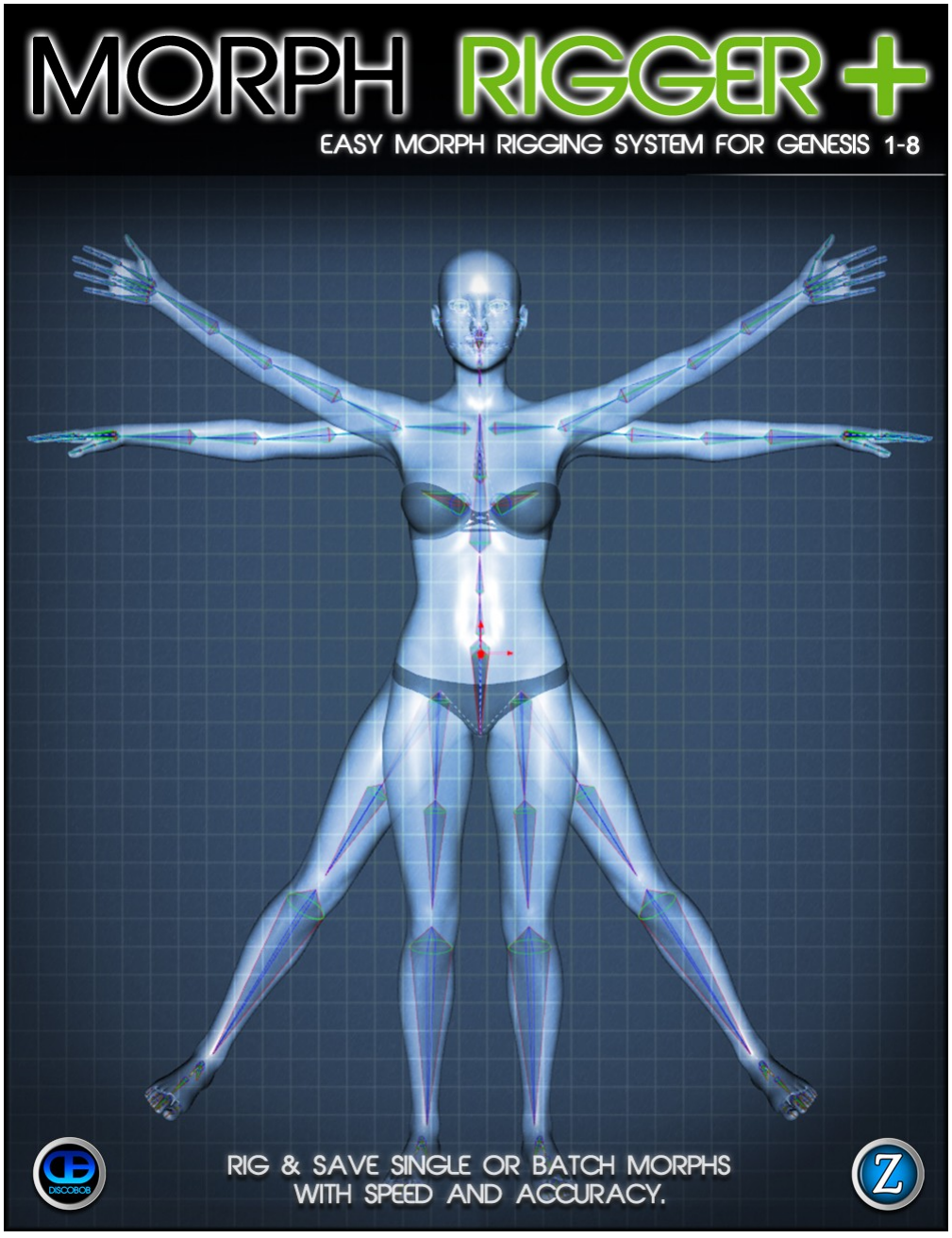
Morph Rigger Plus



Product Name:	Morph Rigger Plus
Product ID:	57621
Published Artist(s):	Discobob, Zev0
Created By:	N/A
Release Date:	2018-12-22

Product Information

- Required Products: *None*

Introducing Morph Rigger Plus. It is designed to make rigging simple for everybody, not just content creators. Rigging is very important. It ensures that all figure bending and expressions work correctly

on a specific morph or shape. This only happens if the figures bones are correctly rigged and aligned.

Rigging can also be a tedious task when only doing partial areas of the figure, and matching up the correct influencing face groups to those selected bones, or if you are trying to rig multiple morphs at once, which can only be saved one at a time.

This is where Morph Rigger Plus comes in. It is designed to rig your morphs accurately with speed and ease. Be it just one morph or an entire batch, Morph Rigger Plus will do it all for you with one click.

What makes Morph rigger Plus different to “Adjust Rigging to Shape”? Well, because most just click adjust rigging to shape and process all the bones, some bone misalignment happens when all are processed at once.

Morph Rigger Plus avoids this by rigging the figures bones in sections to ensure all bones and matching influence face groups are matched. It also smartly detects which bones actually need rigging and only processes what is needed, instead of rigging the entire figure. So let speed up your workflow and get rigging like a Pro!

This product is also a Merchant Resource. Compatible with Genesis 1 to 8.

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a Package Qualifier (WIP), which is used as a key to indicate something about the contents of that package.

- 1 Core [1)]

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

Morph Rigger Plus (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
  - “Scripts:Morph Rigger Plus”
- You can find new icons for this product in the following DAZ Studio Categories:
  - “Documents”
  - “Utilities:Scripts”

Additional Details

- The following script samples were used in this product:
  - http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/actions/action_custom_create/start

- http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/nodes/adjust_rigging_to_shape/start
- http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/properties/erc_freeze/start
- http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/general_ui/simple_image_dialog/start
- http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/file_io/save_dsf_morph_support/start

Below is a list of files provided by the Morph Rigger Plus product.

Core

Morph Rigger Plus

- **Content :**
  - /Runtime/Support/DAZ_3D_57621_Morph_Rigger_Plus.dsa
  - /Runtime/Support/DAZ_3D_57621_Morph_Rigger_Plus.dsx
  - /Scripts/Morph Rigger Plus/Morph Rigger Plus Add To Script Menu.dse
  - /Scripts/Morph Rigger Plus/Morph Rigger Plus Add To Script Menu.png
  - /Scripts/Morph Rigger Plus/Morph Rigger Plus Remove From Script Menu.dse
  - /Scripts/Morph Rigger Plus/Morph Rigger Plus Remove From Script Menu.png
  - /Scripts/Morph Rigger Plus/Morph Rigger Plus Support Thread.dsa
  - /Scripts/Morph Rigger Plus/Morph Rigger Plus Support Thread.png
  - /Scripts/Morph Rigger Plus/Morph Rigger Plus.dse
  - /Scripts/Morph Rigger Plus/Morph Rigger Plus.png
  - /Scripts/Morph Rigger Plus/MRPGuide.pdf
  - /Scripts/Morph Rigger Plus/MRPLogo.jpg

Resolved Issues

- *None*

Known Issues

- *None*

Support

Visit our site for technical support questions or concerns.

1)

The contents of this package are in DAZ Studio Native formats

From:
http://docs.daz3d.com/ - **Documentation Center**

Permanent link:
http://docs.daz3d.com/doku.php/public/read_me/index/57621/start

Last update: **2018/12/11 16:47**