Rigging Facial Hair in Daz Studio 4.6+

A tutorial by ModernWizard

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In this tutorial, I will show you how to use Daz Studio 4.6+ to rig facial hair so that it follows a character's expression morphs. I am using Genesis 2 Base Male and AprilYSH's freebie Goatee for Genesis [http://shop.aprilsvanity.com/free-items/goatee-for-genesis.html], but this tutorial will work on other figures and facial hair as well.

This tutorial owes a lot to the steps put forward by Marmalade Boy and wendycatz on the Daz discussion boards [http://www.daz3d.com/forums/viewthread/48063/]. Thanks to both for sharing their expertise.

To rig facial hair, you will need the following: Daz Studio 4.6+, a character in need of facial hair, and some facial hair.
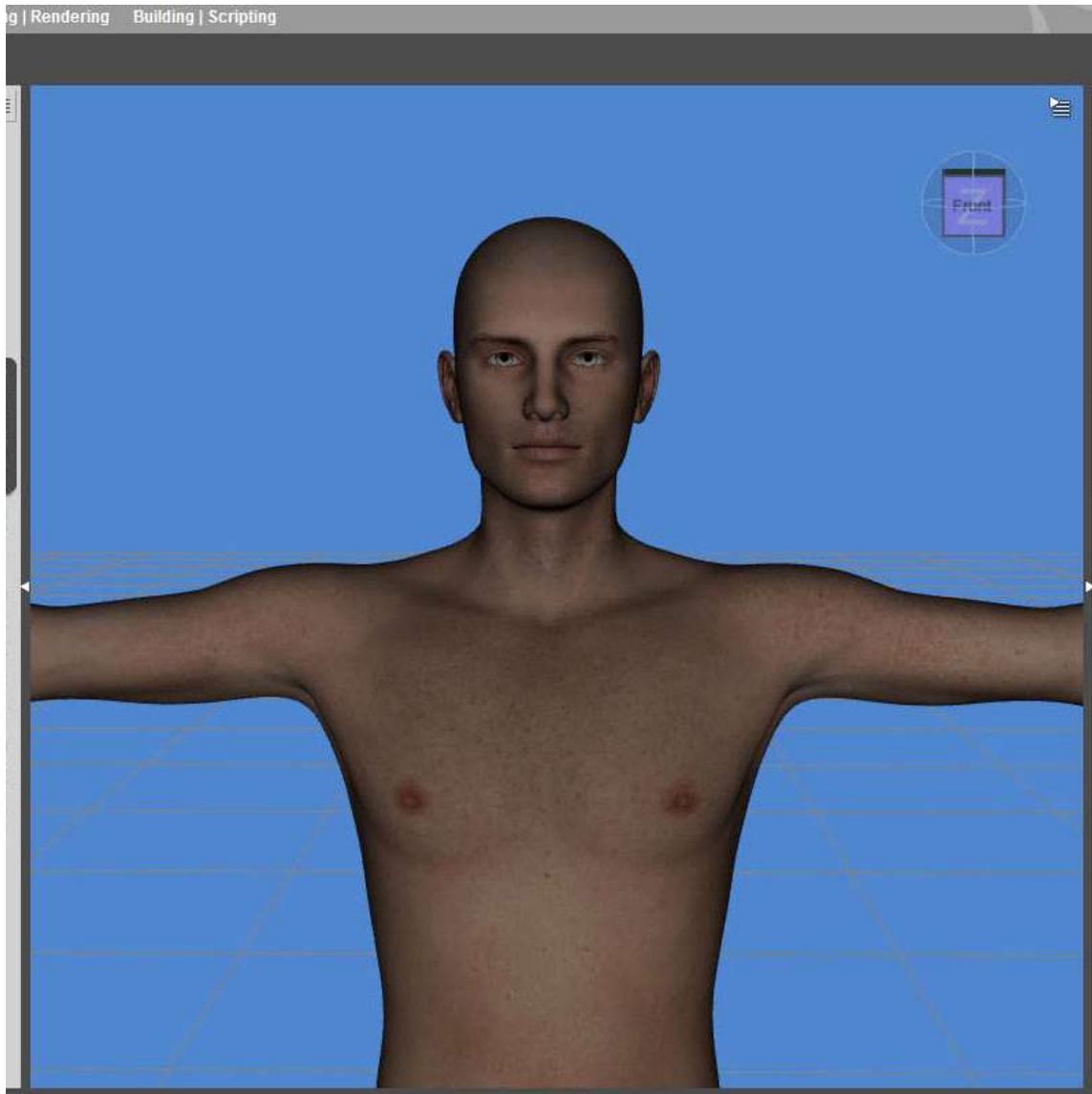
1. Load your character. Notice how sad they are without facial hair.
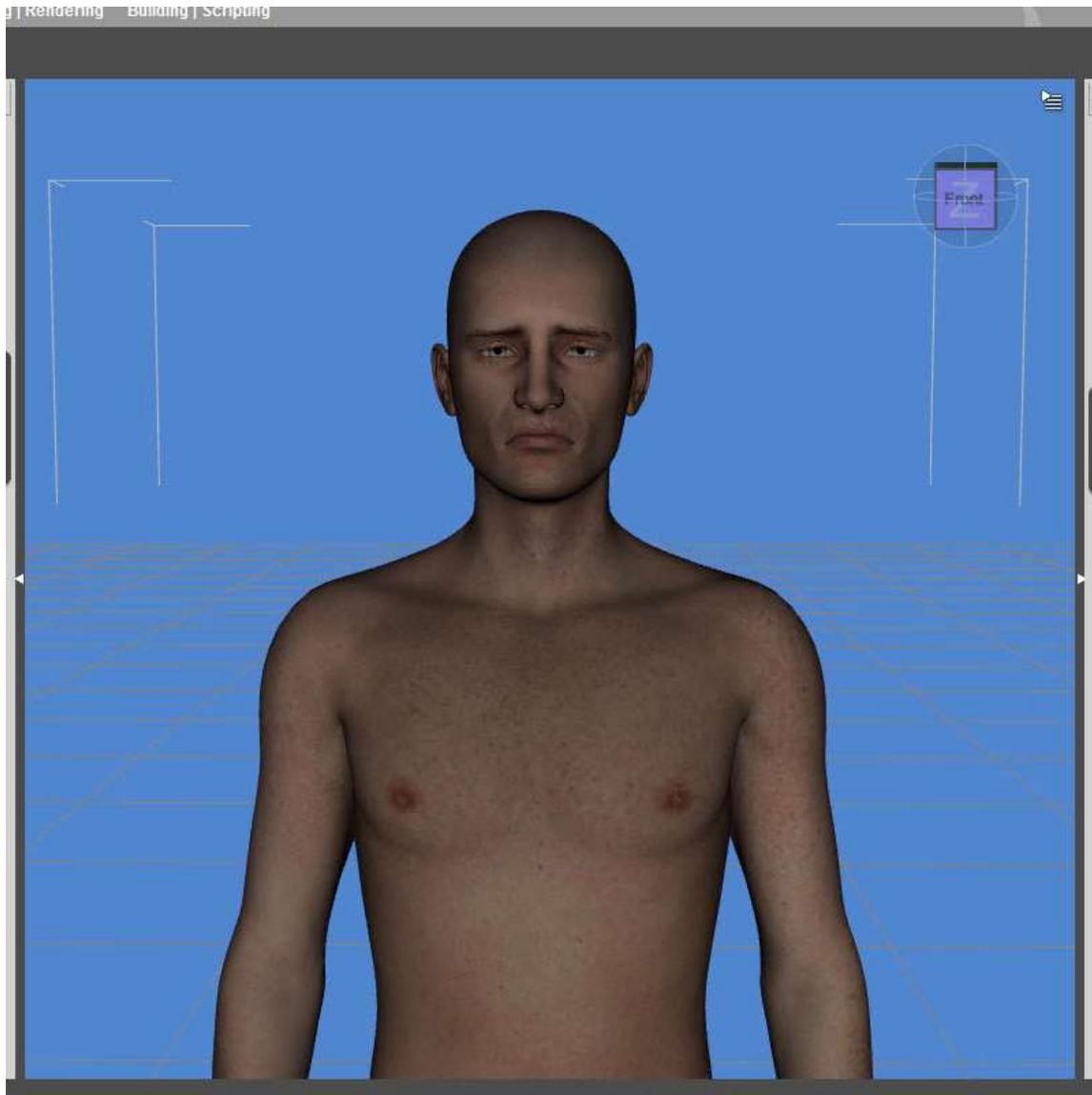
2. Tell them that they will soon have facial hair that autofollows their expression morphs. Note the ecstasy.
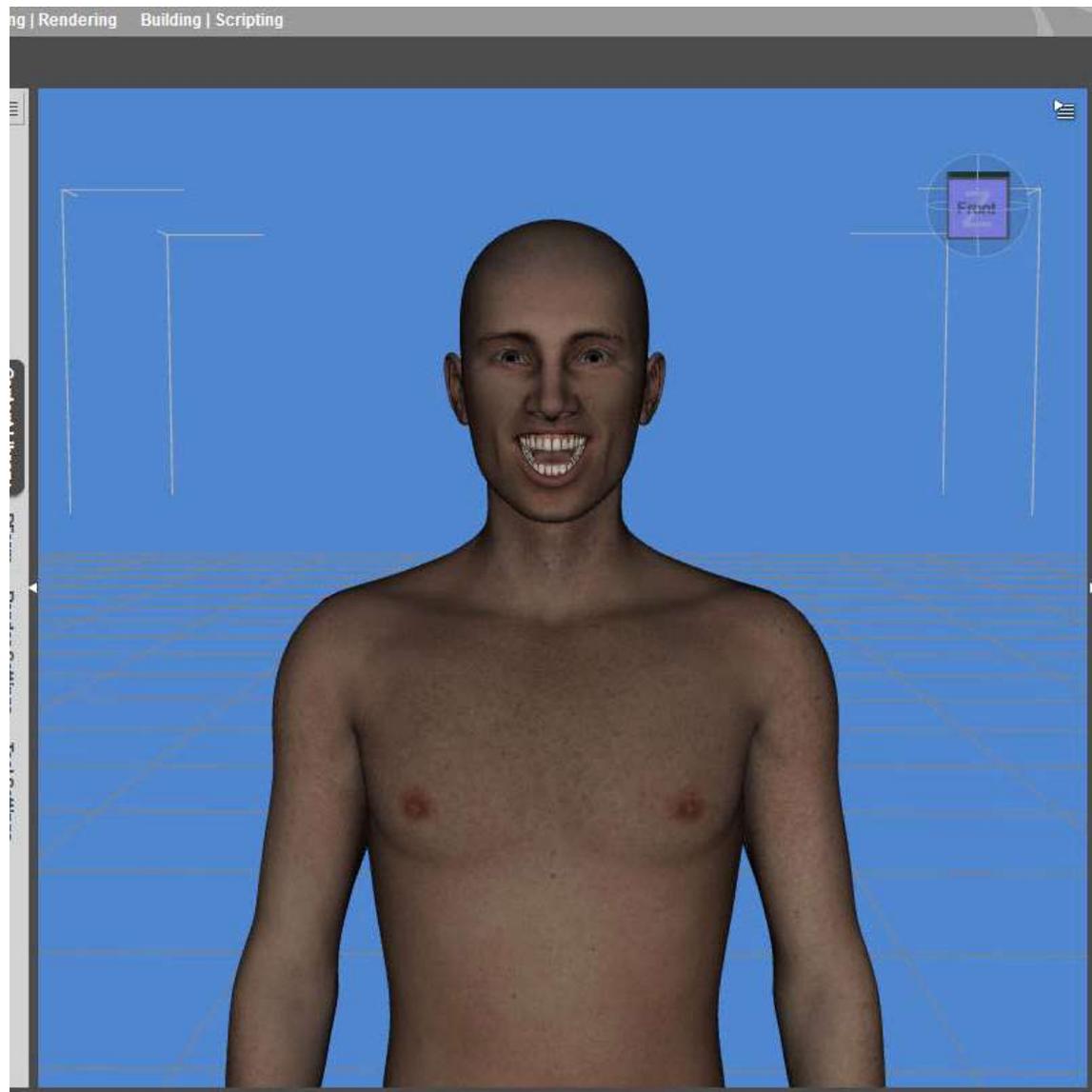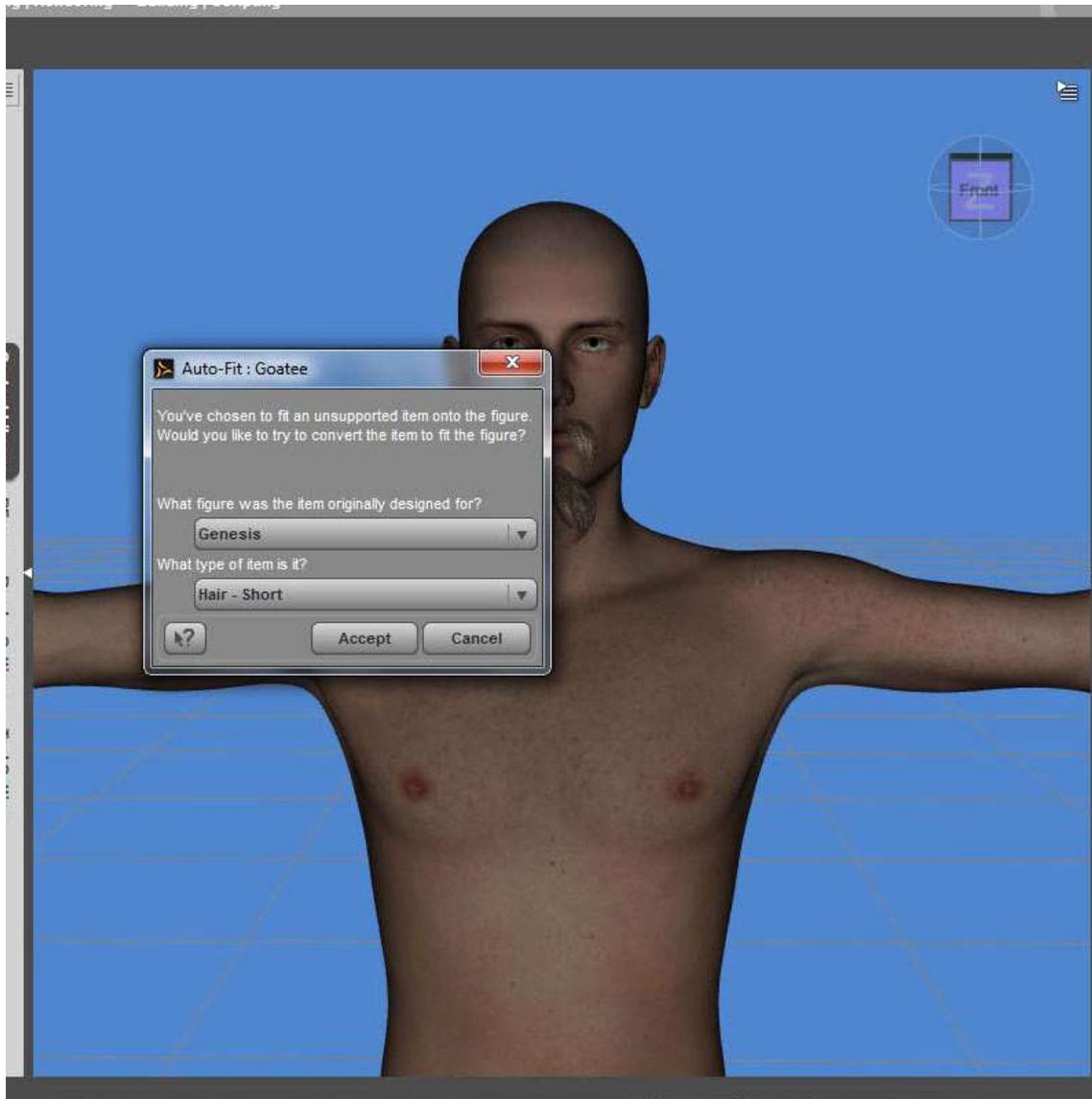
3. Zero your character's pose.

