

# MakeHuman - Basic Steps

## Step 02:

### Create MakeHuman 1591 Proxy

We are going to use clothing items that come with the MakeHuman program for this tutorial so we can open MakeHuman and get started. If you were going to make your own clothing with the Make Clothing add-on you installed in Blender, you would start by opening Blender and the Make Clothing add-on and create the clothing. When you finish this process the clothing items are automatically saved to the MakeHuman program. You would then open MakeHuman and add from the list of available clothing which would include the items that come with the program and any new items you have created.

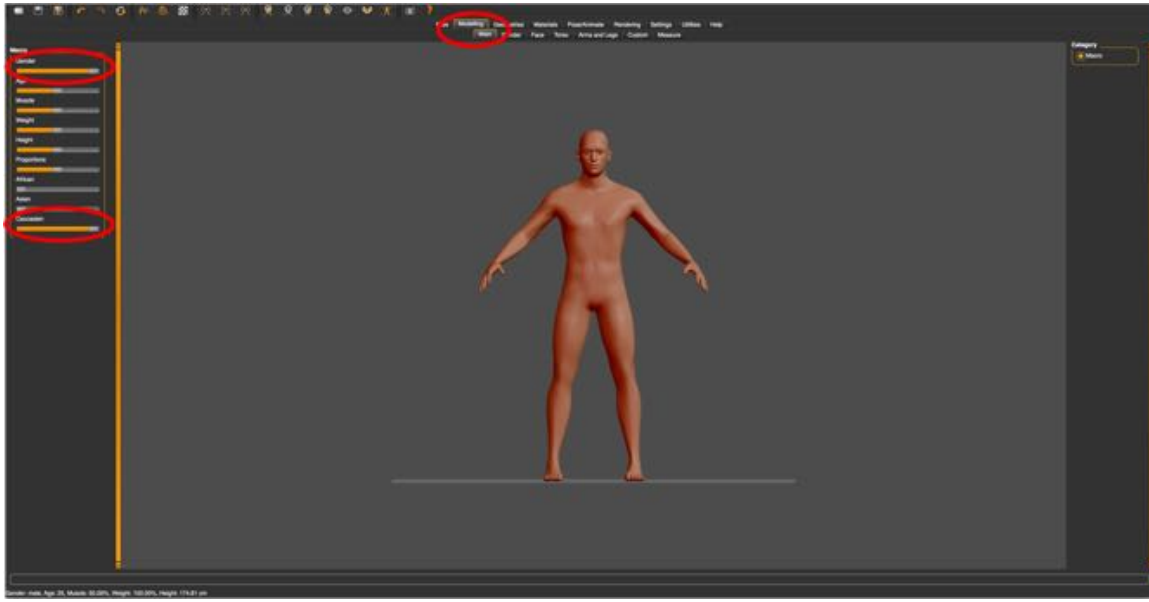
In MakeHuman you have two choices of proxies (low poly meshes) that you can save along with your detailed mesh of the human figure a 1591 and a 741 proxy (presumably these numbers refer to the number of polys). With the 1591 you have two choices, male or female, while with the 741 there is just one mesh. I prefer to use the 1591 and reduce the poly count later.

- **Open MakeHuman.**

You will see a number of sliders on the left where you can choose the sex, age, muscle volume, weight, height, proportions, and race (African, Asian, Caucasian or a mix of the three). The combination of attributes you have selected is shown in the bottom left-hand corner of the interface.

- **Choose** the following by moving the sliders:
  - **Male** (move the slider all the way to the right).
  - **Caucasian** (move the slider all the way to the right).

Note: Make sure the Modeling Tab is selected in the top row of tabs at the top of the work area and the Main Tab is selected in the second row.



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- **Select Geometries** in the top row of tabs at the top of the work area and **Clothes** in the second row of tabs.
- From the list of clothing on the left select:
  - **shoes02** (the back shoes).
  - **jeans01**.
  - **tshirt\_long**.
- Select the **Hair** Tab in the second row.
- From the list of hairstyles on the left select **mhair01**.



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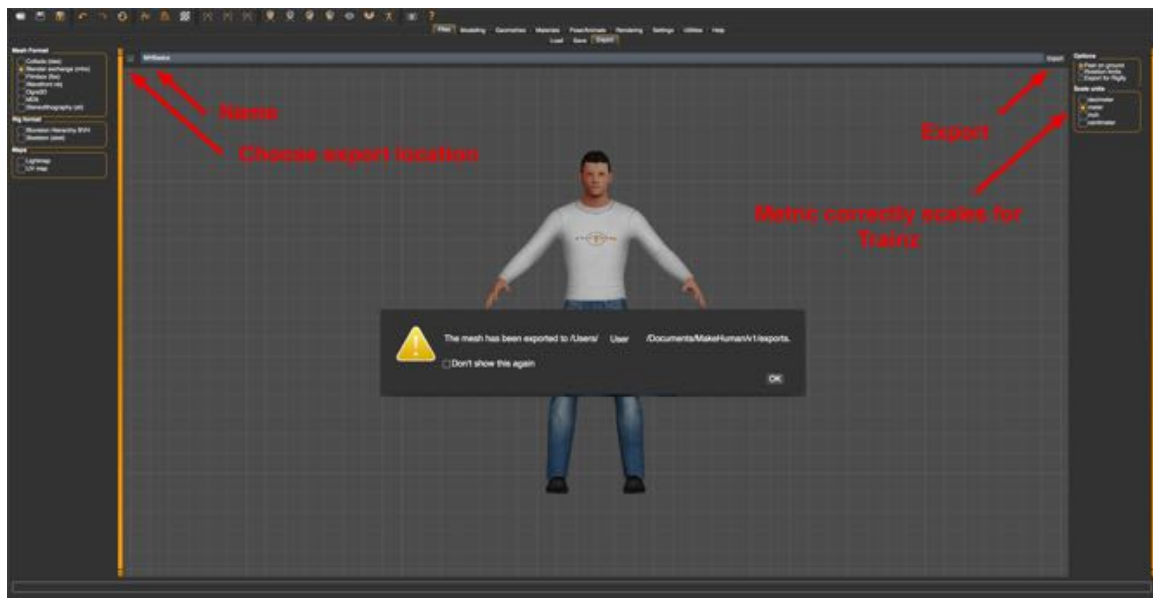
- **Select Material** in the top row of tabs at the top of the work area and **Skin/Material** in the second row of tabs.

- From the list of Materials on the left select **young\_caucasian\_male** (second from the bottom).
- **Select Pose/Animate** in the top row of tabs at the top of the work area and **Skeleton** in the second row of tabs.
- From the list of Rig presets on the left select **basic.json** (right under None).
- **Select Settings** in the top row of tabs at the top of the work area and **General** in the second row of tabs.
- Leave the Units set to metric.

That's it. We are now ready to export our mesh.

- **Select File** in the top row of tabs at the top of the work area and **Export** in the second row of tabs.
- On the left set the Mesh Format to **Blender exchange (mhx)**.
- On the right select **meters**. This will produce a model with the correct scale for Trainz.
- Enter a **name**, such as “**MHBasics**”, for your file in the wide box above the workspace and click **Export** to the right.

Note: You can choose a location for your file by clicking the box to the left of the of the name entry box (the small box with the three dots in it) otherwise MakeHuman will save your file to its default location, e.g., Users\User\Documents\MakeHuman\v1\exports. A Popup Dialogue Box will appear with location. Remember, or record it as you will need to navigate to it to import the file into Blender.



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