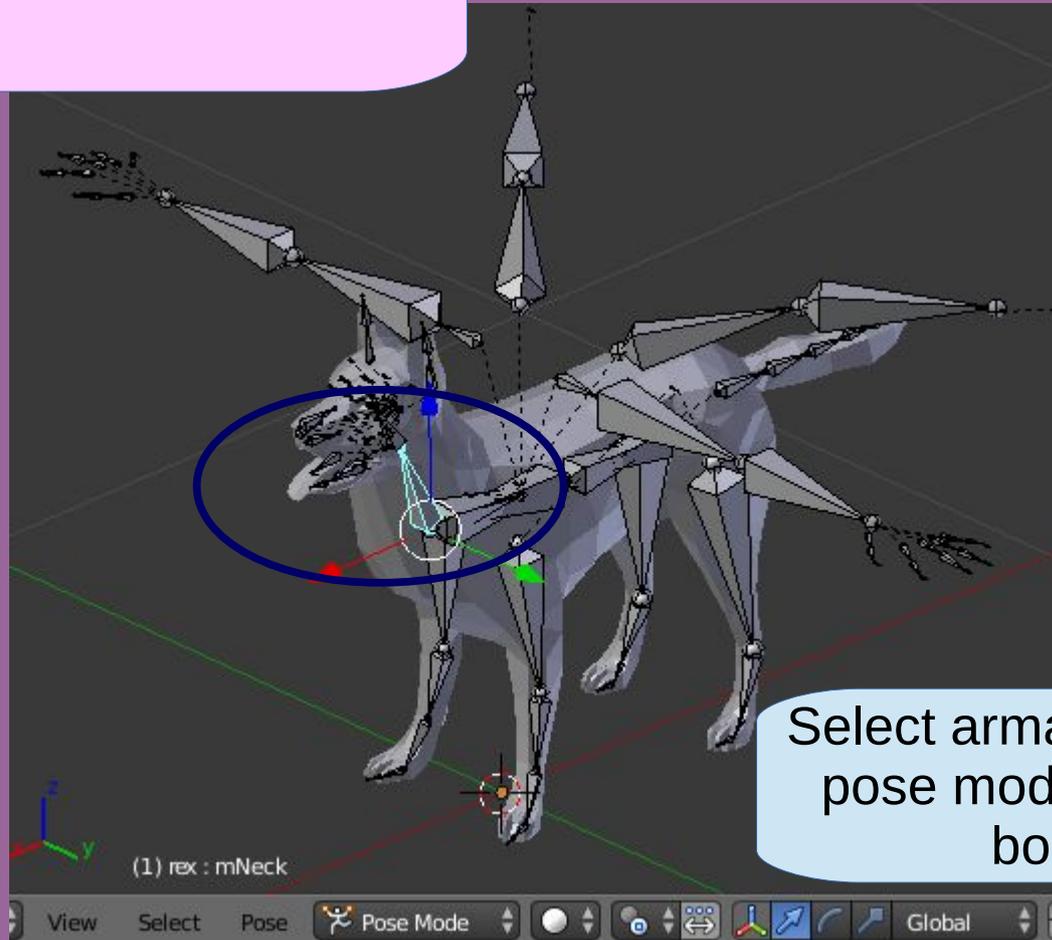




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Now weight painting.



Select armature and go pose mode. Select a bone.



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Draw 3 F X
Weight: 0.312
Radius: 35 px
Strength: 1.000
Blend: Add
 Auto Normalize
 Multi-Paint
Stroke
Curve
Weight Tools
Normalize All
Normalize
Mirror

