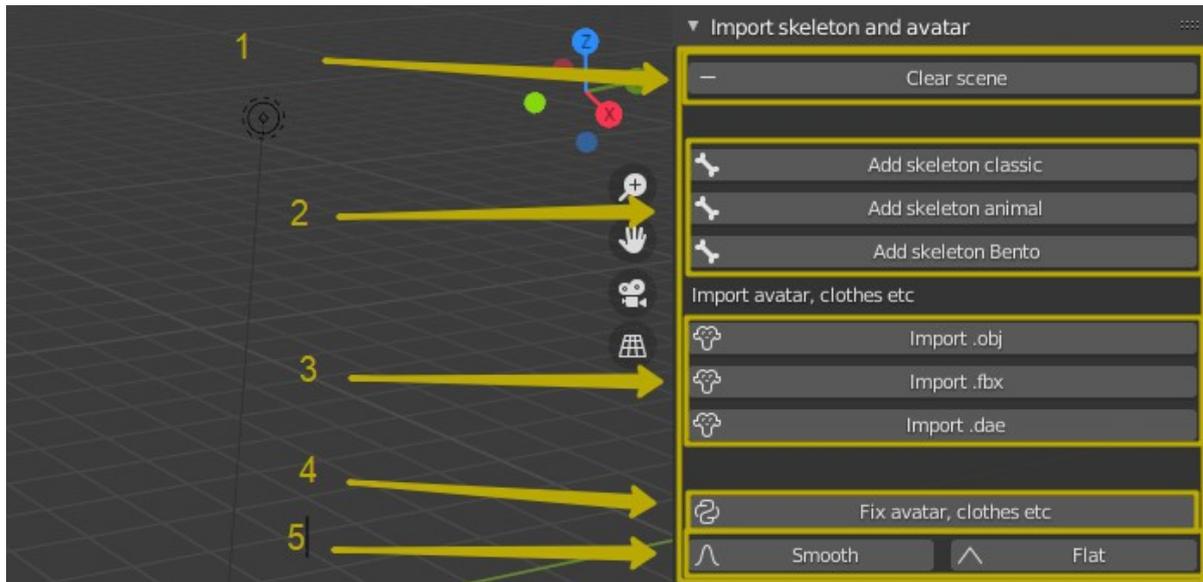
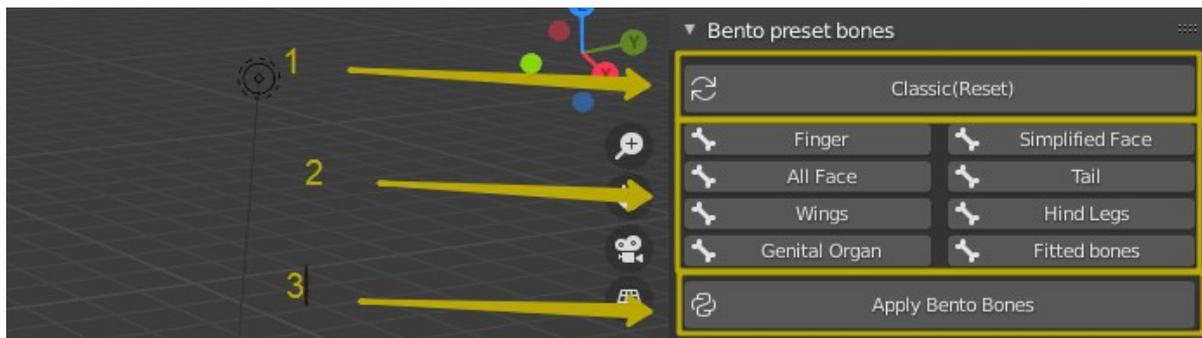


Instructions:



Tab import skeleton and avatar.

