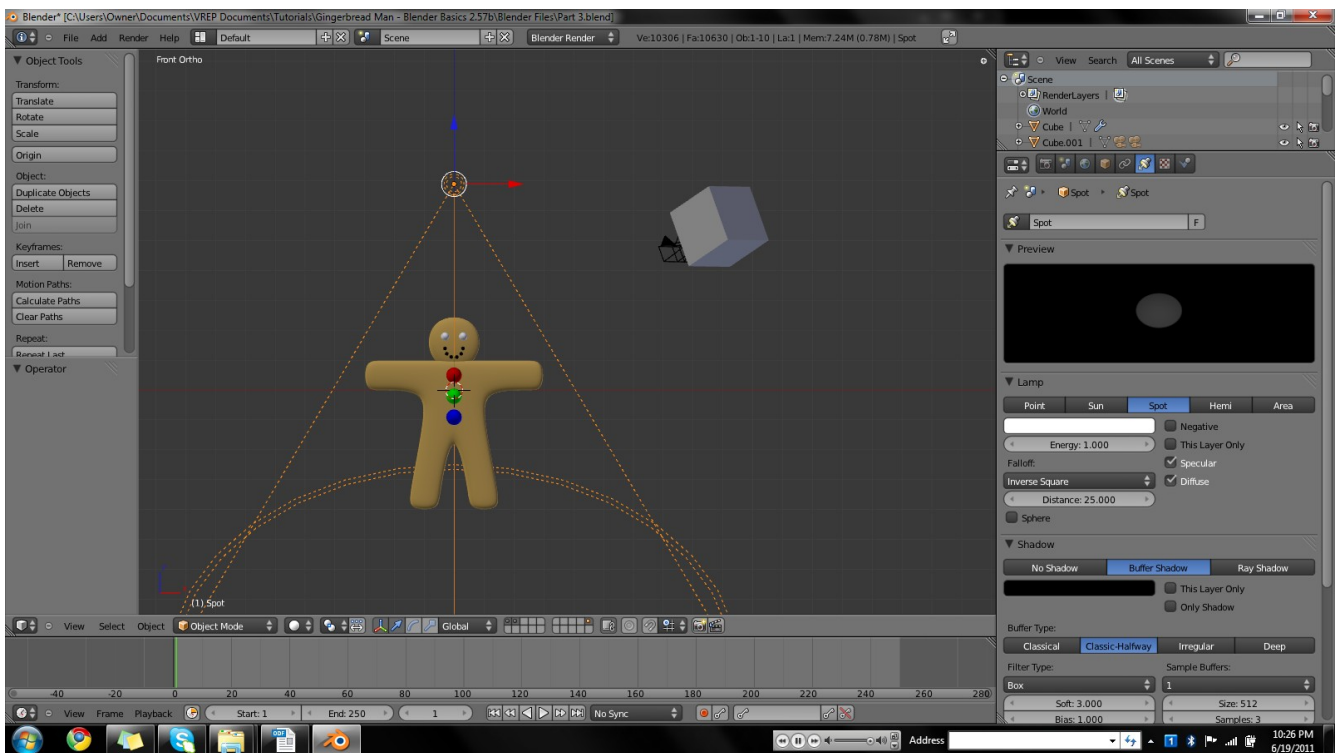


Your First Blender Project – Part 4: Armatures VREP (Virtual Reality Educational Pathfinders) Blender 2.57b

Armatures are a tricky subject to cover. They are very complex and difficult to explain. I'm going to show you how to set up your gingerbread man with an arm. This way we can have him wave, and you can get a good idea on how to set them up. Feel free to move ahead if you finish before other people. You could even rig him so that he can walk.