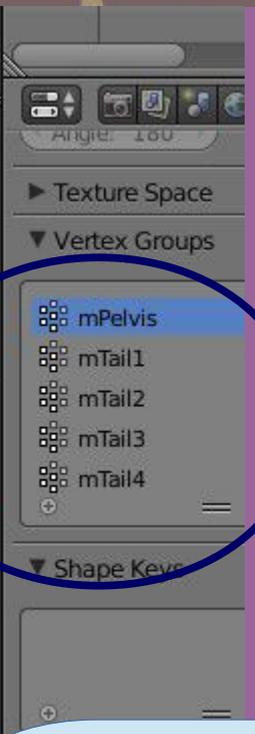
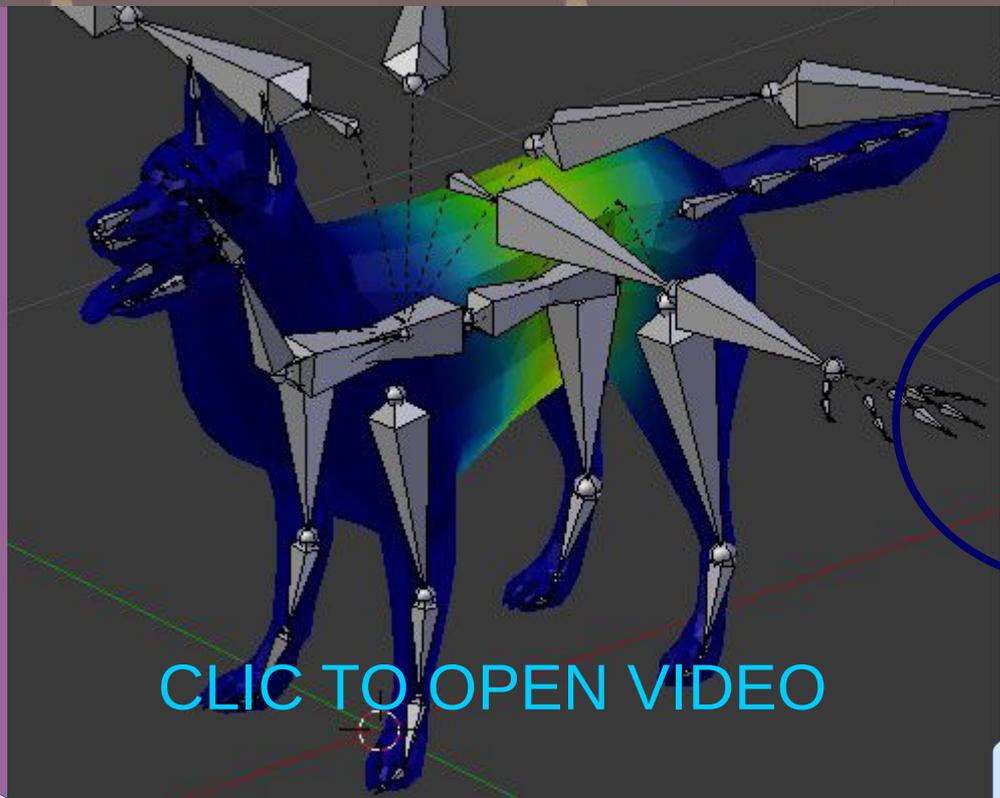


Select the dog object and go in weight paint mode. Then for each bone that you want to weight use the add brush.

I see you have adjusted the brush weight and radius and that you auto normalizes



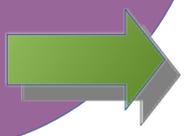
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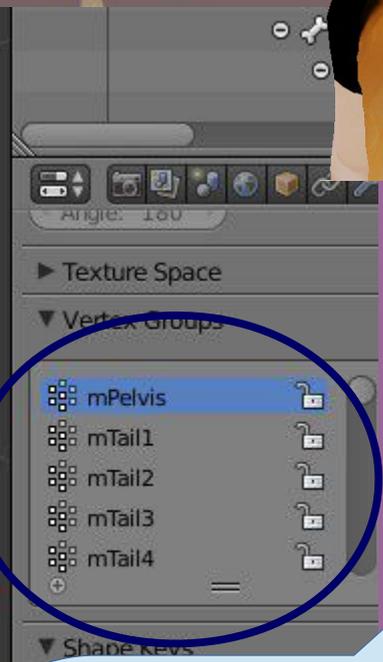
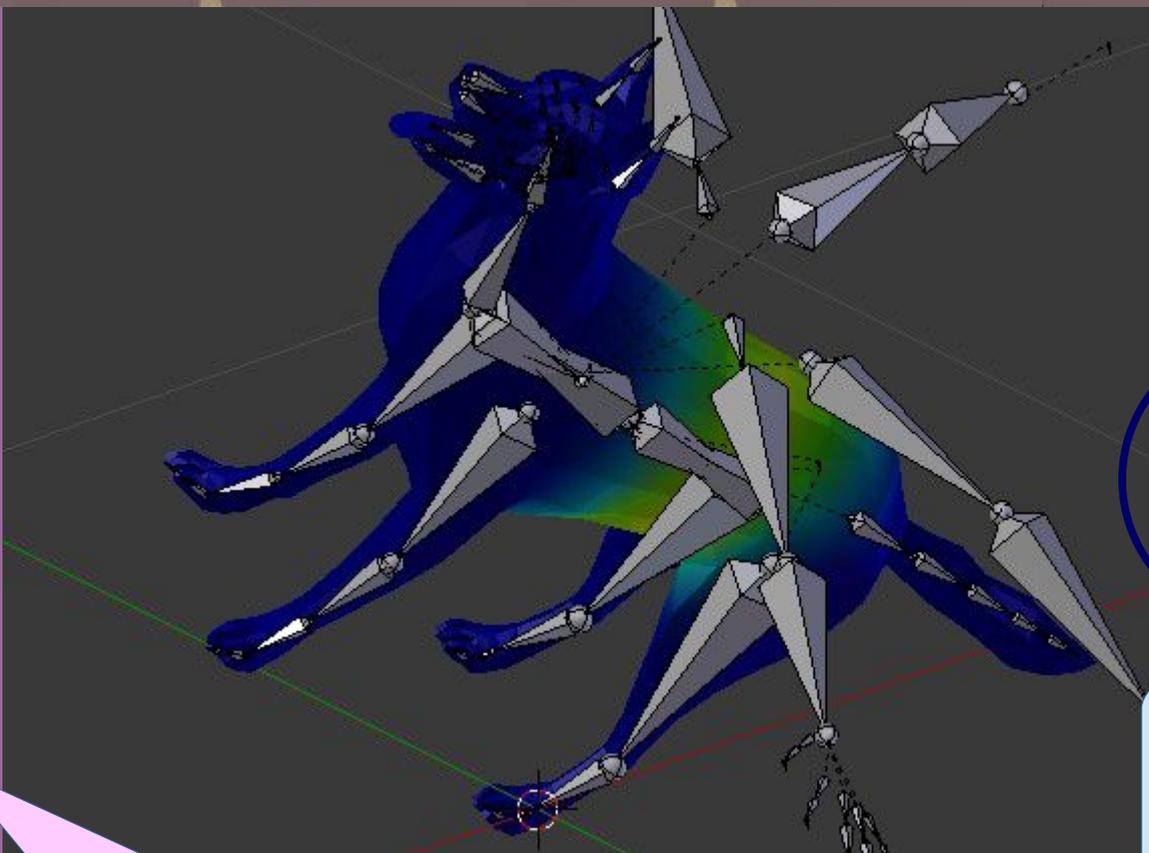
CLIC TO OPEN VIDEO

