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Maya blendshape no deformable objects selected

You can create a blend shape deformer for an object that you want to be deformed by a series of shapes. This object is known as the base object.

You can create multiple blend shape deformers on an object, each with its own set of target shapes. For example, you could have one deformer for the mouth and one for the eyes to keep the shape animation calculations separate for different parts of the face. For more complex shape deformations, you can also create a group of objects to be deformed and apply a blend shape deformer to that group. For example, you could create a group that includes a character's T-shirt and jeans, and create a single blend shape deformer for the group. Then you could edit the target shapes so that the t-shirt overlaps the jeans. When you create a blend shape deformer, a Blend Shape node (blendShapen) and a Tweak node are created for each blend shape deformer that you create on the base object. See Nodes and attributes for blend shapes for more information. To create a blend shape deformer Do any of the following to get set up, depending on your method of shape animation: If you're deforming the base object directly, select the base object - see Create blend shapes using only the base object. If you're deforming a group of shapes, create the group (select the objects and press Ctrl+G), then select the group transform node. If you're using multiple target objects to deform the base object, press Shift and select the target objects, then select the base object you want to deform (you must select the base object last) - see Create blend shapes using multiple target objects for more information.

Note: Selection is highly important when creating a blend shape deformer. In most cases you will want to make sure you have geometry selected at the object level, not the component level. Be especially mindful of this when creating a new blend shape immediately after working on a previously created target shape. Do any of the following to create the blend shape deformer: Open the Shape Editor and click the Create Blend Shape button to use automatic settings. Choose in the Shape Editor. Click the Options icon to first set options. Right-click in an empty area of the Shape Editor and choose Add Blend Shape Deformer to use automatic settings. In the Animation menu set, select Anim Deform > (Create) Blend Shape > . In the Rigging or Modeling menu sets, select Deform > (Create) Blend Shape > . If you selected the to open the Blend Shape Options, select the creation options you want, including Advanced options that let you choose where the Blend Shape node will be located in the object's history. Note: If you're working with multiple target objects, select Check Topology to check that the target objects have the same number of vertices as the base object. Errors occur (such as a "No Deformable Objects Selected" message) when this is not the case. With the base object selected, the new blend shape deformer appears in the Shape Editor, and the Blend Shape node and Tweak node appear in the INPUTS list in the channel box for the base object. If you created the blend shape deformer using multiple target objects, a target shape is added for each target object that you selected. With a blend shape deformer on the base object, you can now add target shapes to it (see Add target shapes), or add more blend shape deformers. The blend shape deformer (Blend Shape node) uses the target shape weight settings to create the blend shape deformation on the base object. Note: When you create blend shape deformers using the Shape Editor, new blendShape nodes are chained sequentially by default.
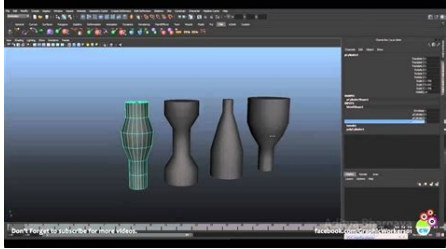
If you want to put one blendShape node in conjunction with another one, open the Blend Shape Options and change the Deformation order on the Advanced tab to Parallel. To select a blend shape deformer (blendShape node), do either of the following: In the Shape Editor, right-click a Blend Shape Deformer (BSD) name and choose Select. Select the base object, then in the Channel Box, select the blendShape node in the object's history under INPUTS. Related topics 先选变型的表情，再选，原始表情。。然后融合。变形表情必须都是从原始表情复制出来的。 本回答由提问者推荐 中文 (CHINESE SIMPLIFIED) ENGLISH FRANÇAIS (FRENCH) DEUTSCH (GERMAN) 日本語 (JAPANESE) PORTUGUÊS (PORTUGUESE) POLSKI (POLISH) РУССКИЙ (RUSSIAN) ESPAÑOL (SPANISH) TÜRKÇE (TURKISH) ITALIANO (ITALIAN) (KOREAN) Subscriber Join Date: Jul 2004 When you get the message... 'Error: No deformable objects selected' It generally means that you've tried to create a blendshape node using geometry other than a duplicate of the original geometry or that you've deleted/added something to the duplicate while you've been adjusting it to make the new shape eg. verts, edges, faces.

You must keep exactly the same properties on the duplicate for the blendshape to work, you can't delete or add anything, you can only move the verts to create the new shape. Later, Mat. Hello,When you choose to output a mesh (repro-mesh) from MASH,what you have is just a mesh you can treat like a normal object in Maya, this means that you can use whatever deformer on it, not only the Blendshape.But depending on your workflow and what you want to achieve, you can get different results.Some examples:1) you create a cube, apply a Blendshape that pulls one vertex out.you convert the cube to a mash network and you get 10 cubes in a row as a single mesh.If you set the BlendShape weight to 1 (the deformer is still active on your original cube which was hidden by Mash)then all of your duplicates will have the vertex pulled out.2) you create a mesh setup that gives you a mesh, duplicate the mesh, deform it and create a blendShape from this duplicate to the initial reproMesh.The blendshape will deform the reproMesh to match the duplicate´s shape.Here you can get unpredictable results if you change the repromesh by adding Mash nodes or changing Mash attributes AFTER the blendshape.Remember that Mash has its own powerful blendshape node, between the Mash utilities, that you can even control with a falloff object...