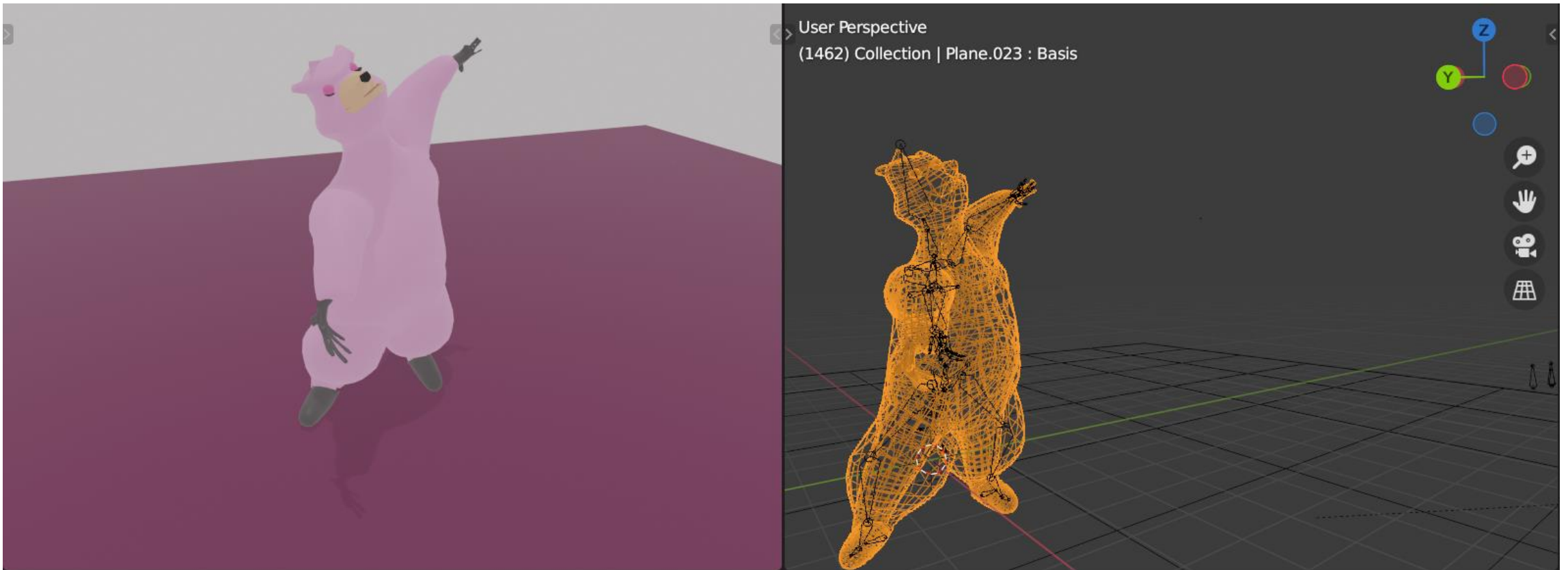
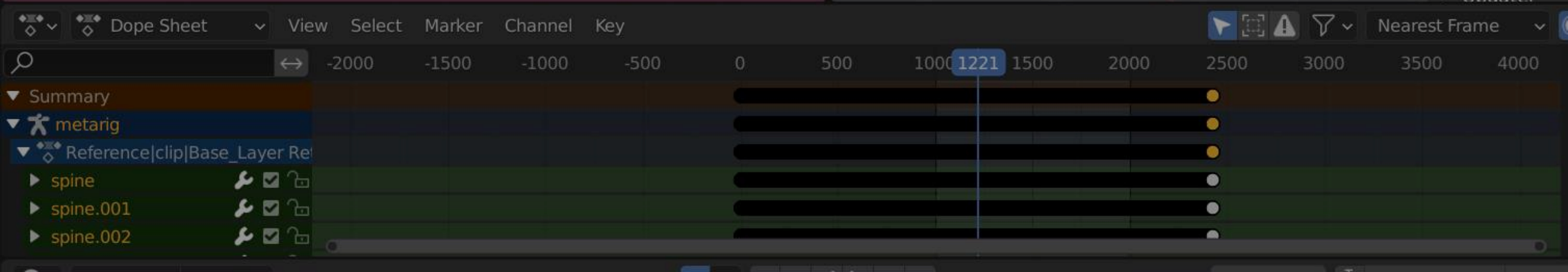
