

WELCOME TO THE MORPH RIGGER PLUS USER GUIDE

Thank you for your support. Let's get started and cover some of the basics.

GENERAL USAGE AND TIPS

Before rigging a morph, make sure it is in the desired location on the figure and min/max values have been set. This can also be done after rigging but best to be done before saving it.

Make sure no morphs are dialed up and figure is in default pose and position. Morph rigger will add those to the morphs rigging if any are present. EG if the figure has its arms up and you rig a morph, it will rig them into that morph and that pose will become part of it.

If morph has already been rigged and you rig it again, it will bake and process the morph a second time. This will take longer than a clean rigging session where the morph was rigged for the first time. Please be patient as it will appear that studio has frozen while it processes the morph second time around.

If processing multiple morphs at once and to favorite them all, click on parameters tab, then click on activate pane options and go into edit mode, select desired morphs (shift select for multiple morphs), right click and go to favorites, and click on add selected properties to favorites. Now all your selected morphs are favorited and ready for rigging.

If you favourite a non-morph property it will not show inside the rigging tab of the script as it only lists morphs ready for rigging. It will show up in the save tab, however, so you can save it with the other rigged morphs in the product if it is part of the package.

RIGGING TAB - RIG STATUS MEANINGS

Ready to Rig - This means the morph has no previous detection of an existing rigging.

Has Rigging - Means morph has some form of previous rigging, and can be re-rigged if that is user need.

Doesn't need Rigging - This message will pop up after an attempt to rig a morph, where no rigging adjustment was required.

Rigged - This means the selected morph has been rigged, either by selecting a morph that had previous rigging or a morph that has been rigged for the first time.

RIGGING TAB - ADJUSTING BONE ALIGNMENT/ORIENTATION (OPTIONAL)

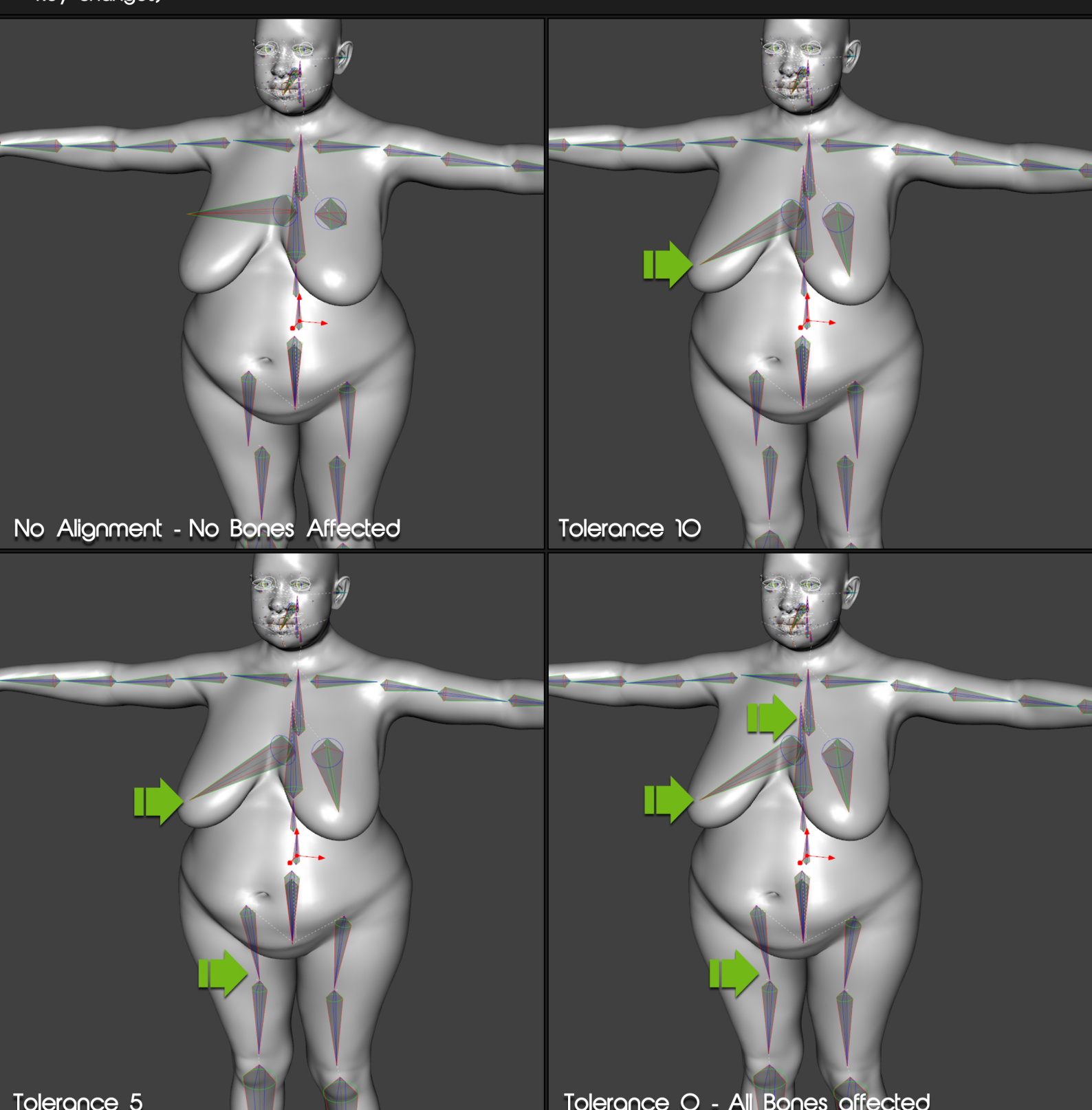
Include Bone Alignment (Consult User Guide For More Info) Tolerance 10

