CoolCreators
duchess110

THE MAKING OF CLONEBOTNIK
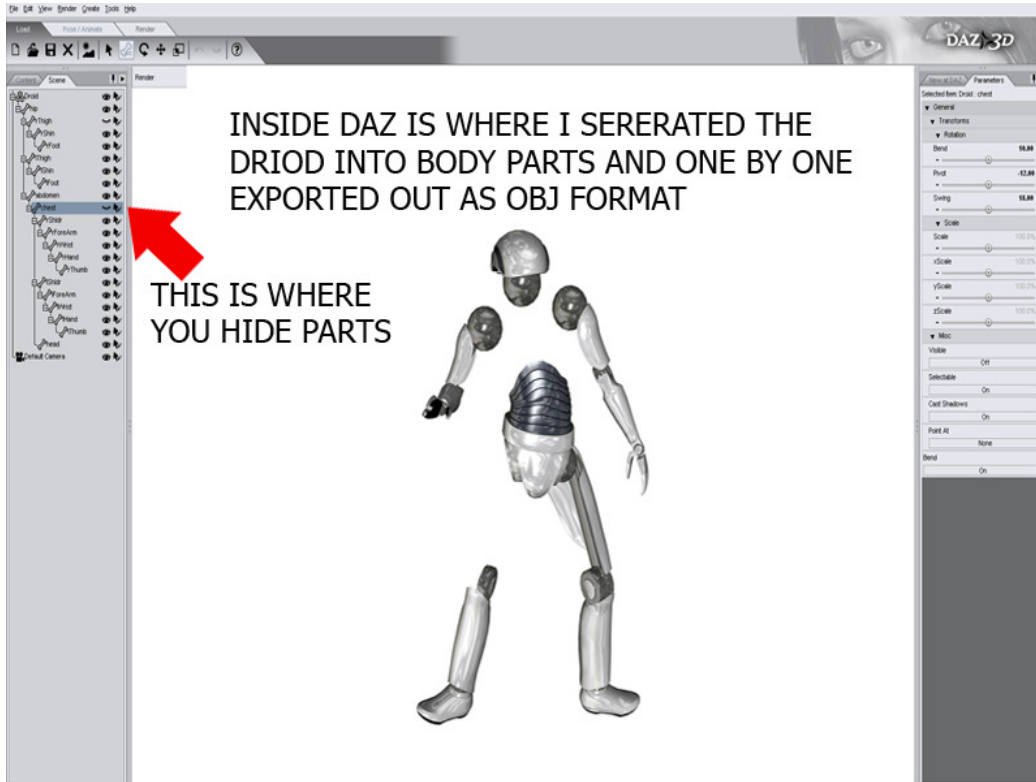# FOR ICLONE 3 - CLONE BONES

FIRST THING IS TO HAVE SOME SORT OF
IDEA AS TO WHAT CHARACTER YOU WANT
TO CREATE.
THIS WAS THE CHARACTER THAT I USED FOR
MY BASE IDEA HE CAN BE PURCHAED
AT DAZ 3D
NOW I WANTED MY CHARACTER TO SPEAK
AND AS YOU CAN SEE THIS ONE HAS NO
JAW TO SPEAK OF SO IT IS IMPORTANT WHEN
CREATING THE HEAD THAT YOU HAVE A SEPERATE
BODY PART FOR THE JAW.
SOME GOOD MODELS CAN BE FOUND AT
GOOGLE 3D WAREHOUSE AND THAT WAS WHERE
I FOUND THE T.REX CHARACTER THAT I USED THE
HEAD.

INSIDE DAZ IS WHERE I SERERATED THE DROID INTO BODY PARTS AND ONE BY ONE EXPORTED OUT AS OBJ FORMAT

THIS IS WHERE YOU HIDE PARTS

THIS IS THE PROCEDURE SETTINGS FOR EXPORTING OUT OF DAZ

How to convert 3D objects from DAZ|Studio to iClone through 3DXchange?

Step 1. Prepare the scene in DAZ|Studio.

Run DAZ|Studio.

Apply contents, pose the figure and arrange the scene as you want.

* Notice: most of the Poser/DAZ models comprise tens of thousands of polygons which are not optimized for real-time rendering environment like iClone, so keep your scene as simple and light as possible.