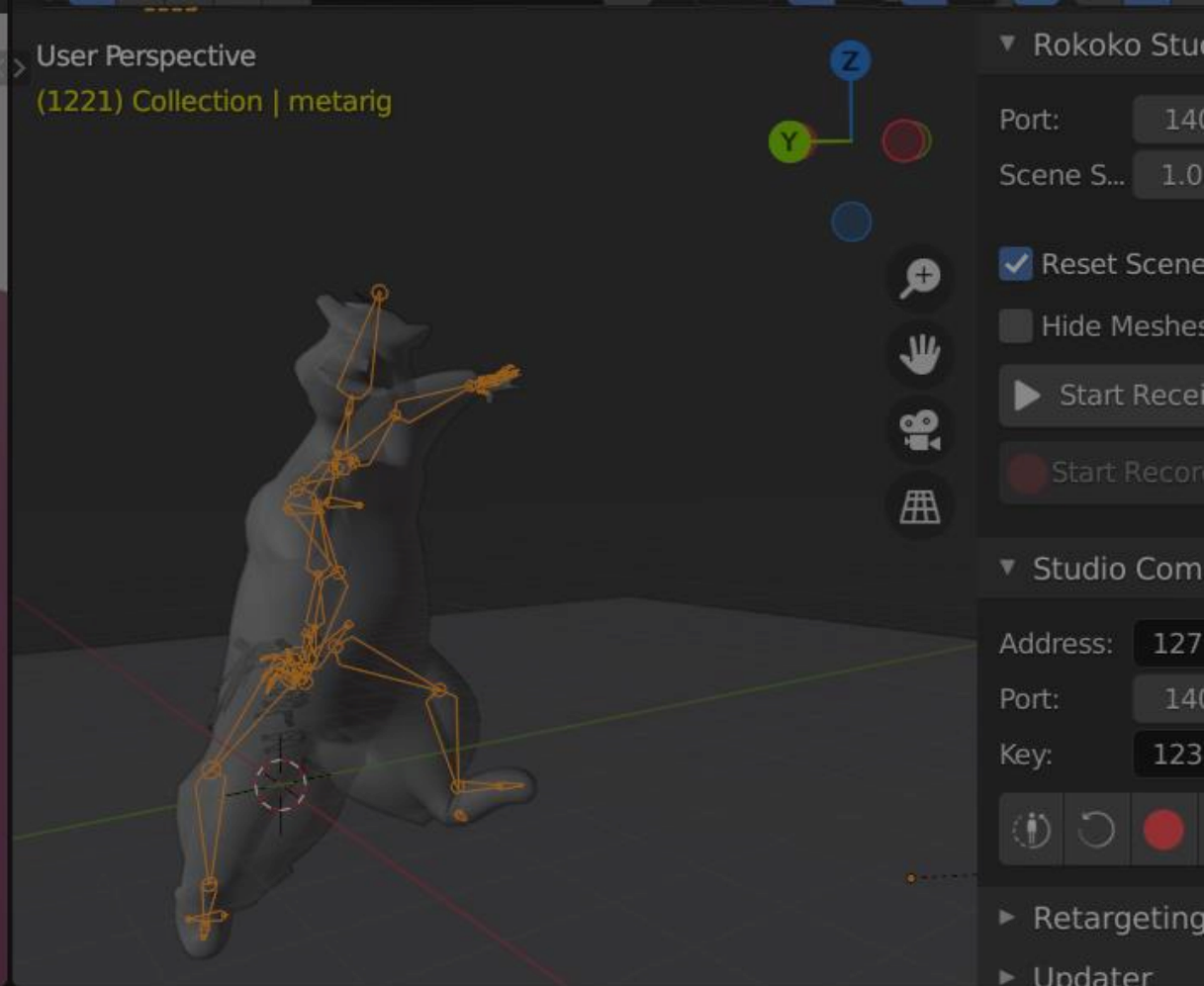