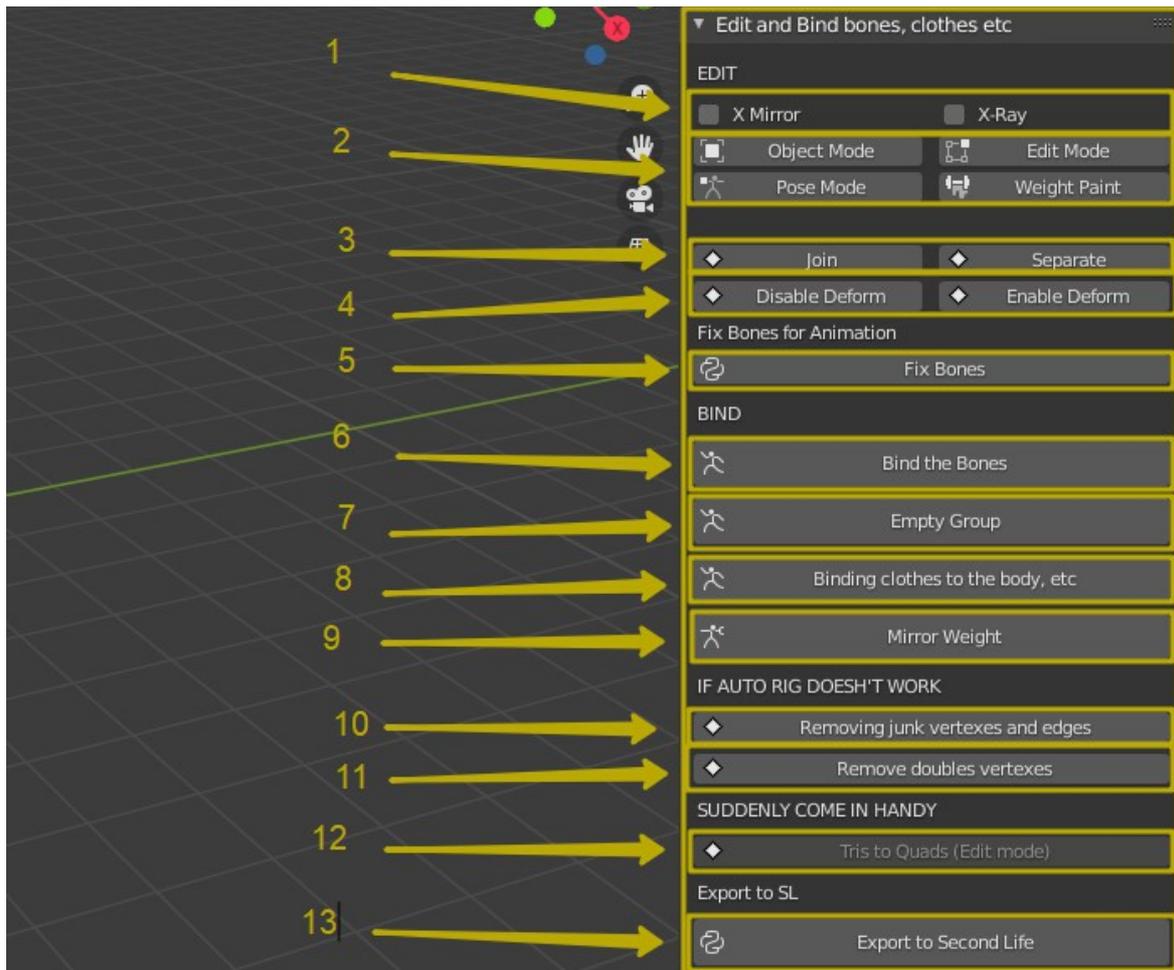
- 1) Cleaning the scene.
- 2) Adds skeleton, Classic, Animal and Bento. (Bento only in Bento version)
- 3) Import files in .obj, .dae or .fbx format.
- 4) Button "Fix, avatar, clothes etc" - After setting up the character in relation to the skeleton, select the character and its parts and press this button. Be sure to click !!! The skeleton cannot be selected! Watch the video - <https://www.youtube.com/watch?v=dd0C3Z7Qf8M>
- 5) Smooth buttons.



Tab Bento preset bones (Only Bento version)

There are very important buttons here. The order of pressing affects the performance of the avatar. If you do not follow the rules, then the avatar will not work in SL.

- 1) Select the skeleton and press this button. Important!!!
- 2) Select the desired presets. If you do not need presets, then skip this item. If you made a mistake with choosing a preset, then press the "Classic (Reset)" button and repeat the selection of presets. If you don't need Bento bones, it is better to select Classic skeleton in the "Import skeleton and avatar" tab
- 3) After selecting a preset, be sure to click on the "Apply Bento Bones" button



Tab Edit and Bind bones, clothes etc

- 1) Buttons for skeleton and 3d objects. But I only use it for the skeleton. X-Mirror - for mirror movement of bones. X-Ray - to see the skeleton through the character.
- 2) Object Mode, Edit Mode, Pose Mode and Weight Paint are standard Blender mode buttons. I moved them to this place, maybe it will be convenient for someone.
- 3) Join - joins 3D objects. Separate - separates.
- 4) Disable Deform - a button to disable the selected bones. That they would not participate in rigging. Enable Deform - enables.
- 5) Fix Bones - This is a button for fixing bones. It is used with a non-standard character. For example, who has thumbs. Select the skeleton and click on this button. The tab for animations and exports is disabled by default since the alpha version. To enable go to menu Edit-Preferences-Add-on. In the search, write - For animation Second Life and enable the addon.
- 6) This button makes rigging. It is necessary to highlight the character and all its parts. Select the skeleton last. Press the button. Watch the video - <https://www.youtube.com/watch?v=dd0C3Z7Qf8M>
- 7) Creates rigging without weight. Used in conjunction with button # 8. I mainly use it for rigging clothes.

8) Button for rigging clothes. This is one way of rigging clothes. Watch the video - <https://www.youtube.com/watch?v=peeme8IS1Y4>

9) Mirror Weight - this button mirrors Weight Paint. Only works with symmetrical avatar. With symmetric topology. To mirror the weight, select the avatar and press the button.

10) Clears the mesh from individual edges and vertices. One of the reasons why auto rig doesn't work.

11) Removes double vertices. A common reason why auto rig doesn't work.

12) Tris to Quads - Blender tries to make square polygons out of triangular polygons. It works in Edit Mode. It might be useful. I don't use it myself. I make characters with square polygons.

13) Export button. It is very important to export correctly. Otherwise, the avatar will not look correct in Second Life. Watch the video - <https://www.youtube.com/watch?v=dd0C3Z7Qf8M>