

MakeHuman - Basic Steps

Introduction

MakeHuman facilitates making human figures for Trainz by creating a high poly mesh which you can cloth then reduce to a suitable poly count (<500 triangles), or make a set of figures with suitable poly counts for applying LOD (Level Of Detail). Saving a model with 1,000 to 2,000 triangles and using it to make additional models with different poses and clothing can further facilitate modeling.

In this tutorial I will walk you through making a mesh in the 1,000 to 2,000 triangle range for creating multiple poses and adding various clothing. We will then reduce this mesh to about 1,000 triangles and then to less than 500 triangles, as determined using PEV's Trainz Mesh Viewer 2. The latter mesh may be suitable on its own for installing in Trainz. If you wish to have more detail you can install all three meshes using different LODs (Level of Detail).

To simplify this tutorial we will use some of the clothing that come with MakeHuman. You can also make your own clothing using the Make Clothes Add-on that comes with MakeHuman as part of the Blender Tools Add-on package. I'll cover Make Clothes in another tutorial.



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