4. Load the desired facial hair and fit to your character.

5. If you're converting the hair from another figure, an autofit window pops up. Select appropriate figure the hair was designed for and designate the facial hair as Short Hair.

6. The facial hair now conforms to your figure's face as long as they don't change their expression. Unfortunately, if you try an expression morph at this point, the facial hair will not follow your figure's face, and they end up with hairballs. Blech!

8. To fix this, you first need to transfer morphs from your source figure to the facial hair. To do so, unfit the facial hair from your figure.

9. With the facial hair still selected, go to Edit > Figure > Transfer Utility. Select your figure who needs facial hair as the source and the facial hair as the target. Item shape should be default for both. Use the Hair Short projection template.
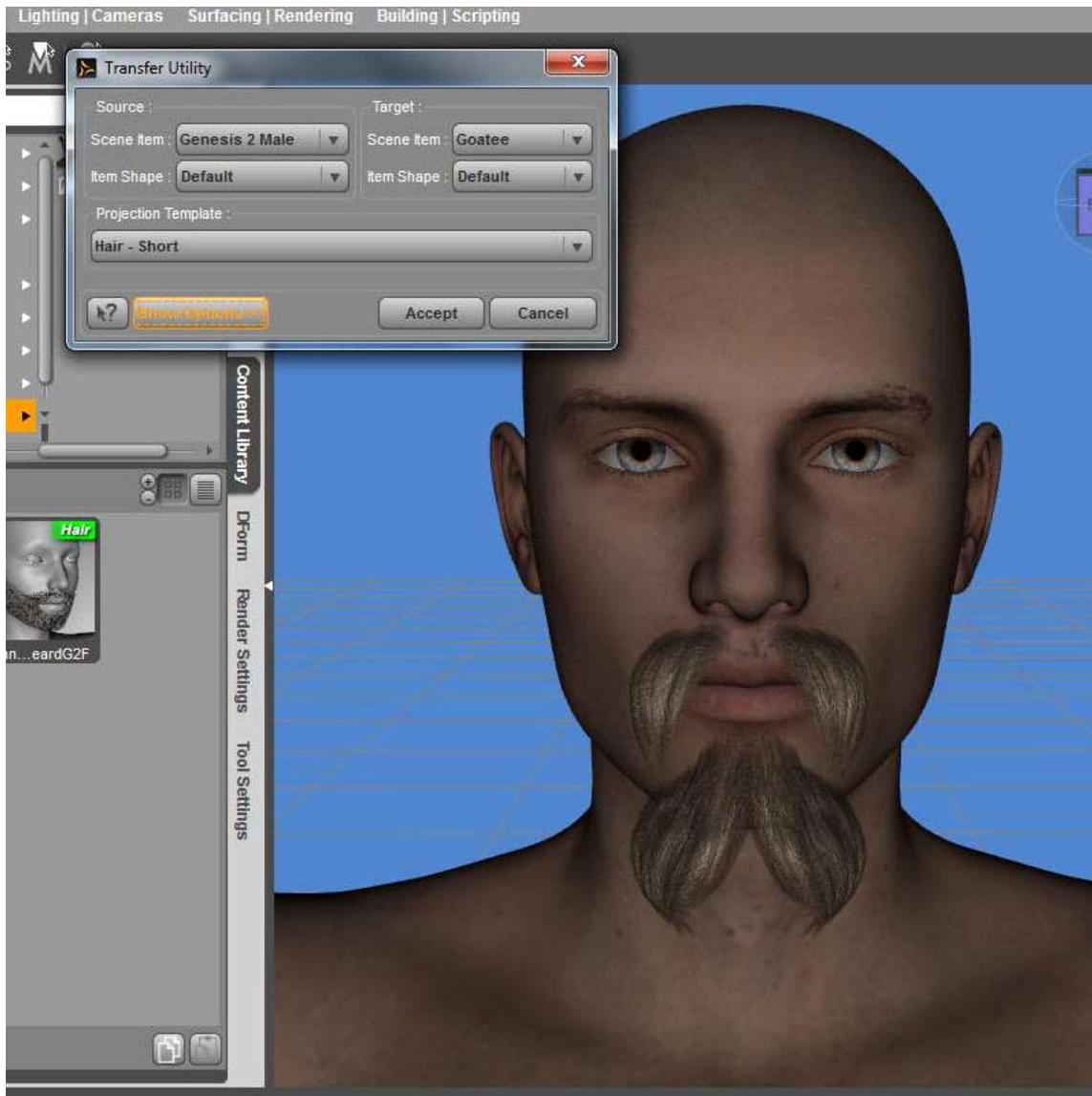
10. Click Show Options at the bottom of the Transfer Utility window to show advanced projection options. Make sure the following options are checked off: Smart Right/Left Filtering, Weight Maps, Selection Map, Face Groups, Region Groups, and Morph Targets. Under Post Transfer Options, make sure that Fit to Source Figure is NOT checked.
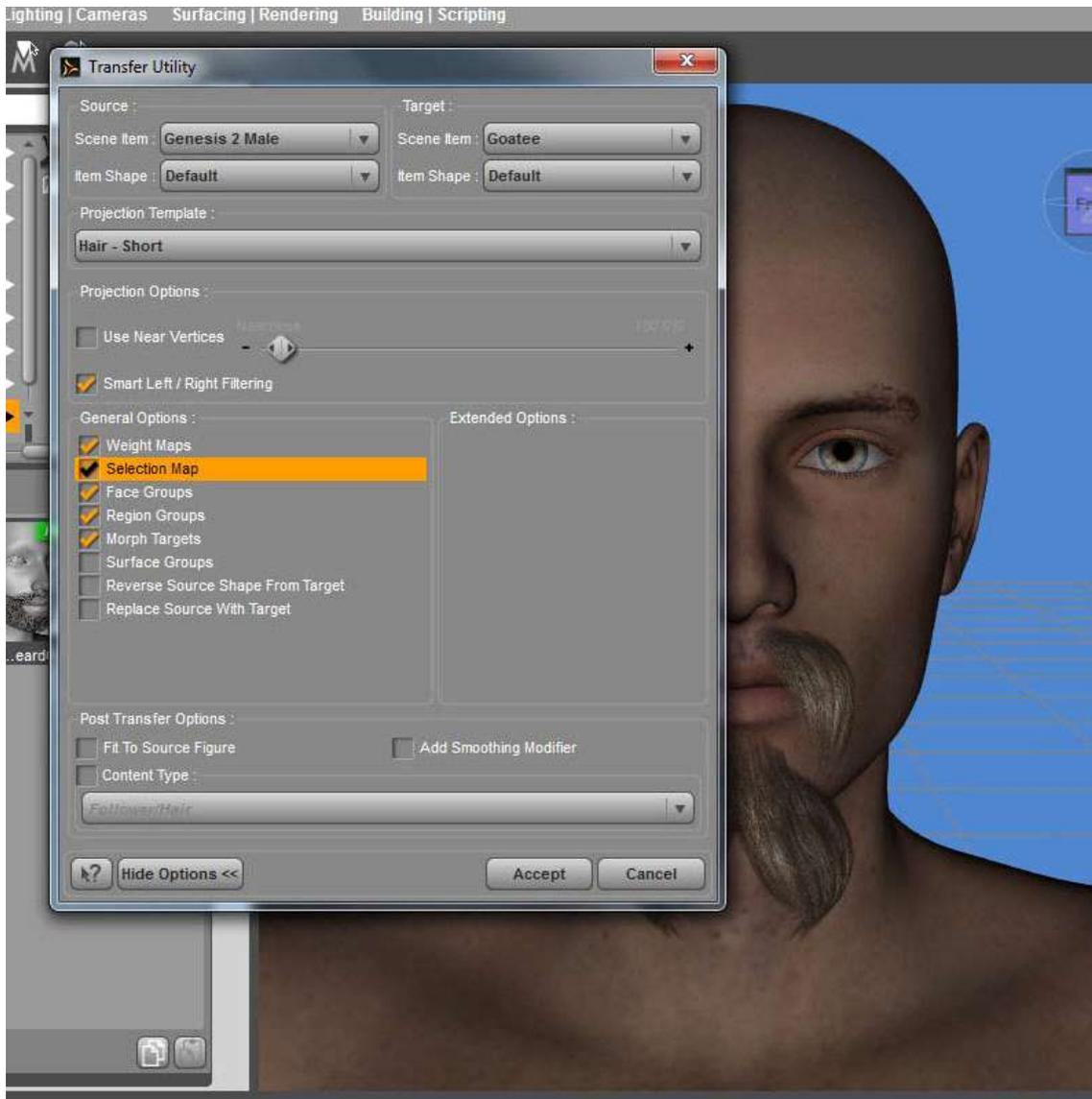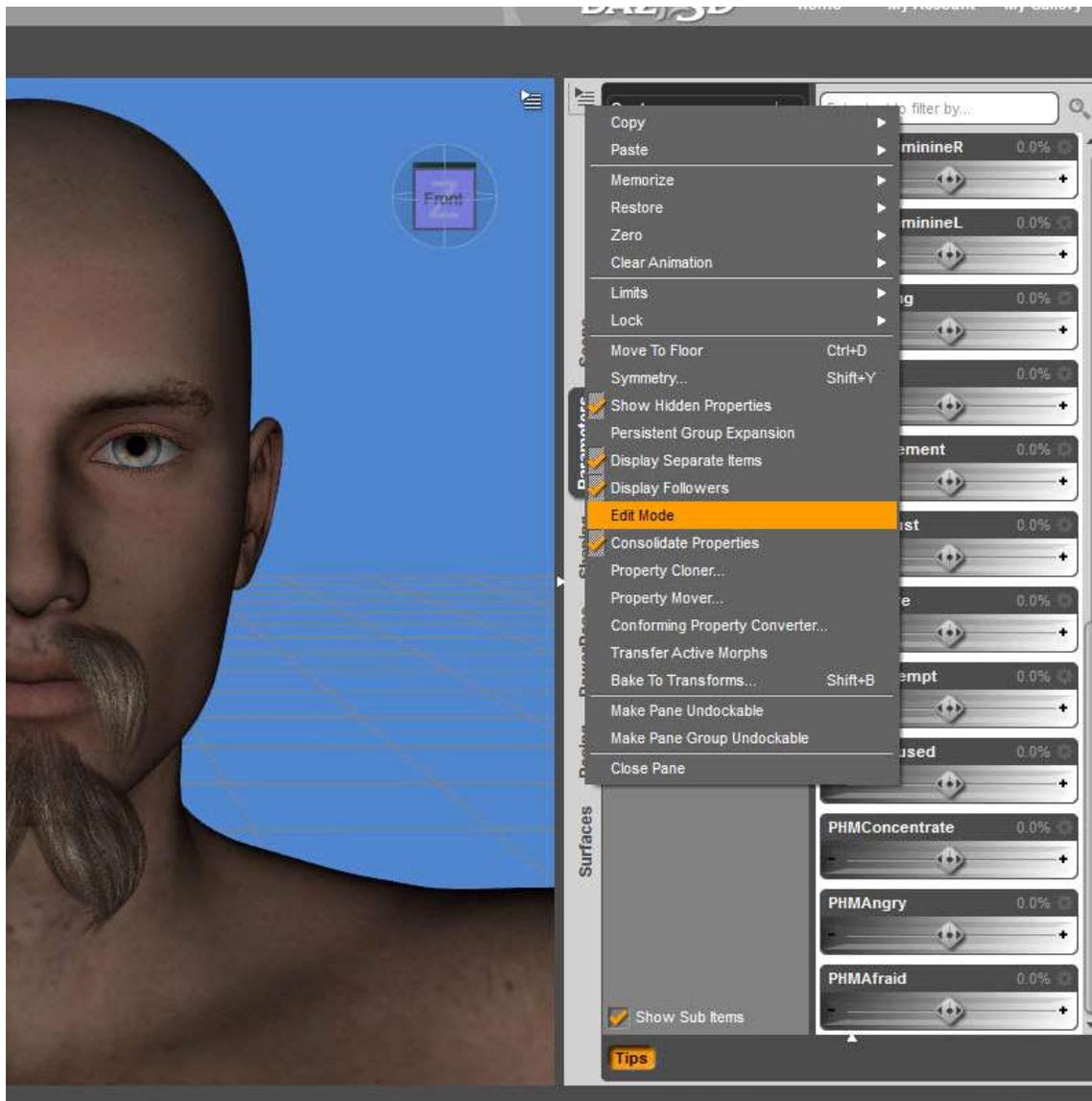
11. Double click on the words Morph Targets. A submenu will appear in the righthand side of the Transfer Utility