Skelegons and Bones

Version 1.5

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Skelegons and Bones are tools used for animating an object. It is also a good tool to repose an object.
Things to Know

- Skelegons are polygons.
- Bones could be made in Layout without making Skelegons in Modeler, but it would be more complicated when it comes down to repositioning the object in Layout.
How to...

- **Step 1** – Load in an object you want to put skelegons on (NOTE: The more polygon the object has, the better it looks when reposing it).

- **Step 2.1** – Create the Skelegons needed by clicking on the “skelegon” tool under the “Create” tab; the tool is a click and drag type of tool, easy to use (NOTE: Make sure not to create the skelegon on the same layer as the object for now, but make sure the object is the background and make sure it is inside the object; also “DON’T FORGET TO NAME EACH SKELEGON YOU MAKE”).
How to...

- **Step 2.2** – To name a skelegon, select the skelegon then click on the “rename skelegon” tool under the “Detail” tab.

- **Step 3.1** – Time to create and put weight maps onto the object *(NOTE: The purpose for this step is to assign points to a certain skelegon so when you move the bone in layout, it will move those assign points.)*
How to...

- **Step 3.2** – Before putting weight maps onto the object, change the perspective side window to “weight shade.”

- **Step 3.3** – To put weight maps on the object, select the skelegon and click on the “New Weight Map” tool under the “Map” tab; there should be a pop-up window that will ask you to put in a name and a value. Just concentrate on the name, and name it the same name as your skelegon name and do this to all your skelegons. Now after finishing this process, select the points that correspond with a certain skelegon on the object and then click on the “set map value” tool under the “Map” tab and just right under “General.”
How to...

- **Step 3.4** – A pop-up window will appear and you’re choose which skelegon those selected points will correspond with in the “Vertex Map” drop-down menu.

- **Step 3.5** – After choosing the skelegon it corresponds with, don’t forget the value in the “value 1” box (NOTE: To see change in the perspective view port, make sure the W button in the lower-right corner is active and that the selector bar is the desire choice).

- **Step 3.6** – Repeat steps 3.3 to steps 3.5 until all points and skelegons corresponds to one another.
How to...

- **Step 4.1** – It is time to take the object into Layout and convert the skelegons into bones (NOTE: Before taking the object into Layout, make sure that the skelegons and object is on the same layer).

- **Step 4.2** – Once in Layout, to convert the skelegons into bones, click on the “convert skelegons to bones” button under the “Items” tab, on the drop-down menu of “Add” and the on the side menu of “bone” (NOTE: Sorry about this step).
How to...

- **Step 4.3** – A pop-up window will appear confirming the conversion; after that, there should be bones in the bone selection on the bottom-left corner.

- **Step 4.4** – Have fun reposing your object by moving and rotating the object.
Before and After Samples