2018/11/25 - Makehuman

Rigging is a pain in the butt. I've been looking at the easiest way to go about this. It looks like using a Makehuman model and importing it using mhx2 script, documentation here, with the settings shown in the attached image gives me what (I think) I want.

The MHX body rig is actually pretty good, as far as I can tell. Beside there is a facial rig with pretty decent weighting, which should allow me to make pretty good facial expression. I'm gonna have to test it some more. I'll be adding some screen shots. I'll also upload the blender file as soon as I have the rig working.

It'll need some modifications. I'll have to create a better way to control the face. It's finicky at the moment.

The next challenge is going to be clothing. Makehuman clothing is not great, so I'll need to see what I can come up with.

I also need to test the Manuel Bastioni lab, issue with that is the developer has stopped the project. So it's not going to be improved on.

UPDATE:

Found this addon which allows using rigify with Manuel Bastioni lab. I'm still looking if there is a solution for having a face rig with Manuel Bastioni

▼ Import MHX2

Operator Presets   ⬍ + −

☑ Override Exported Data

Import Human Type:

Base	Proxy	Both

☐ Helper Geometry

☑ Offset

☐ Face Shapes

Subdivision surface

☐ Subsurface

Masking:

Ignore	Apply	Modifier

☑ Conservative Masks
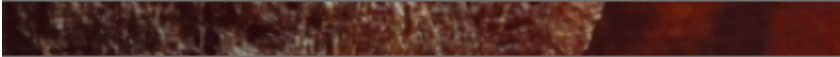
Merging

☐ Merge Body Parts

Hair: None   ⬍

☐ Add Deflector

Rigging

☑ Add Rig

Rig Type: Exported MHX   ⬍

☑ Custom Shapes

☑ Rotation Limits

☑ Face Rig Drivers