

MakeHuman - Basic Steps

Step 03:

Import into Blender

Having created our model in MakeHuman, we now need to import it into Blender.

- **Open Blender** and **delete** the **Default Cube**.
- With the 3D cursor at the origin (Shift + C-KEY), in the Information Editor's File Menu under Import **select MakeHuman (.mhx)**...
- Navigate to the location MakeHuman indicated it saved your exported MHBasics.mhx file (Users/user/Documents/MakeHuman/v1/exports) and **import** the **MHBasics.mhx** file.



995

Note: All of the objects do not import into the same layer. The Base mesh, hair and eyes are in layer 1, the rig in layer 2, t-shirt, jeans and shoes in layer 3 and Body 1591 in layer 4.

Names

The first thing I like to do is rename the objects (body and clothing) with simpler names.

- Open the Properties Panel in the 3D Editor (N-KEY).
- Select the objects in the Outliner Editor and rename them in the Item Pane of the Properties Panel to:
 - Basics:Body = Base Mesh

- Basics:male1591 = Body 1591
- Basics:HighPolyEyes = Eyes
- Basics:mhair02 = Hair
- Basics:jeans01 = Jeans
- Basics:shoes02 = Shoes

- Basics:Tshirt01 = T-shirt

Note: You can further clean up the Outline Editor's list by deleting the Camera and the Lamp.

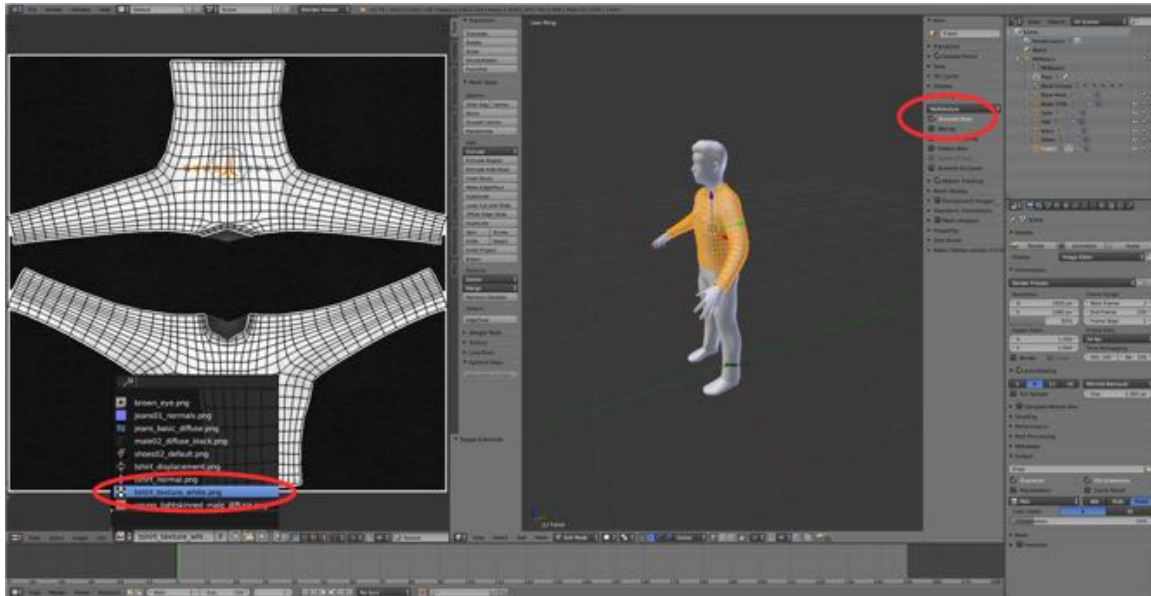


996

Textures

Meshes are imported from MakeHuman in to Blender along with UV maps, materials and textures already assigned but the textures are not immediately visible. So, we will also apply the UV maps and texture images.

- Divide the workspace to **create a UV/Image Editor** Frame on the left.
- **Select the T-shirt** and switch the 3D Editor to **Edit Mode**.
- In the 3D Editor select the T-shirt (A-KEY) to see the UV map.
- In the UV/Image Editor's Image List, **select the tshirt_texture_white.png** file.
- To see the texture in the 3D Editor, in the Properties Panel under Shading Pane, check **Texture Solid**.



997

Repeat the process for each of the other items of clothing and for the Body 1591 object applying:

- Eyes brown_eye.png
- Jeans jeans_basic_diffuse.png
- Hair male02_diffuse_black.png
- Shoes shoes02_default.png
- Body 1591 young_lightskinned_male_diffuse.png

Note: Note that in order to see all of the textures you need to have layers 1, 3, and 4 selected.

Also, don't be concerned that Trainz does not accept .png files. We will replace the textures later with a .tga file. Additionally, we are not going to apply the normal maps in this tutorial and, of course, we can ignore the displacement map.

Save your work.

- Press SHIFT + CMD + S-KEY and **name** your file “**MHBasics01.blend**”.
- **Save** the file to a project folder named “**MHBasics Blender Files**”.
- Right after you have saved your Blender file, under the **Information Editor's Window Menu**, select **Save Screenshot**.

