

# BiTC - Session 4 - Morphing & Linking

April 1, 2017 v1.1

**Red** highlighting is for quick reference only (not a hyperlink).

TC = (Time Code) refers to the point on the video that the topic is being discussed/demonstrated. Please allow +/- 2 minutes to location for full topic.

| TC  | Topic (Session 4)  |
|---|--|
| 00:00:00  | Intro and Copyright  |
| <b>Overview of Session – JCM's, FBMs &amp; ECMs</b> |  |
| 00:01:26  | Overview of Session 4  |
| <b>Full Body Morphs (FBMs)</b>                      |  |
| 00:05:49  | Full Body Morphs (FBMs)  |
| 00:11:20  | Breast <b>gap problem</b> on the dress in the Voluptuous Morph                               |
| 00:12:00  | Set the <b>pectorals to zero (very important)</b> and send the model to Hex using the bridge |
| 00:12:30  | Tweak the model to the new body shape  |
| 00:14:28  | Send the dress back to DS to create a FBM - procedure  |
| 00:19:00  | 1st Q&A  |
| <b>Creating a Movement Morph</b>                    |  |
| 00:24:30  | Creating a Movement Morph - procedure  |
| 00:28:00  | 2nd Q&A  |
| 00:30:00  | <b>Reverse Deformations</b>  |
| 00:35:25  | Joint Correction Morphs (JCM's) - demo of what it does                                       |
| <b>Joint Correction Morphs (JCMs)</b>               |  |
| 00:37:00  | Creating a JCM - procedure   |
| 00:39:42  | Completed model in HEX - bridge to DS  |
| 00:40:15  | Morph Loader Pro - <b>naming conventions</b>   |
| <b>Enhanced Remote Control (ERCs)</b>               |  |
| 00:41:00  | adding ERC Freeze  |
| 00:44:00  | <b>setting the limits</b> in Partial Joint Control Morphs (pJCMs)                            |

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|---|---|
| 00:46:00  | 3rd Q&A   |
| 00:52:25  | <b>ERC Freeze Options</b> "Raw Value" & "Default Value" difference              |
| 00:53:40  | ERC - controlling Joint Movement  |
| 00:59:07  | 4th Q&A   |
| 1:00:00   | <b>ERC's don't transfer from a template</b>                                     |
| <b>Modelling Multiple Parts of a Garment Set Using ZBrush</b> |   |
| 01:02:36  | Morph that covers multiple parts of a garment set - procedure (requires ZBrush) |
| 01:12:00  | <b>Scales</b> to use when importing from Hex or ZBrush                          |
| 01:14:00  | <b>Fixing Vertex order</b> in UV Mapper Pro                                     |
| 01:17:00  | 5th Q&A   |
| 01:20:00  | Ylva's Work   |
| 01:30:00  | Seaghan's Work  |
| 01:38:00  | Next week...  |