

MakeHuman - Basic Steps

Step 01:

Installation

MakeHuman (<http://www.makehuman.org/>) comes in two formats, MHX and MHX2. As far as I can tell, MHX2 is not yet Mac compatible (January 15, 2016). MHX2 is not part of the MakeHuman distribution (January 15, 2016) and only differs from MHX in that it allows import of MakeHuman files into program other than Blender (MHX is Blender specific). So, for now I would stick with MHX.

There are also “nightly build” of the program (currently version 1.1x January 15, 2016) that have new features, namely expressions and poses, neither of which are that useful for making Trainz assets. So, for the moment I would also avoid version 1.1x.

That said installing MakeHuman (current version 1.0.2, January 15, 2016) is quite straightforward.

Download MakeHuman (version 1.0.2) from the MakeHuman download page (<http://www.makehuman.org/download.php>).

for the Mac OSX download the dmg file (makehuman-1.0.2-osx-dmg).
For Windows download the zip file (makehuman-1.0.2-win.zip).

Install

Mac OSX

LMB on the .dmg image to open a folder containing MakeHuman.app (the program folder), a Blender Plugins (the BlenderTools) and a license.txt file.



MakeHuman for Mac OS X

986

MakeHuman

Drag the program to the Application folder.

Place the Blender Plugins folder in the Blender addons folder:
Application Folder > Blender.app (RMB and select
“Show Package Contents”) > Contents > Resources >
2.76 (or whatever your version is) > scripts > addons.

Windows

Unzip the zip folder.

BlenderTools

<http://www.makehuman.org/download.php>

MakeHuman comes with the following tools:

MakeClothes - An add-on for create clothing for models
(not covered in this tutorial).

MakeWalk - Animate your model (not covered in this tutorial).

MakeTarget - Create custom targets (not covered in this tutorial).