In the Rigging Tab you also have the choice to include Bone Alignment in your rigging. You can also specify how sensitive it can be. For example, if you decide to rig and only wish to align bones that are extremely out of alignment (In most cases the pectoral bones on female breast area), you would use a high tolerance of 7 to 10. If you want all bones to be aligned, you would set this value to 0.

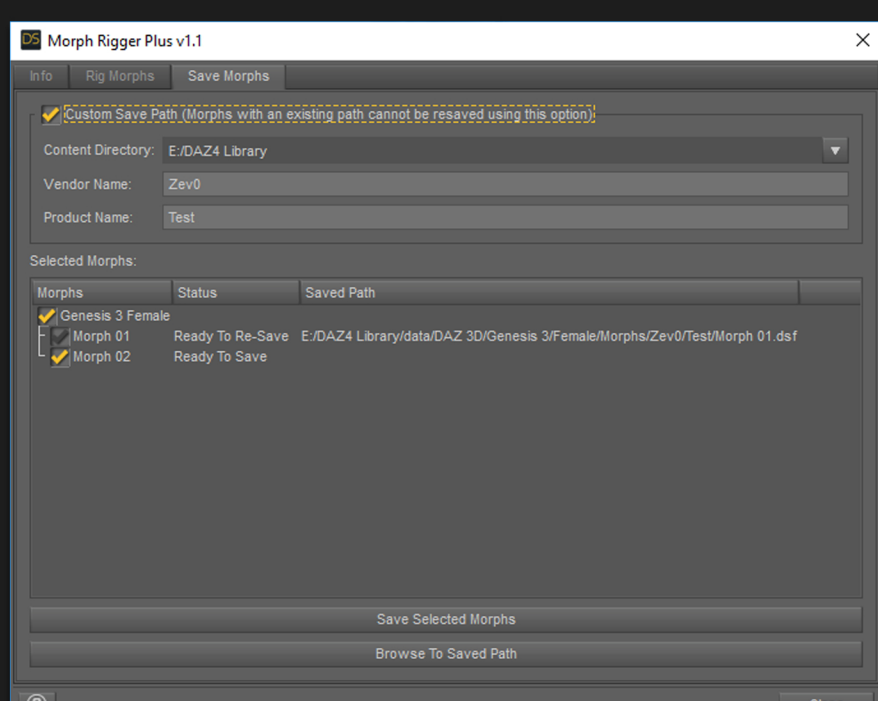
Please note bone alignment is not a requirement when rigging a morph, but more of a preference. If a morph is rigged with no alignment via the script, it will still function as intended. There are rare occasions where it is needed on certain morphs such as Minotaur legs where the shin bone is sticking out, but that is more for correct visual appeal regarding rigging rather than function.