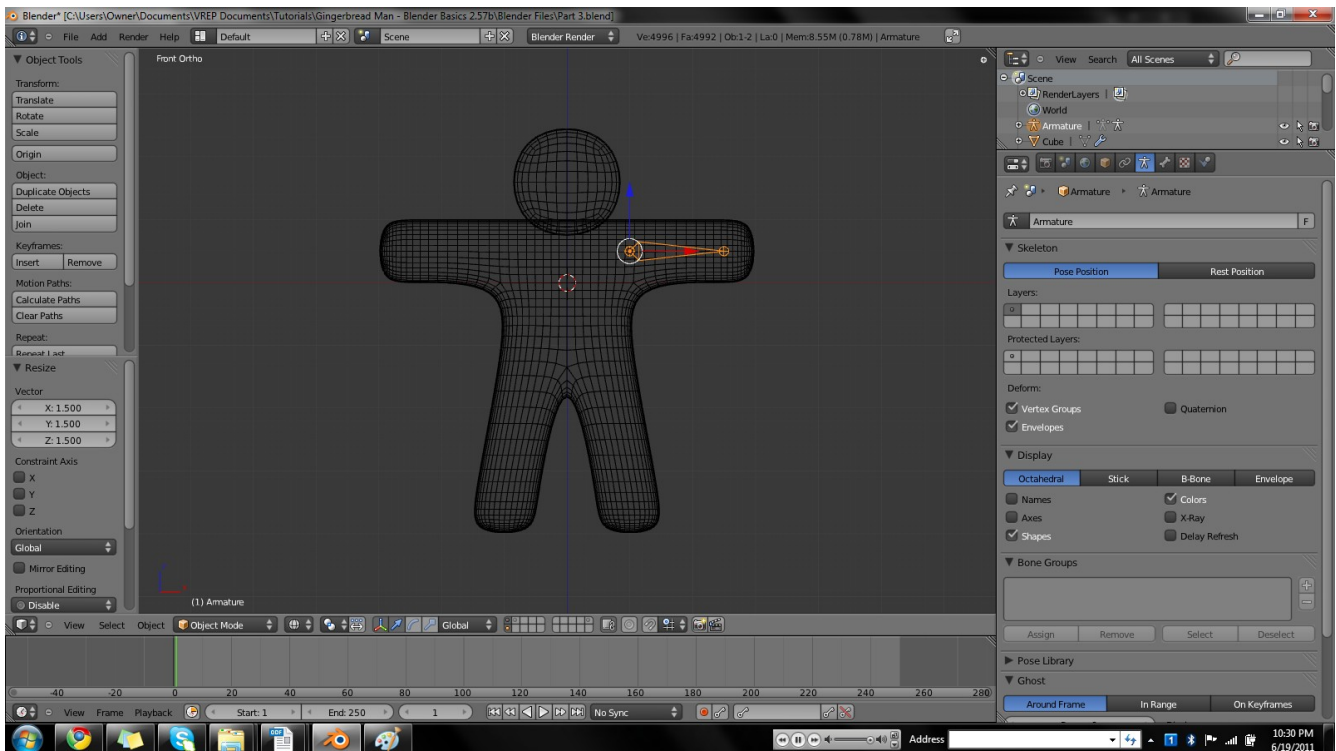
You should have some experience navigating within Blender, and have completed the previous tutorials.

- To start off, you should be in the front view (NUM-1), or you can go to view and select front view. You need to have all the layers that have something in them selected. (This should be the top box, farthest to the right and the 1st and 2nd boxes as well.) You should end up with a 3D view that looks like the below picture.

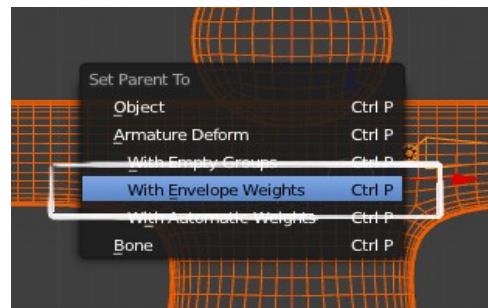


Your First Blender Project – Part 4: Armatures VREP (Virtual Reality Educational Pathfinders) Blender 2.57b