Instead of exporting a whole scene, we suggest you export one figure or one prop at a time and save them as separate files.
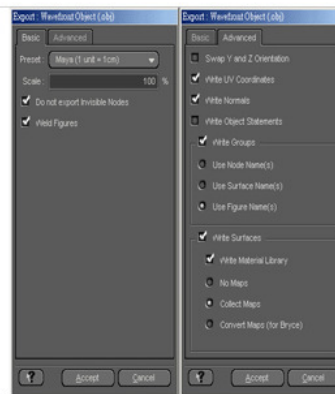
Step 2. Export the scene.

Select File>Export... to export the scene.

Choose Wavefront Object (*.obj) file type.
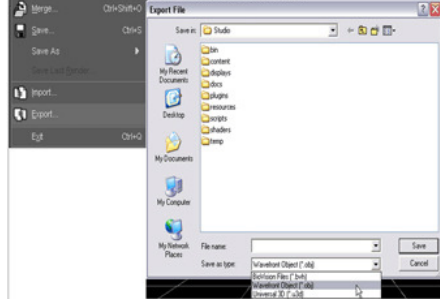
In the "Export" dialog box, set the options as follows:

*Notice: in the "Write Groups" option, choosing "Use Figure Name(s)" will make the figure model a single node. This is good for smoothing and removing any seams on the model surfaces, but take longer time to load and process in 3DXchange.

The other two, "Use Node Name(s)" and "Use Surface Name(s)" setting will export the figure into multiple nodes. The loading will be faster when the same face counts are shared by multiple nodes, but there will be visible seams between mesh nodes.

Click "Accept" to export the obj.

Check the designated folder, you will find not only the obj file is there, the accompanying mtl file and a folder name "Maps" containing texture image files are also there.

Step 3. Convert obj into iClone vns format

Run iClone 3DXchange.

Load the exported obj file. It may take a few minutes to process the mesh data if the model has a huge polygon count.

The model position and size should look correct, but the mesh surfaces are faceted. That is because the obj file from DAZ|Studio lacks smooth group information.

To smooth the surfaces, select the node(s) then click "Auto Smooth" button.

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INSIDE GOOGLE SKETCHUP THE PROCEDURE IS SIMILAR TO ABOVE EXCEPT THAT YOU EXPLODE THE CHARACTER BY RIGHT CLICKING ON THE CHARACTER THEN CLICK EXPLODE WHICH SHOULD THEN GIVE YOU THE CHANCE TO ERASE THE PARTS YOU DO NOT WANT.

YOU SAVE AS A SKP FILE BEST WAY IF BREAKING DOWN A WHOLE MODEL IS TO SAVE AS YOUR SEPARATE BODY PARTS SO AS TO NOT OVERWRITE YOUR ORIGINAL MODEL.

IF YOU HAVE 3DS MAX ALL THE ABOVE CAN BE DONE WITHIN MAX BUT NOT ALL ICLONE USERS HAVE THIS PROGRAMME TO USE SO I HAVE DONE IT IN A WAY THAT THE MAJORITY OF USERS CAN MAKE USE OF 3D EXCHANGE.

