

003C2

The easiest way to make characters in Blender

003C2_Easiest way to make characters in blender

Note: The information in this document has not undergone full testing. It is possible unexpected results may occur.

- This manual is designed for people who were still confused after reading the 003C Blender manual.
- Creating an entire character from scratch is rather time and labor intensive. However inserting a model is relatively simple.
- This manual is more simple than the ones for MAYA, Softimage or 3ds Max.



Your original char data

Export dae

Export dotXSI

Export dotXSI

Put animation by
trans and rot (=FK)

fmdl

fskl

fmot

Your char
On EF-12

Adding a character who's look you designed is easy!

- * No need to worry about shaders
- * No need to worry about skeletons
- * Just using whatever data you created will work

Advantages

- Don't need to worry about shaders & materials
- The skeleton shape is up to you
- Only requires one model weighted bones to work

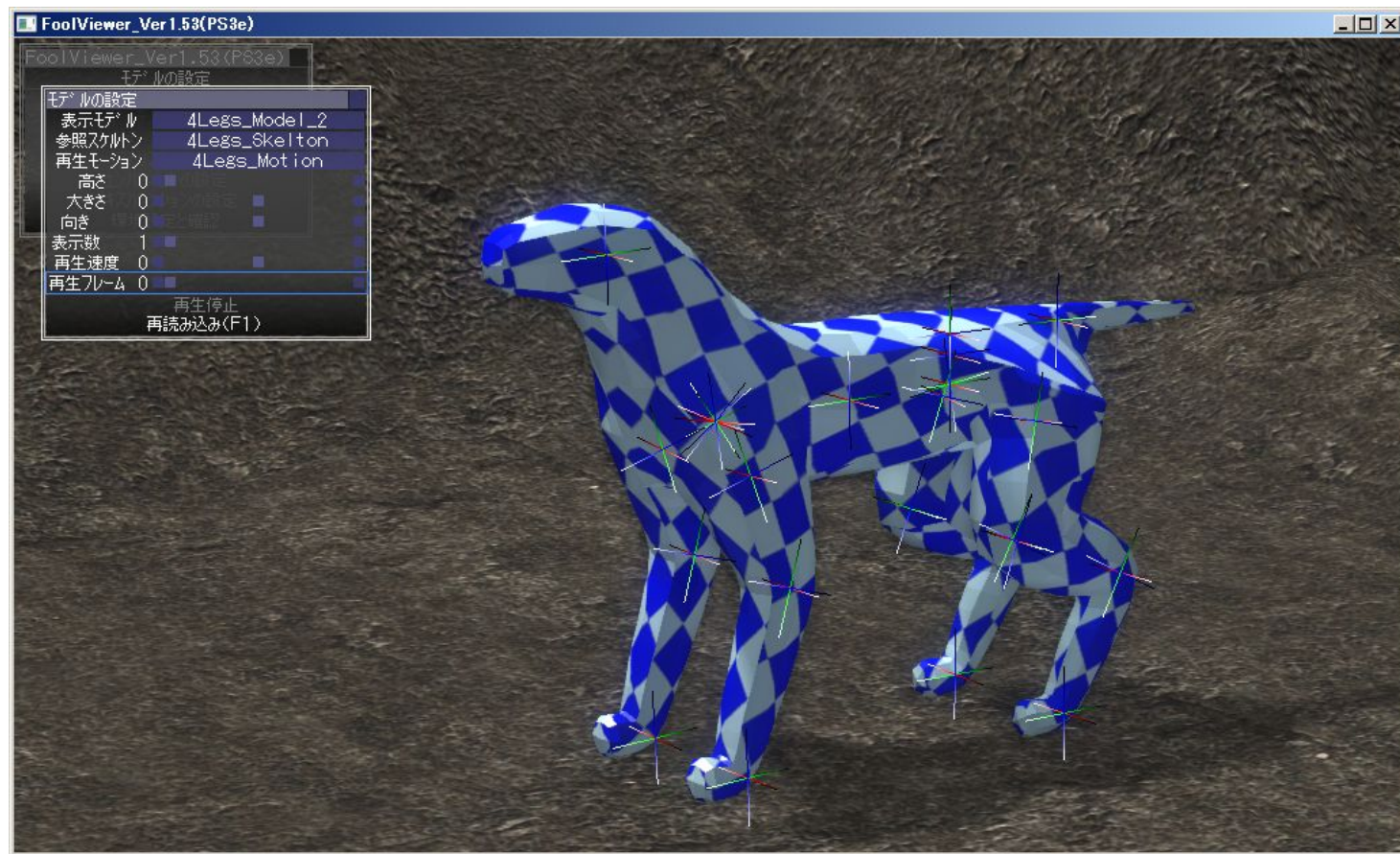
Drawbacks

- It won't look that good
- You will have to make motions for your bone setup

※minimum number of motion is **10**.

