Adding Flow (dynamic bones) to Your Avatar

Prerequisites

A basic understanding of rigging armatures in blender

Materials/Models

Being of Light Avatar w/Cape
https://hifi-content.s3.amazonaws.com/ben/Workshops/Flow%20Workshop/BoL_Flow.fbx

Software/Scripts

-Blender
https://www.blender.org/download/
-menithals HF addon for blender
https://forums.highfidelity.com/t/high-fidelity-blender-add-on-plugin-version-1-3-released/13717/1
-flowapp.js
https://hifi-content.s3.amazonaws.com/ben/Workshops/Flow%20Workshop/flowApp.js
-flow.js
https://hifi-content.s3.amazonaws.com/ben/Workshops/Flow%20Workshop/flow.js

For more information, please visit our docs at
https://docs.highfidelity.com/create-and-explore/avatars/create-avatar-with-flow