window under Extended Options. Under From Source, select Shaping and Pose from the dropdown. Make sure that From Projection Template is NOT checked. Hit Accept.
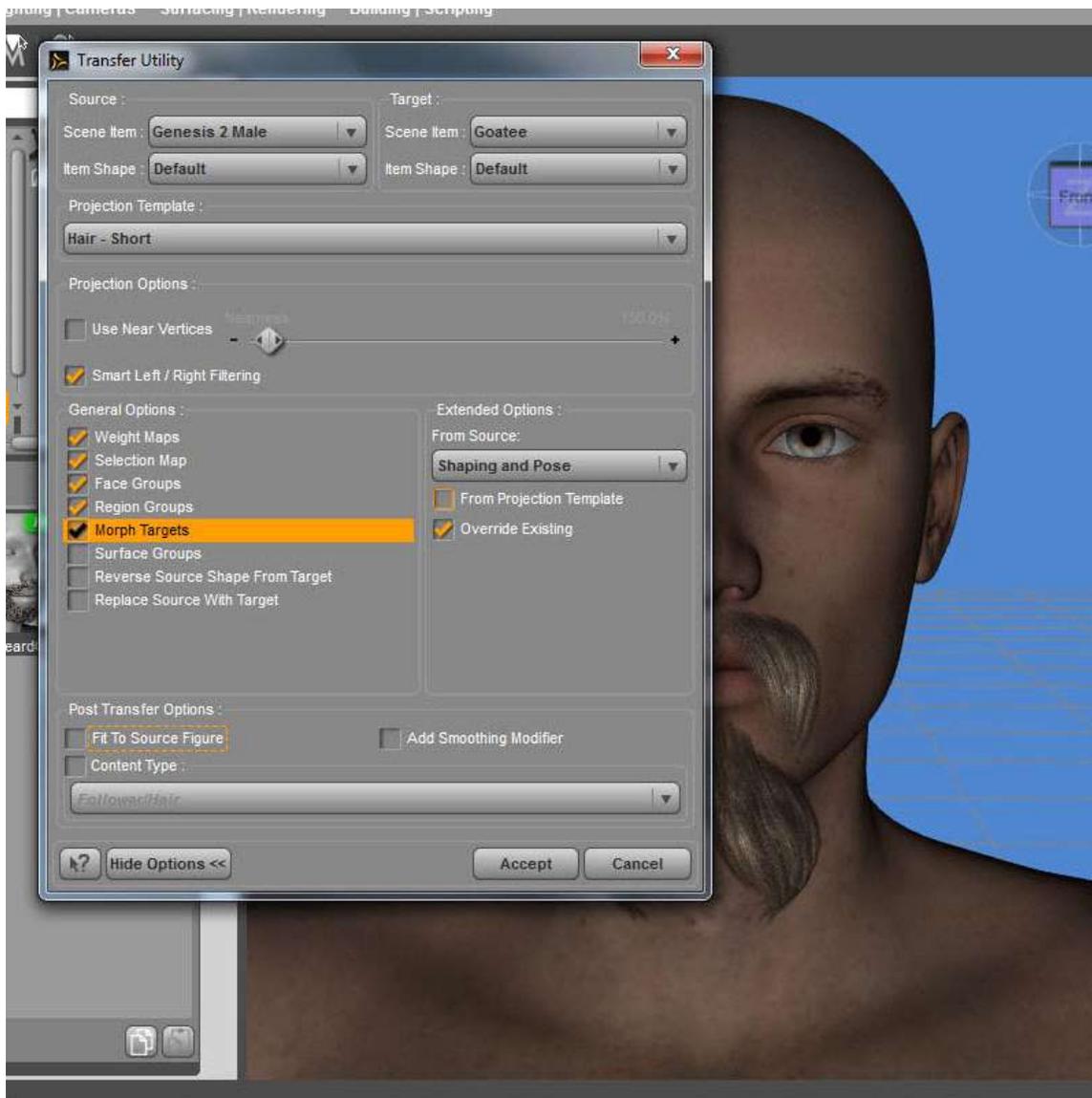
12. Wait as Daz Studio transfers morphs from your source figure to the facial hair. This transfer can take a while, depending on how many morphs you have installed for the figure. If your system seems to hang, just walk away, then come back in a few minutes.
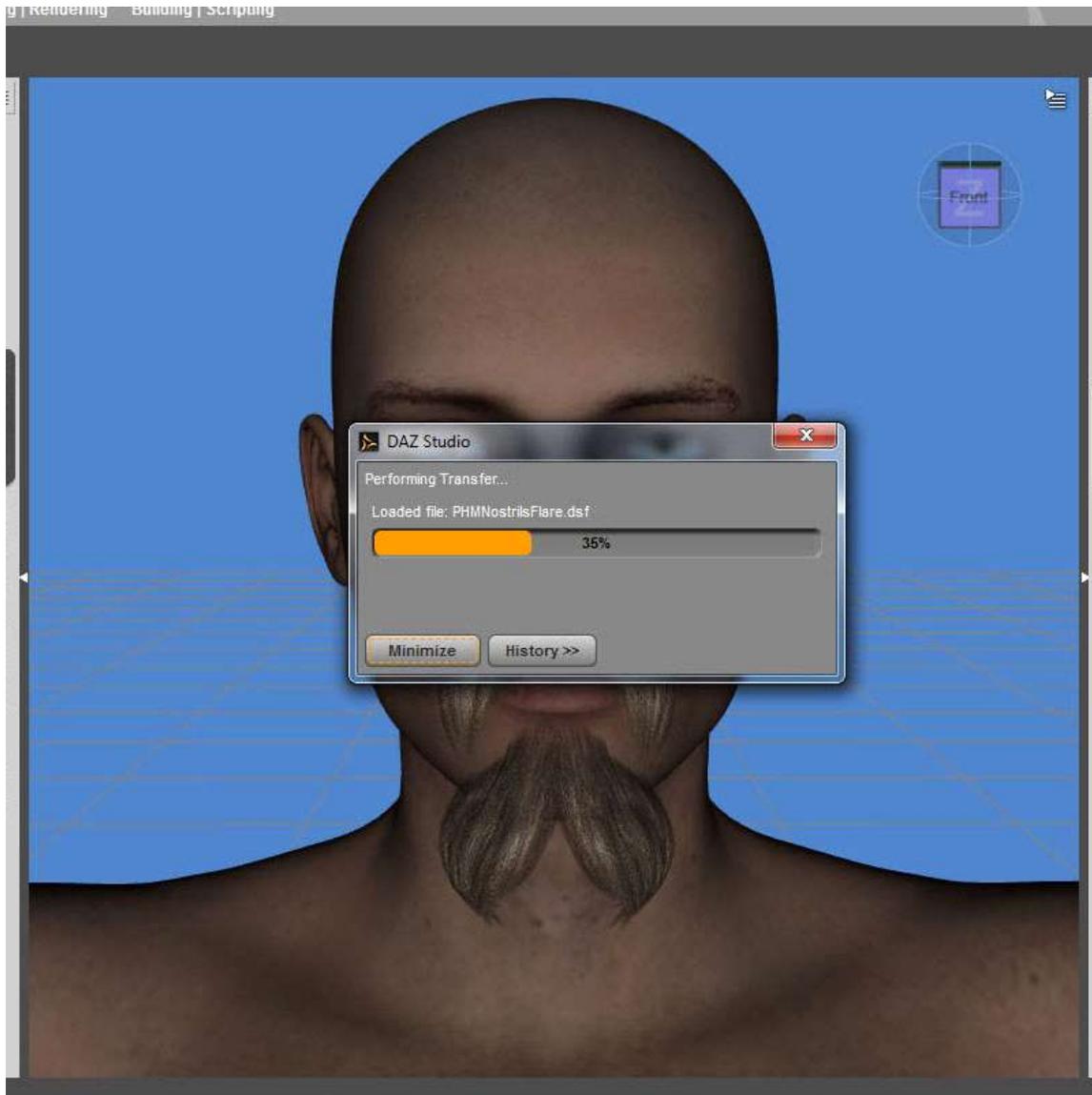
13. Once this is done, select the facial hair in the Scene tab. Note that, when you go to the Parameters tab and select   Pose Controls > Head, you can see all the morphs transferred from your source figure to the facial hair.