# Pink bear creation

The pink Bear is a 3D designed character which was rigged in blender using the blender meta rig. This character was created using a subdivision surface and they re meshing tool which kind of helps you to direct where you want your mesh to go while creating your character so it has a inner layer an outer layer of mesh. The character does have eyes eyelashes eyebrows and mouth which have added shape keys. I did not use them for this assignment, and as the eyes floated, I did close the eyes using the shape key.





File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compos Scene View Layer

Edit Mode View Select Add Mesh Vertex Edge Face UV

User Perspective (Local)  
(1221) Plane.023 : Basis

Studio Command API

Address: 127.0.0.1  
Port: 14053  
Key: 1234

Retargeting

Select the armatures:

Source: Reference  
Target: metarig  
Rebuild Bone List

Hips: pelvis.L  
Spine: spine  
Spine1: spine.0...  
Spine2: spine.0...  
Spine3: spine.0...

Scene World  
World  
Surface  
Use Nodes  
Surface: Background  
Color: [Color Picker]  
Strength: 5.200  
Volume: None

Dope Sheet View Select Marker Channel Key

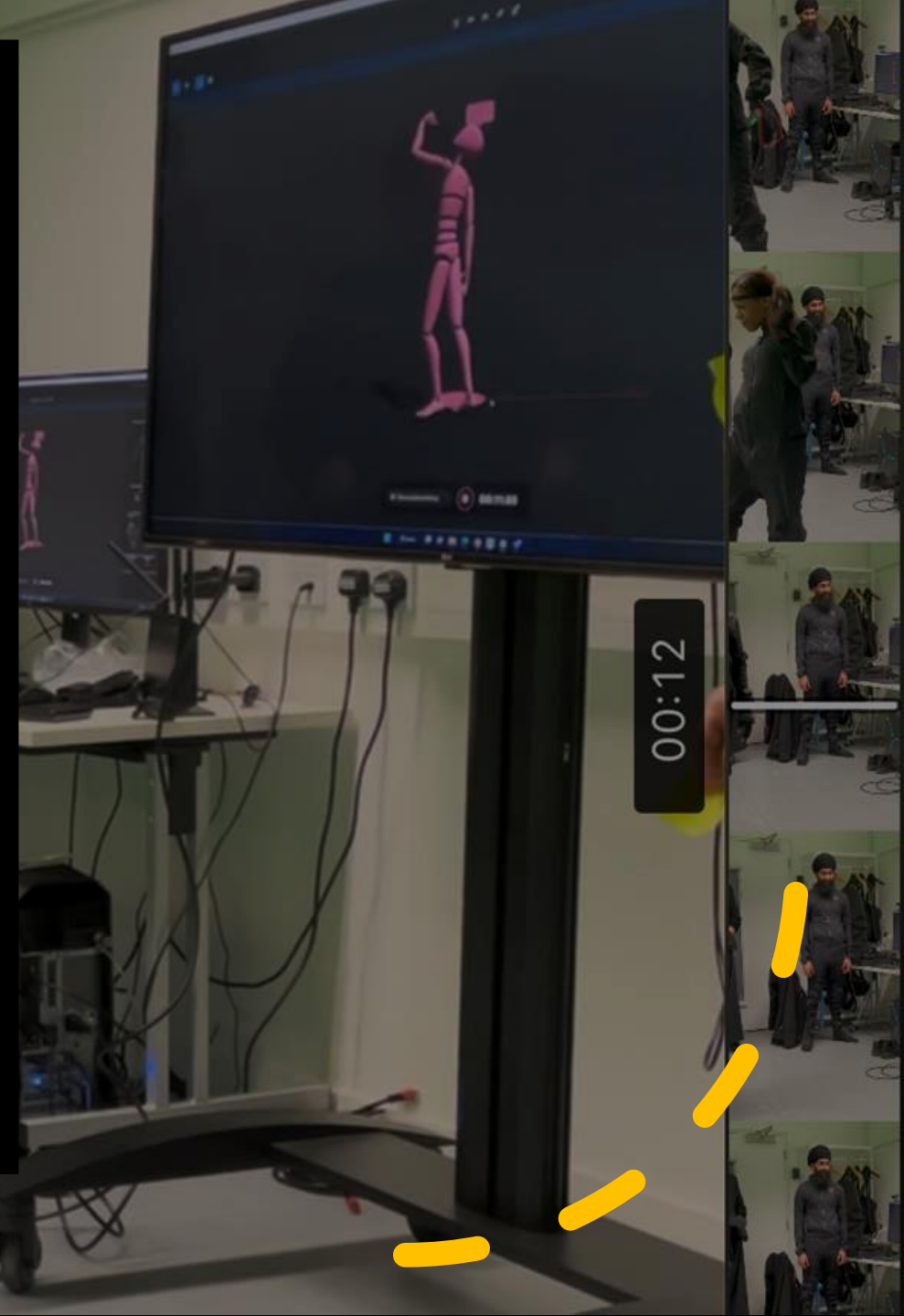
Nearest Frame

Summary  
Plane.023  
Key  
Value (Key 1)  
Value (Key 2)  
Value (Key 3)  
Value (Key 4)

Select Box Select Rotate View Call Menu



# Rokoko Mocap Suit





# Rococo video motion capture