ONCE ALL THE BREAKING OF MODELS HAS BEEN COMPLETED YOU THEN PUT THEM THROUGH 3D EXCHANGE AND MAYBE SAVED IN A PARTICULAR PROPS FOLDER LETS SAY BODY PARTS SO THEY ARE EASIER TO FIND WHEN BUILDING UP ON THE CLONE BONES FIGURE.
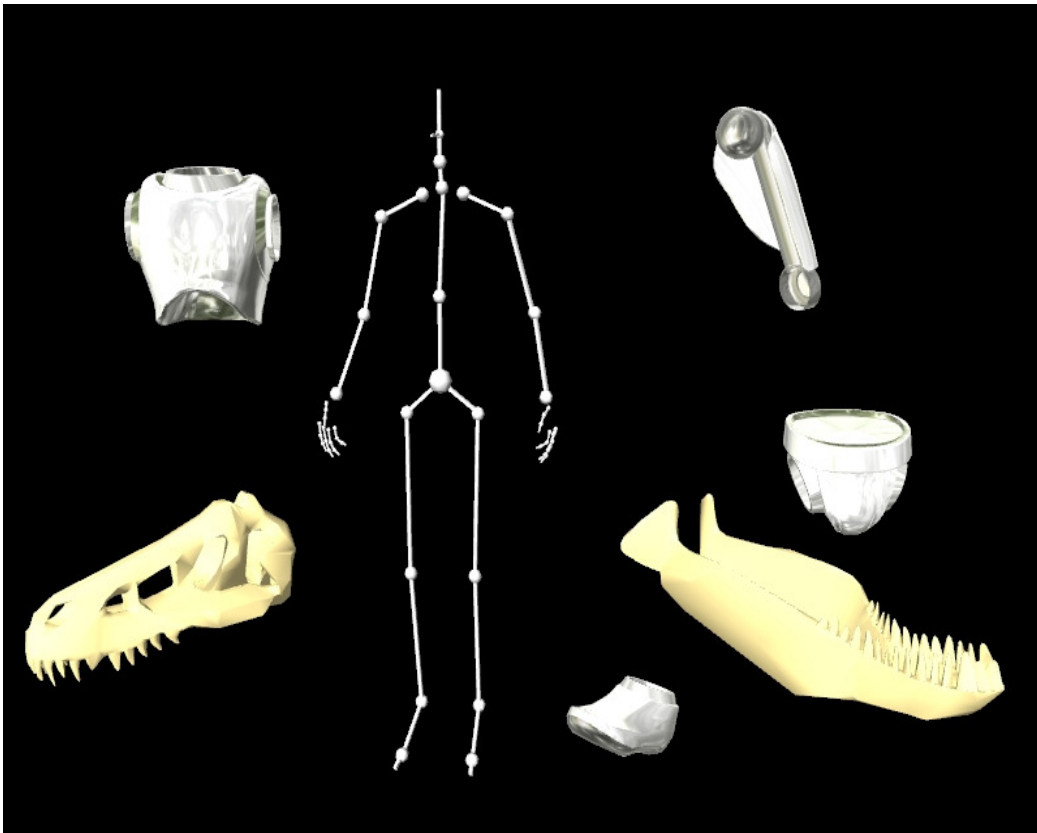
SNAPSHOT OF SOME OF THE PARTS I USED.

