

Blend Shape Vertices

Blend shape tutorial using vertex selection

Creating blend shapes takes time. Others have demonstrated the use of wrap deformers to copy symmetrical deformations from one side of a character to another but here is another tip that is very simple and can help in some cases.

It is possible to create blend shapes between selected vertices on two meshes. They do not have to be the exact ones corresponding on each. From the screen shots you will see that I have deliberately chosen varying sized selections.

As well as a tool to aid shape creation this vertex based blend shape is very useful for fixing awkward deformations during animation.

In the following example I am using this technique to create the Right eye blink using the neutral pose and a model with both eyes closed.



