

## Using Weight Maps with Bones

1. Load the Vampire Low Res object in Modeler from the LightWave Objects folder.
2. Place Skelegons in the legs: Setup Tab > Create Skelegons (do one leg and mirror the other).
  - Hint: insert the skelegons on a separate layer and then cut and paste onto the Vampire object layer.
3. Save the Vampire.
4. Open the Vampire object with skelegons in Layout.
5. Go to Add > More > Convert Skelegons to Bones.
6. Switch to Bone X-Ray view (top, left hand corner of Layout) .
7. Try to move a leg. It moves the cape with the leg.
8. Clear scene and go back to Modeler.
9. Open the Vampire in Modeler and select the lower leg (from foot to knee).
  - Hint: select a small part of the foot and use the Expand tool (View tab) to expand the selection – or press }
10. Select the Weight Maps button (and other buttons)  in the bottom, left corner of Modeler, then select new from the drop-down menu.
11. Name the new Weight Map: LLeg.
  - Hint: Change the view to Weight Shade in the perspective view.
12. Save and send to Layout.
13. Convert the skelegons to bones (review step 5) and switch to X-Ray view.
14. Select a bone in the leg (shin bone) > go to Bones mode > Properties. This brings up the Bones Properties.
15. Change the Bone Weight Map option to LLeg.
16. Select the foot bone > Properties.
17. Change the Bone Weight Map to LLeg.
18. Deselect Use Weight Map Only option.
19. Now try to rotate the leg. It should move without effecting the cape.