NOW THE FUN BEGINS BUILDING YOUR CHARACTER UP.
BEST TO EITHER START AT THE HEAD AND WORK DOWN AND OUT
OR START FEET AND WORK UP AND OUT.
THIS SAVES A LOT OF TIME LATER TRYING TO REPOSITION THE
PARTS THAT SOMETIMES HAVE A MIND OF THEIR OWN AND DO NOT
WANT TO GO WHERE YOU WANT.
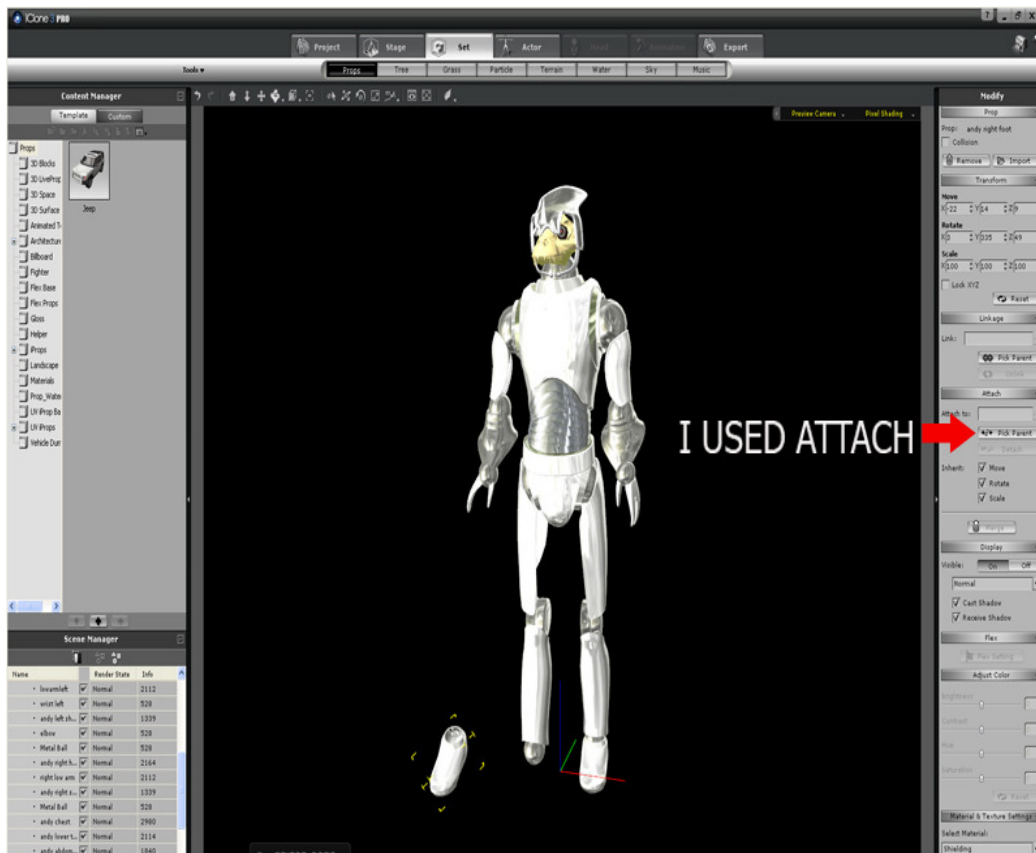
IN BUILDING MY CHARACTER I USED THE ATTACH METHOD.
SO BRINGING IN EACH PART IN THIS CASE FROM TOP TO BOTTOM
AS YOU CAN SEE HE HAS HIS RIGHT FOOT YET TO BE ATTACHED.
IN THE SCENE MANAGER WHEN YOU FIRST BRING IN YOUR BODY
PART IT COMES IN AS A PROP BUT AFTER ATTACHING THE THE
APPROPIATE PLACE ON BONES IT THEN MOVES INTO THE AVATAR
LIST OF ATTACHMENTS. ALSO YOU CAN DOUBLE CLICK AND
RENAME YOU PART IF YOU WISH.
ALSO YOU WILL SEE HE IS CALLED STICK MAN YOU CAN DOUBLE
CLICK THERE ALSO AND GIVE YOUR CHARACTER A NAME.

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NOW BECAUSE YOU HAVE A SEPARATE JAW YOU CAN GO INTO AMINATION FACIAL AND EITHER USE TEXT TO SPEECH OR RECORD YOUR OWN VOICE OVER OR UTALISE CRAZY TALK.

TIP I FOUND THAT WHERE YOU HAVE JOINTS MEET IT CAN BE WISE TO BUILD INTO YOUR BODY PART A BALL AS THIS DOES HELP STOP THE JOINTS LOOK AS IF THEY ARE MOVING OUT OF LINE IT MAKES IT LOOK MORE LIKE A PIVOT ROLL OF THE JOINT.

NOW THE HANDS THAT WAS FOR ME A VERY HIT AND MISS THING I MUST ADMIT AS THERE ARE JUST SO MANY JOINTS BUT IF YOU WANT TO MAKE USE OF THE HAND AMINATIONS YOU MUST POSITION EVERY JOINT AND THERE ARE QUITE A FEW, BUT MOST ROBOT TYPE CHARACTERS AND EVEN ANIMAL TYPE CHARACTERS WOULD ONLY HAVE 3 DIGITS AND THEN HAND AMINATION IS NOT POSSIBLE.

THE FINAL PART OF THE CHARACTER BUILD IF YOU WISH IS TO THEN HIDE THE CLONE BONES SKELETON. I FOUND THIS TIP BY RICHARD (AKA CRICKY) TO BE VERY USEFUL.

GO INTO SKIN AND THEN SEPERATELY SELECT UPPER LOWER ETC AND PUT A BLACK DIFFUSE AND OPACITY ON THE BONES THIS SHOULD THEN ANY CHANCE OF THE ODD BONE PEEPING THROUGH YOUR CREATION.

I HOPE THAT THIS WRITE UP MAY HELP YOU IN SOMEWAY.

DUCHESS110 (AKA LINDA)

http://www.coolclones.com/forum/