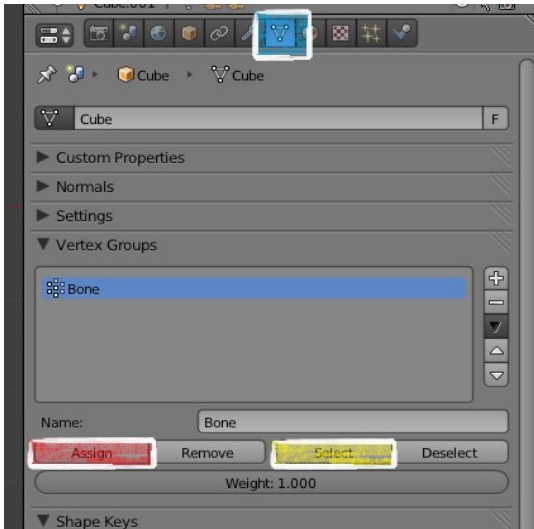
- Now, let's make things a little easier for you to move your view into the wire frame. (You can do this by pressing **Z**, or you can find your “Viewpoint Shading” menu.) You'll want to center everything by pressing **(SHIFT – C)**. Then we can add in an armature. **(SPACE)** (-Then you need to type “Add Armature” in the search box) Next you'll need to rotate the armature 90°. (You can do this by pressing **R**, and typing in 90. Then pressing **ENTER**.) Next grab it by pressing **(G)**, and move it on the z-axis **(Z)** .5 “Blender Units.” (By typing **.5** and pressing **ENTER**) Using the same process move it along the x-axis **(X)** 1 unit. Then scale it 1.5 units. (Press **S** and type in **1.5**, then press **ENTER**) You should have something like the image below.



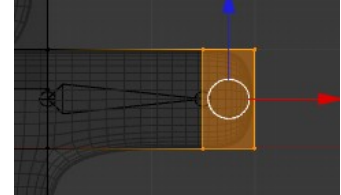
- Now for some of the tricky parts. You're going to need to select your gingerbread man first, then the armature. Parent them together by pressing **(CTRL) + (P)**, and clicking the highlighted options in the following photos. The next thing that you should do is select only your gingerbread man, and enter edit mode. **(TAB)** Now deselect all your vertices. (Press **A** until the whole thing isn't highlighted orange.) You're going to want to click the **select** button under the vertex groups highlighted in the picture on the next page.



Your First Blender Project – Part 4: Armatures
 VREP (Virtual Reality Educational Pathfinders)
 Blender 2.57b

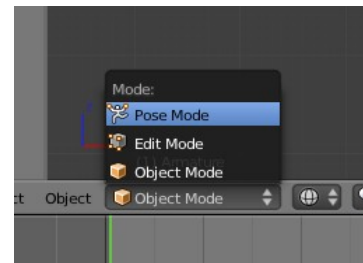


- Once you press that button you're going to need to select the vertices for his arm. Be sure not to select the ones that go to his head.

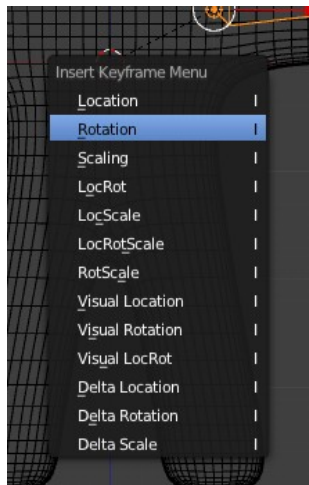


- Now once you have them selected, you need to find the button that says **assign**. This will make it so the selected vertices are controlled by the armature you added.

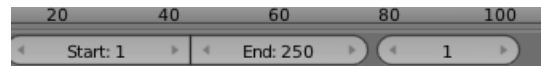
- Now that you have that done, you're going to need to exit edit mode and select your armature. Then enter into "Pose Mode." You can do this by clicking the mode drop down menu.



- In this mode you are able to rotate your armature. In order to do this you need to lock its position in the first frame. (Blender is preset to run movies at 25 frames per second. This means that every second 25 frames play through.) In order to Loc your rotation you need to press (I), and select Rot. (This will Loc only the rotation.)



- Skip a few frames. (Do this by pressing the up and down arrows on your keyboard. Your frame number is at the top of the Buttons Window.) Skip to frame 50 before you lock it again. Now just keep doing this and you should be able to play through your move at the end. (ALT – A



- In the last part of this tutorial you will learn how to render an .avi so you can play the movie in stereo.