

Avatar Customization Workshop

This workshop will cover more advanced ways to customize an avatar, including creating flow, blend shapes, and using advanced materials like PBR.

Physically Based Rendering (PBR)

-a shading model in computer graphics that seeks to render graphics in a way that more accurately models the flow of light in the real world.

Blendshapes

-BlendShape is the technique of allowing a single mesh to deform to achieve numerous predefined shapes and any number of combinations of in-between.

Flow Bones (Dynamic Bones)

-Allow you to incorporate High Fidelity's own custom dynamic bone system. This allows semi-realistic hair, clothing, and other soft bodies to respond more realistically to movement.

-Flow App

(<https://hifi-content.s3.amazonaws.com/ben/Workshops/Avatar%20Customization/flowApp.js>)

Documentation

-Avatar Standards Documentation

(<https://docs.highfidelity.com/create-and-explore/avatars/avatar-standards>)

-Physically Based Rendering (PBR)

(<https://docs.highfidelity.com/create-and-explore/3d-modeling/materials>)

Blender Plugins

-mmd_tools (https://github.com/powroupi/blender_mmd_tools)

-extra objects (included in blender

-Menithal's Hifi Tools (<https://github.com/Menithal/Blender-Hifi-Addon/releases/>)

Avatar Example

-standard hifi skeleton

(http://hifi-content.s3.amazonaws.com/Examples%20Content/skeleton/standard_hifi_skeleton.fbx)

-being of light mesh

(<https://hifi-content.s3.amazonaws.com/ben/Workshops/Avatar%20Customization/boL.fbx>)

-being of light textures

(<https://hifi-content.s3.amazonaws.com/ben/Workshops/Avatar%20Customization/BoLTextures.zip>)