15. Now you need to make the facial hair autofollow these transferred morphs. To do so, on the Parameters tab, click the button in upper left with lines on it. From the dropdown, select Edit Mode.

16. You can tell that you're in Edit Mode because four icons [chain, bottle, lock, and heart] appear at the top of each morph slider, to the right of the title.
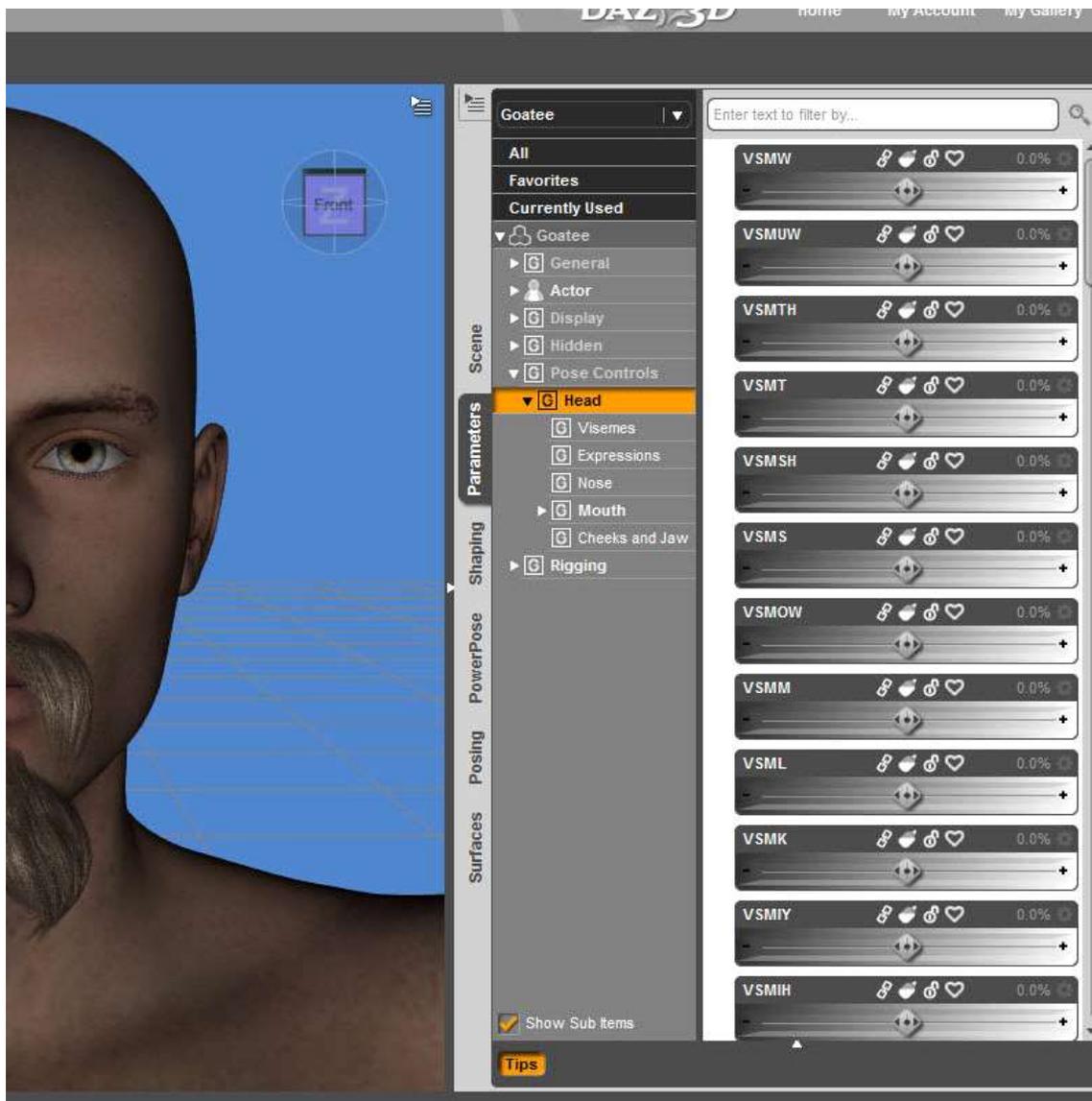
17. Click in the white margin immediately to the left of the first morph you wish to have autofollowed. An orange bar will appear in the margin next to the morph with the letter M inside the bar. For some reason, I could not get a screencap of the selected morph, so I made a mockup showing approximately what the orange bar will look like when you select a morph.