You can download minimum motion sample here:

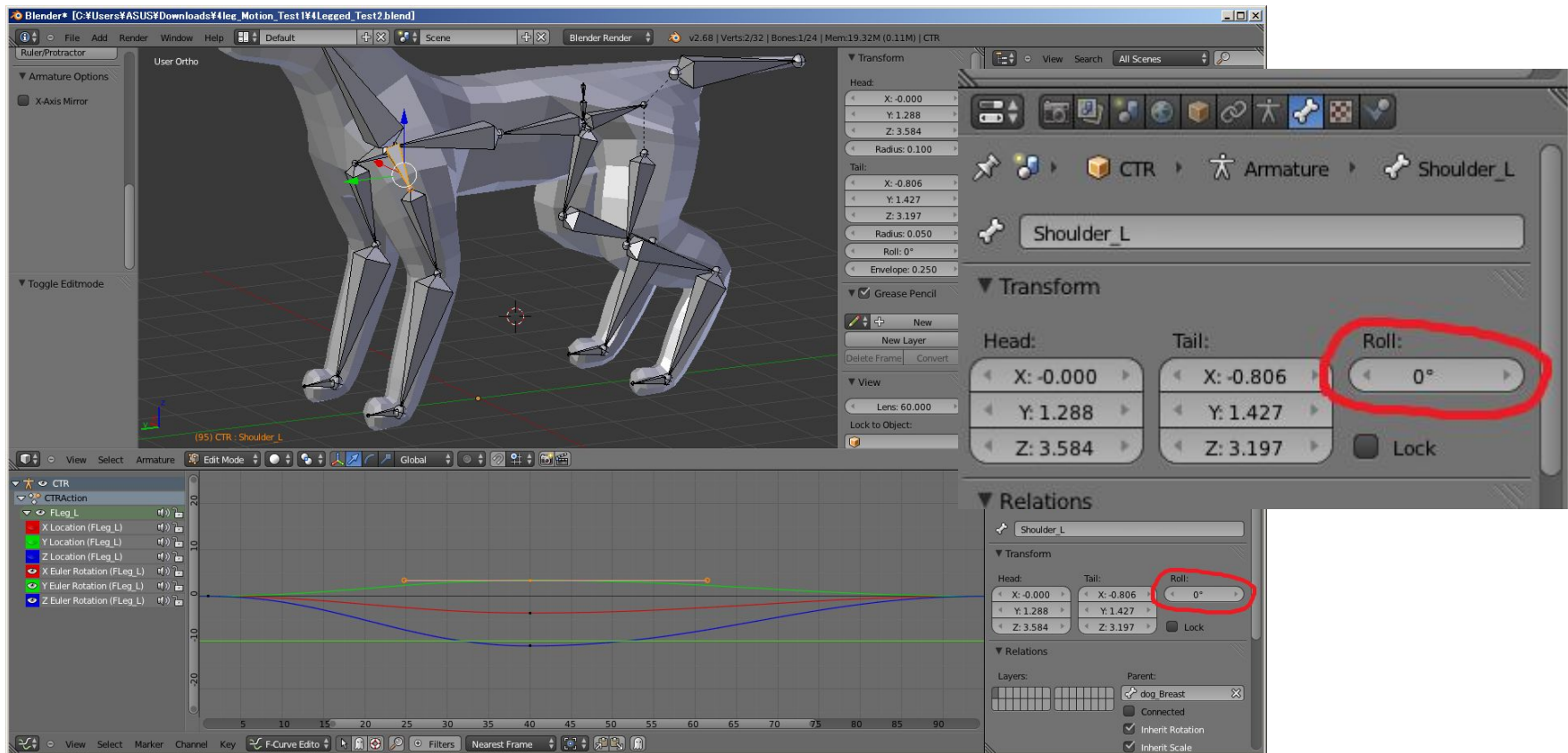
[DOWNLOAD]>[MISC]>[**Minimum Fightstyle package**]



We'll use a dog-like model for this example. Thanks to @fsfs_hri for the help!

EF-12 Necessary specification

- When creating a model, all bone rolls must be set to 0. Otherwise this can cause problems when making motions.



EF-12 Install addon for Blender

We provide an exporter add-on for Blender. Go to the official site and navigate to [download] > [Tool and converter] to get it for free.

- How to install

You need to install the addon for it to work.