I did use only the required bone while painting ALL the mesh of the did.

Let see bone by bone the weight painting done .

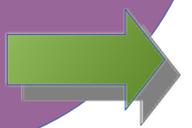


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Select the main bone .
(Pelvis) and rotate it to
validate that you have
weighted all meshes of
the dog.

Done.



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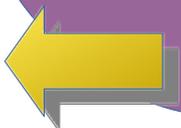
The screenshot shows a 3D software interface with a dog model on the left and a person wearing a yellow hard hat and sunglasses on the right. The central panel displays LOD settings for a dog model. A blue circle highlights the 'Load from file' dropdown menu and the 'Browse...' button. The table below shows the LOD levels and their corresponding triangle and vertex counts.

LOD Level	Source	Triangles	Vertices	Status
High	Load from file /home/gimisa/Desktop	2652	7942	✓
Medium	Use LoD above	2652	7942	✓
Low	Generate Triangle Limit 1500	1326	3972	✓
Lowest	Generate Triangle Limit 800	662	1982	✓

Additional settings include 'Ship it!' (checked), 'Generate Normals' (unchecked), and 'Crease Angle' set to 75.000.

My Mesh LOD setting per you recommendations.

Time to upload.



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Physics Upload options

Level of Detail: Low

Step 2: Analyze

Method: Default Quality: Default Smooth: Close Holes Analyze

Step 3: Simplify

Method: None Passes: Detail scale: 0.000 Simplify

Results: Triangles: N/A, Vertices: 1653, Hulls: 157

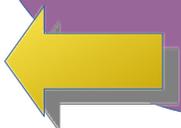
Calculate weights & fee Cancel Clear settings & reset form

Upload fee: Gz TBD Land impact: TBD Download: TBD Physics: TBD Server: TBD
Price Breakdown: Streaming: Gz TBD Physics: Gz TBD Instances: Gz TBD Textures: Gz TBD Model: Gz TBD

High Preview Spread: 0.000

And physic to low

Analysed yes.



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Choose One...

Physics Upload options

Scale (no scaling): 1.000 Dimensions: 1.105 X 0.295 X 0.783

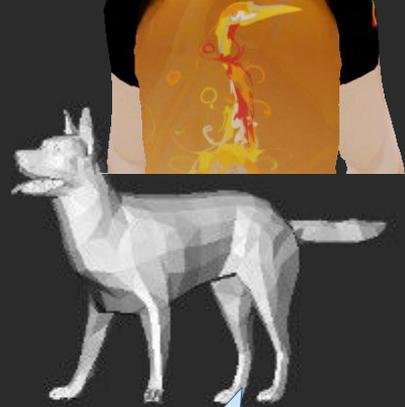
For avatar models only:

- Include skin weight
- Include joint positions

Z offset (raise or lower avatar): 0.000

Calculate weights & fee Cancel Clear settings & reset f

Upload fee: Gz TBD Land impact: TBD Download: TBD Physics: TBD Server: TBD
Price Breakdown: Gz TBD Physics: Gz TBD Instances: Gz TBD Textures: Gz TBD Model: Gz TBD



In option make sure you select weight paint and include joint positions.

Ok BOTH have to be selected. And what about Z?

For my part I prefer adjusting the hover height in appearance instead.



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SUMMARY

- Get avastar bento rigged body
- Make sure imported models (both) are well oriented.
- Scale the armature to fit the DOG.
- Move the bones in edit mode to suite DOG parts
- Parent the dog with the bento armature.
- Manual weight paint all mesh to selected bones
- Export the mesh with the rigged DAE option
- Import the DAE file inworld .

GiMiSa 180329