Alignment also affects pose results. If you want your morph to react as closely to the default shape when a pose is applied, you should not do full alignment (eg tolerance at 0). End of the day this feature is optional.

Below is an example of how different tolerance settings align bones. (Arrows on illustration used to indicate key changes)



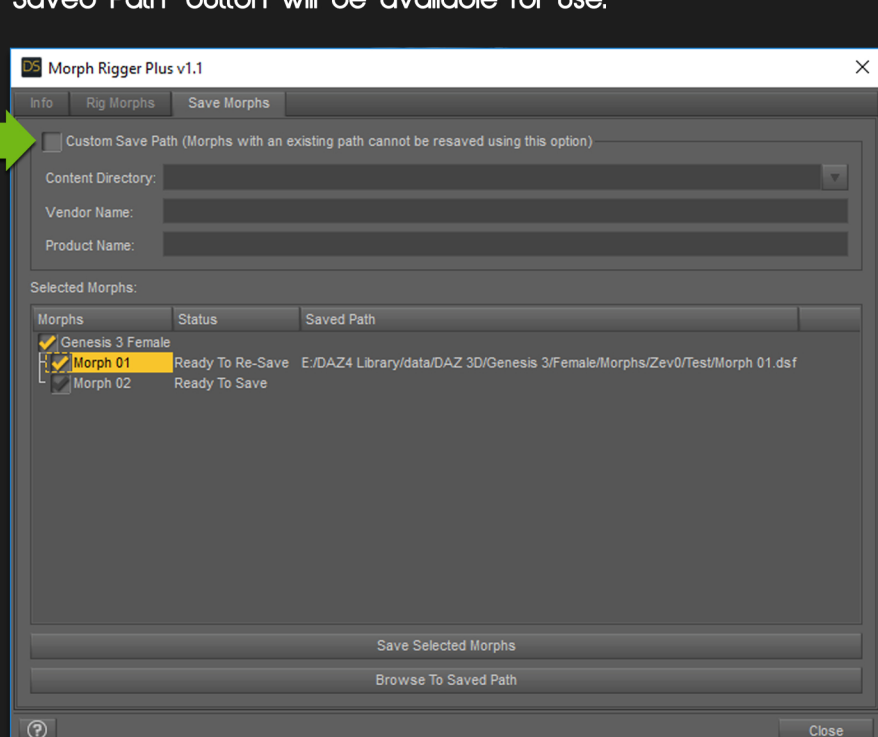
SAVE TAB - SAVING NEW AND EXISTING MORPHS



In the saving Tab you can save your selected morphs to wherever you specify. You can also resave any existing morph and update it. You also have the ability to browse to where morphs are saved which is a handy feature if you want to go to its path location.

By default, the **Custom Save Path** is ticked. This option is needed to specify where any unsaved morph will go in the data folder. With this option ticked, only morphs that have not been previously saved will be selectable. You will also see in the interface that any unsaved morphs will not have a Saved Path next to it. Once it has been saved a path will be assigned. The morph now can only be selected along with any previously saved morph by unticking the **Custom Save Path** box.

If you have favourited a morph that has already been saved and wish to update or resave it, or browse to its saved path, simply untick the **Custom Save Path** option. It will now be selectable. To browse to a previously saved path, simply click on the morphs name and it will highlight, then the "Browse to Saved Path" button will be available for use.



Added Product support



If you wish to ask any direct questions regarding the product, please click on the product support icon. It will take you to the official product support thread. We will try to answer any questions as quickly as possible.

Thank you for your support and we hope you enjoy the product and create some amazing stuff. The Morph Rigger Plus Team.