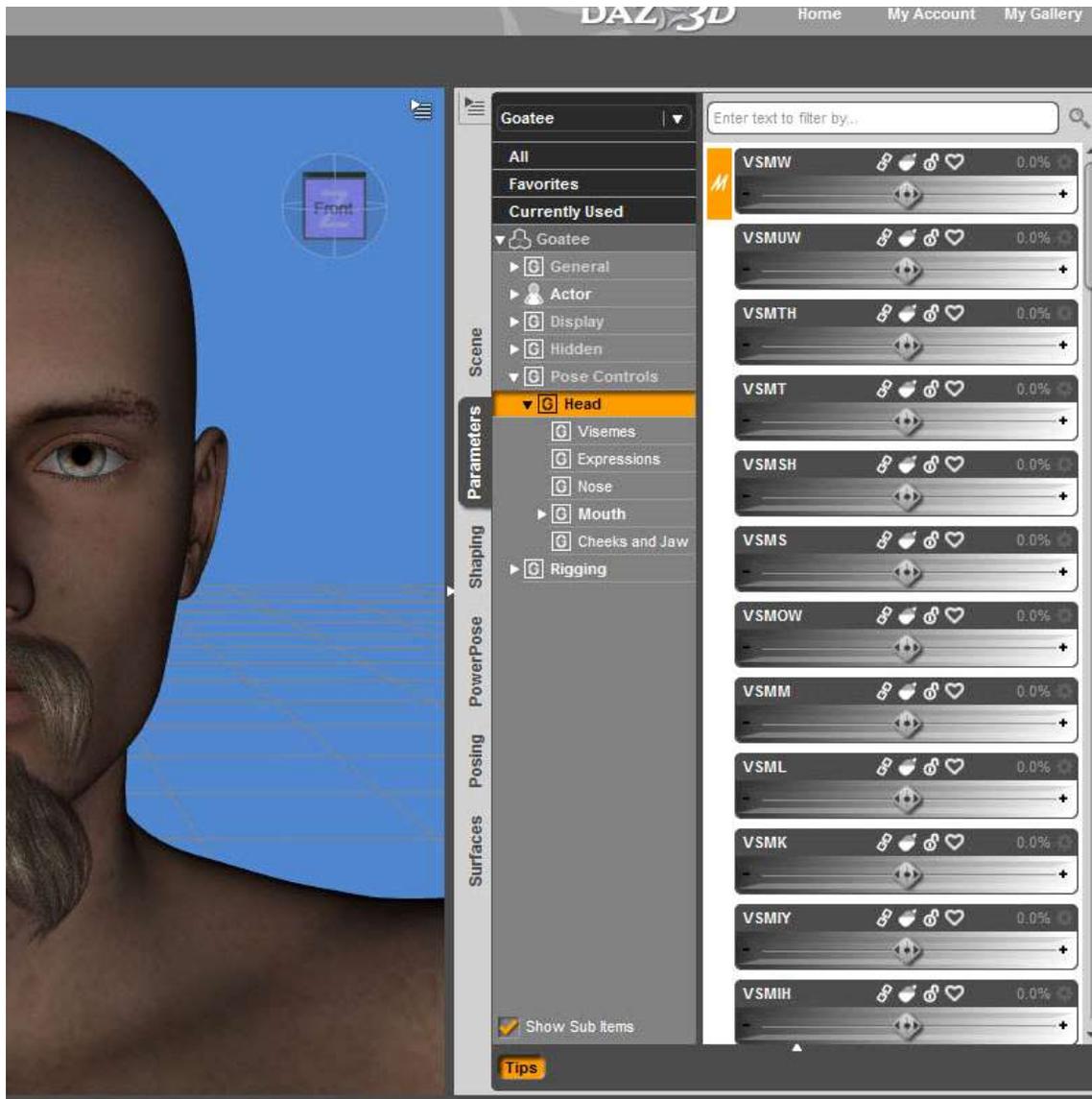
18. Hold down CTRL and repeat this process for all morphs you wish to have autofollowed. Then right click on one of the orange bars. From the dropdown, select Autofollow > Enable Autofollow on Selected Properties. The morphs will then grey out, indicating that you have now activated the facial hair's ability to autofollow those selected morphs.
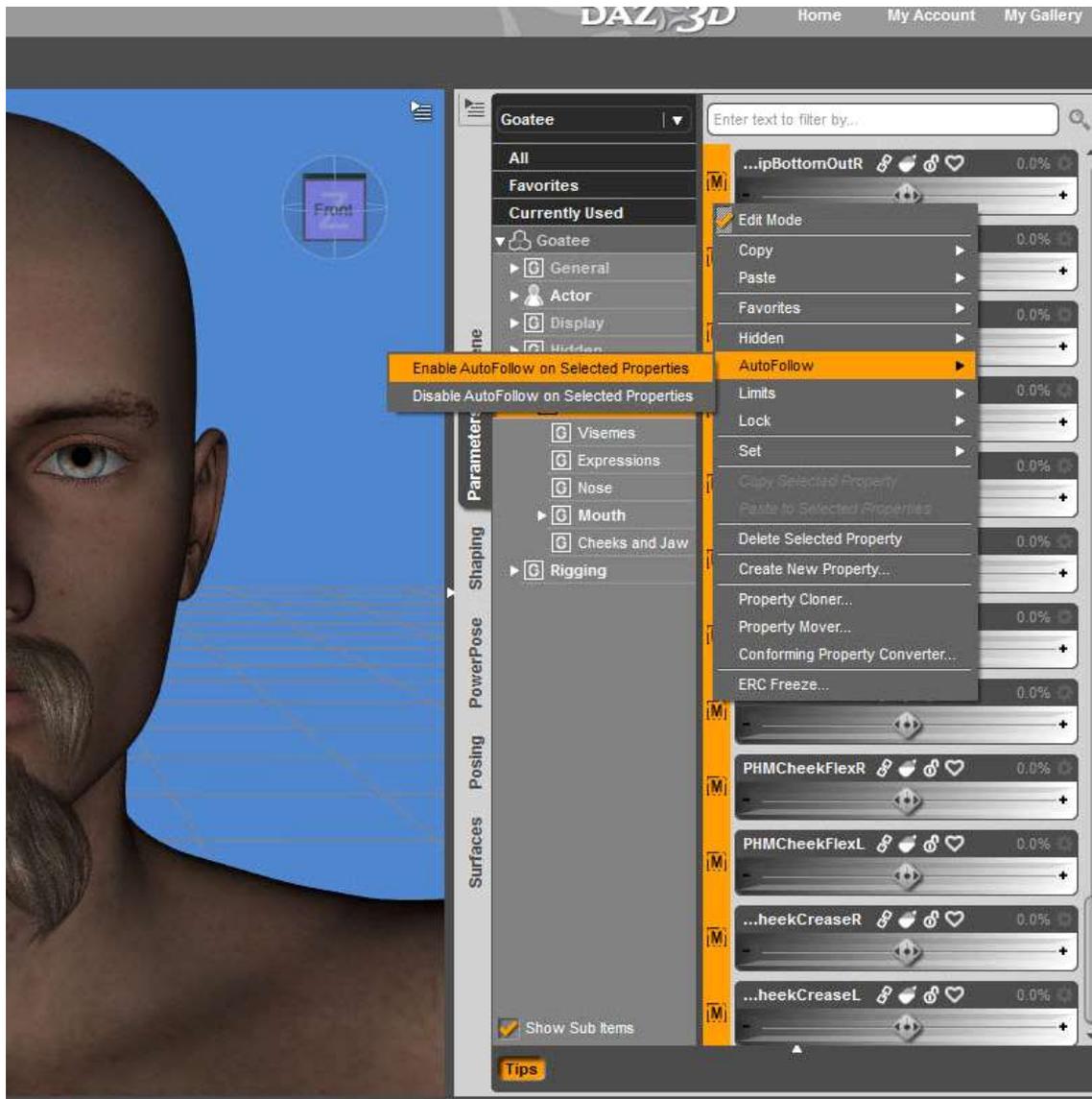
19. Get out of Edit Mode in the Parameters tab by clicking the button in upper left with lines on it. From the dropdown, deselect Edit Mode.