You can run it from a Text editor, but you won't be able to quit.

- Installing automatically

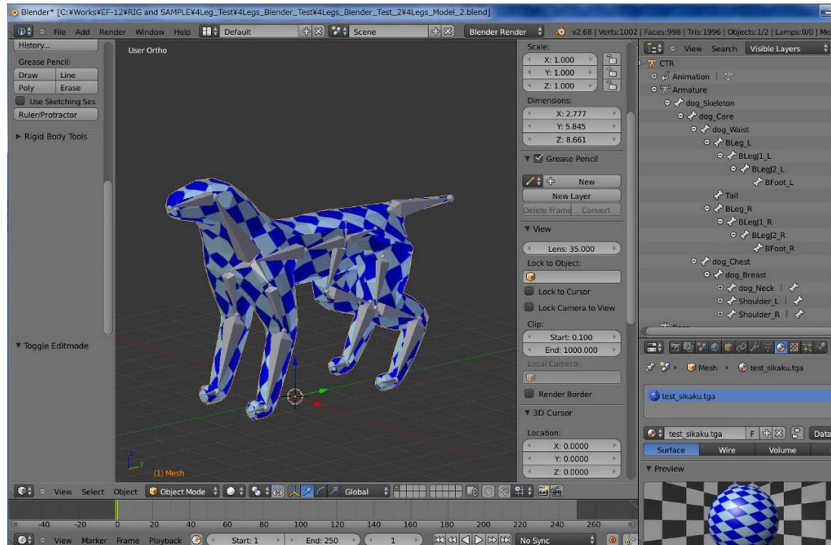
File > User Preferences > Addons tab > Install from File
select [ef12_model_export.py]

- Manual installation

put [ef12_model_export.py] in the 2.66/scripts/addons folder of your Blender installation

EF-12 Export model

- Model spec requires only a color texture. Don't worry about normal or dent tex.

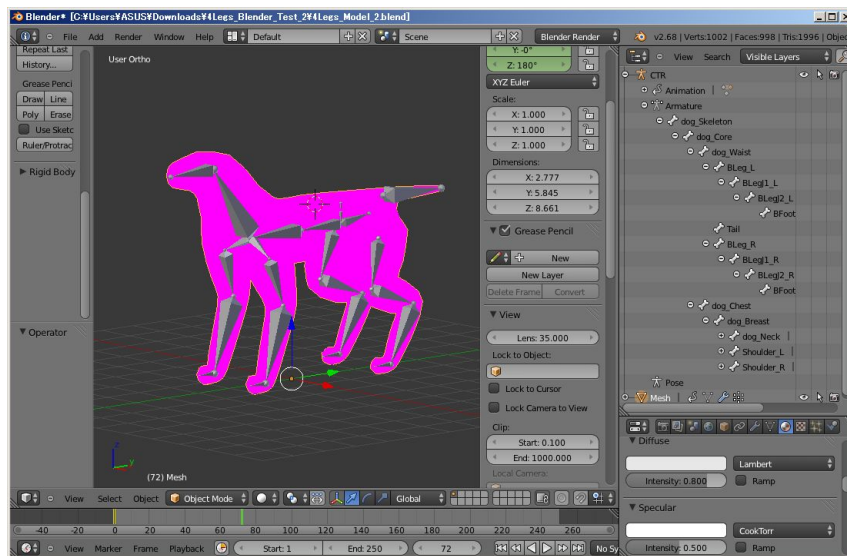


Note:
Max number of weight is **4 per POLYGON**.
If any vertex has over 5 weight targets, the related polygon will be invisible.

- After you finish, export a COLLADA(.dae) and then convert the .dae to .fmdl (fmdl is EF-12 native)

EF-12 Export skeleton

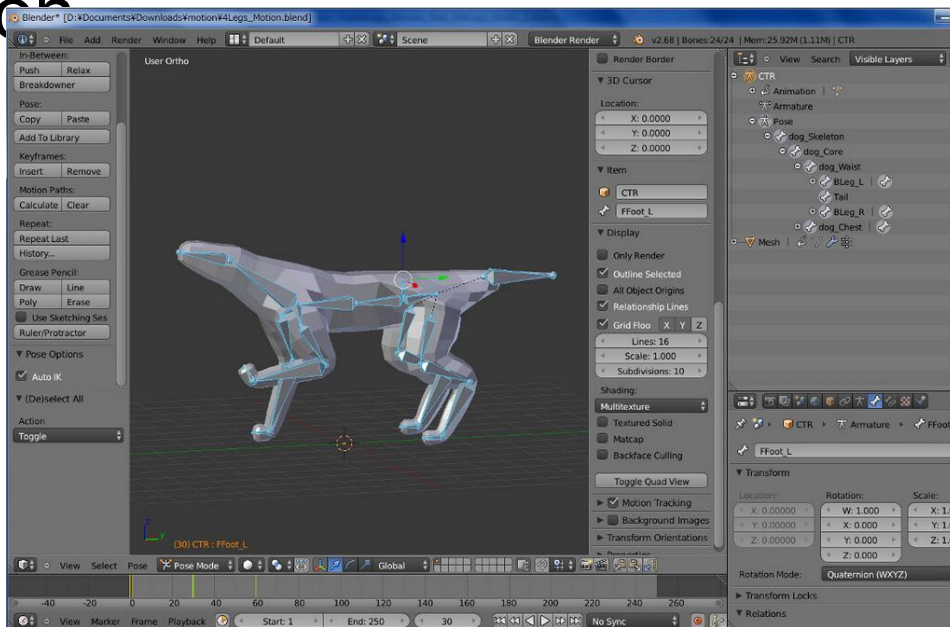
- You can use the same data for the skeleton, just remember to export using dotXSI.



- Use the [export skeleton] addon to export an.xsi file, then convert .xsi to .fskl (.fskl is EF-12 native format)

EF-12 Export motion

- The same is true for motion. You can make motion data for your char model directly and export an .xsi file using the [motion export] add-on



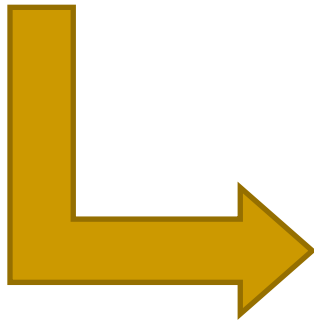
- Don't forget to convert .xsi to .fmot

- Put the three files in foolviewer and run.

fmdl →to Model folder

fskl →to Skeleton folder

fmot →to Motion folder



→ choose these files
using the in-viewer
menu.

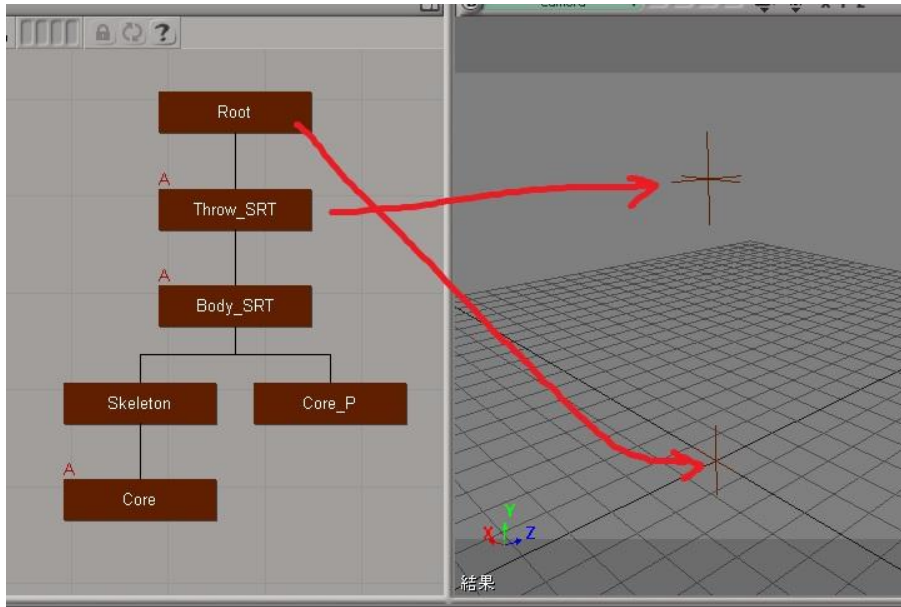


That's it!

- If you hope to get more detail, see official website. [HOW TO CREATE]>[Character Model]>[Create model by Blender].http://ef-12.com/?page_id=2281(Currently in Japanese)
- This manual is the most simple but the quality level is limited. Think Dreamcast graphics.

- We recommend adding more schematics to your character model (see next slide).
- If you handled this guide up to now, you should be fine!

Make the schematic below and connect your character below the [Core] object.



[Root]...place on world (0,0,0)

[Throw_SRT] Place at center of character

Below[Body_SRT] place at local (0,0,0) (same position as [Throw_SRT])

[Core] constrained position to [Core_P]

- * This structure is used **when a throw is initiated by a character with a different bone structure.**
- * The diagram shows Empty, but please create the structure using bones.
- * Don't put model weights onto this level.