20. Now it's time to test your work. In the Scene tab, select the facial hair, then fit it to your character.

21. Select your character, then go to the Parameters tab > Pose Controls > Expressions and dial an expression morph. If all goes well, you will now have a happy character whose facial hair does not leave hairballs in their mouth when they smile!
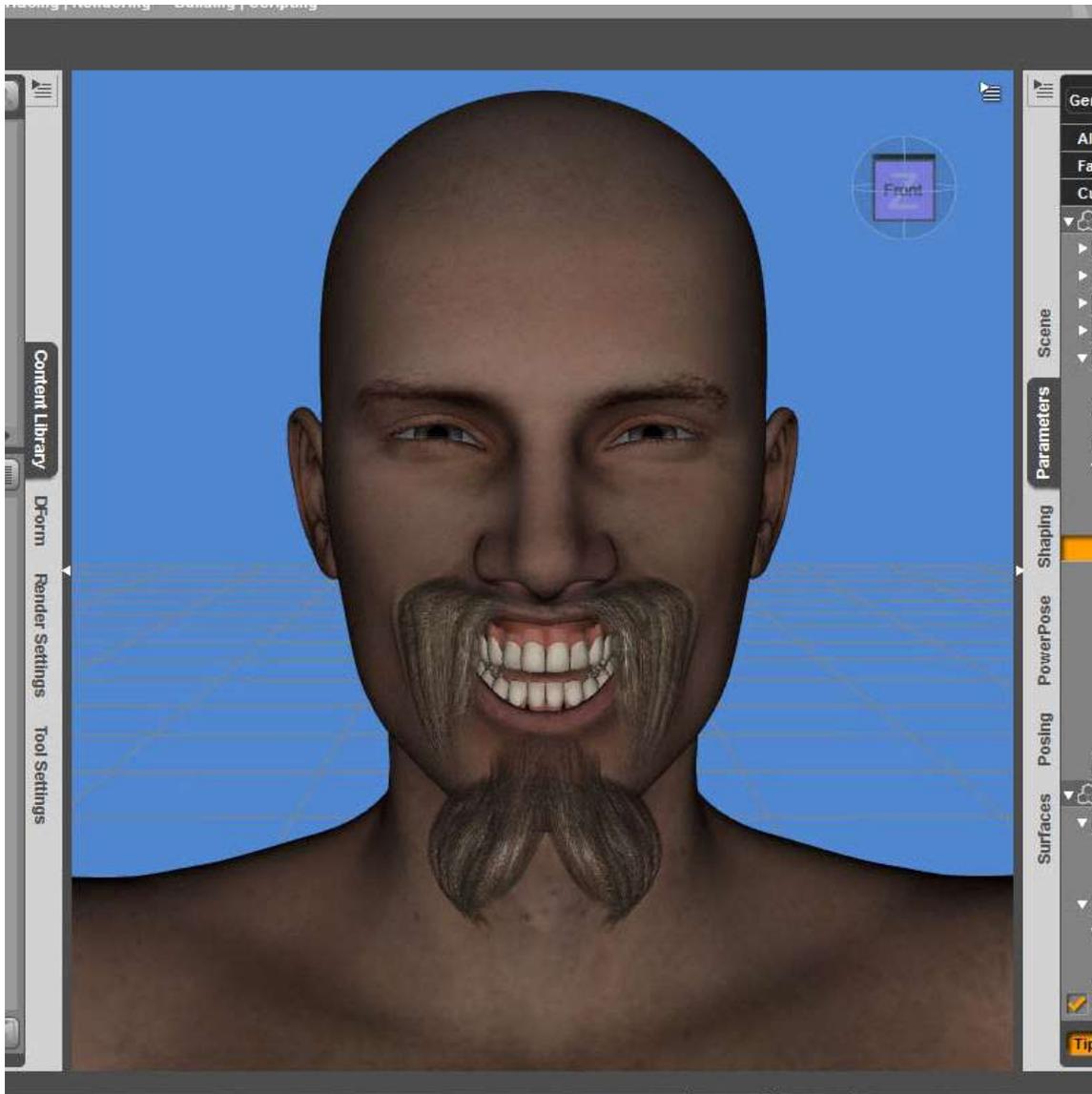
22. Select the facial hair in the scene, then go to File > Save As > Support Assets > Figure/Prop Assets so that you can save your modified facial hair for future use.
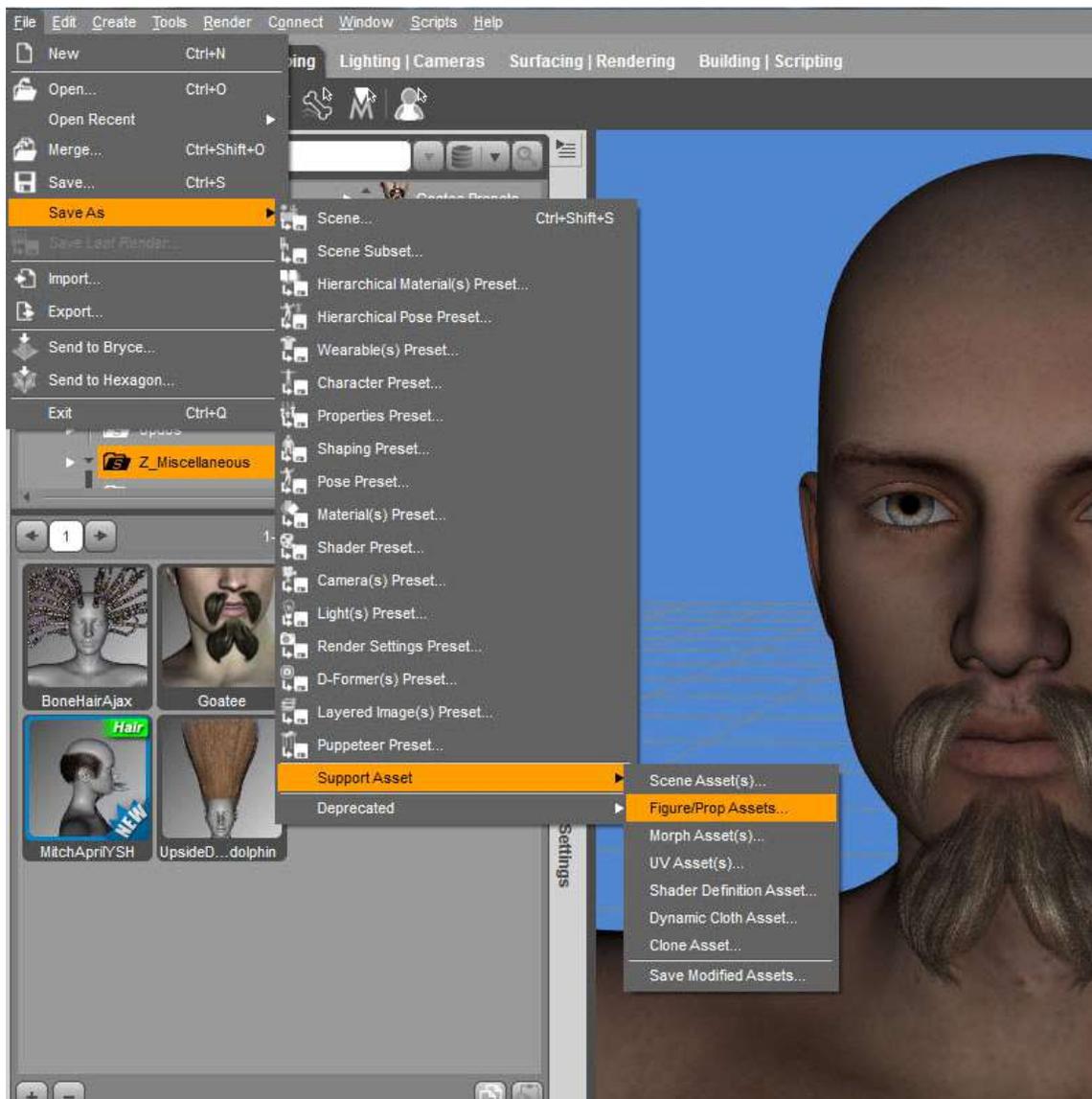
And that's it!

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You can see my digital artwork, as well as my other creative pursuits, at my blog:

http://modernwizard.dreamwidth.org

If you do use any of my freebies in your work, drop me a line [ModernWizard at the Daz boards and ShareCG, ModernWiz on Renderosity], as I'd love to see what you make. Thank you.