Downloading Blender 2.8X

This guide is for Blender 2.8X, a free 3D modelling software. You can download it in the link below.

https://www.blender.org/download/releases/2-82/

Downloading Blenrig5

My character models are rigged using the Blenrig5 Addon. While you can still pose the character in Blender without the Addon you will lose out on some useful utilities, such as the neatly labelled rig layers feature.
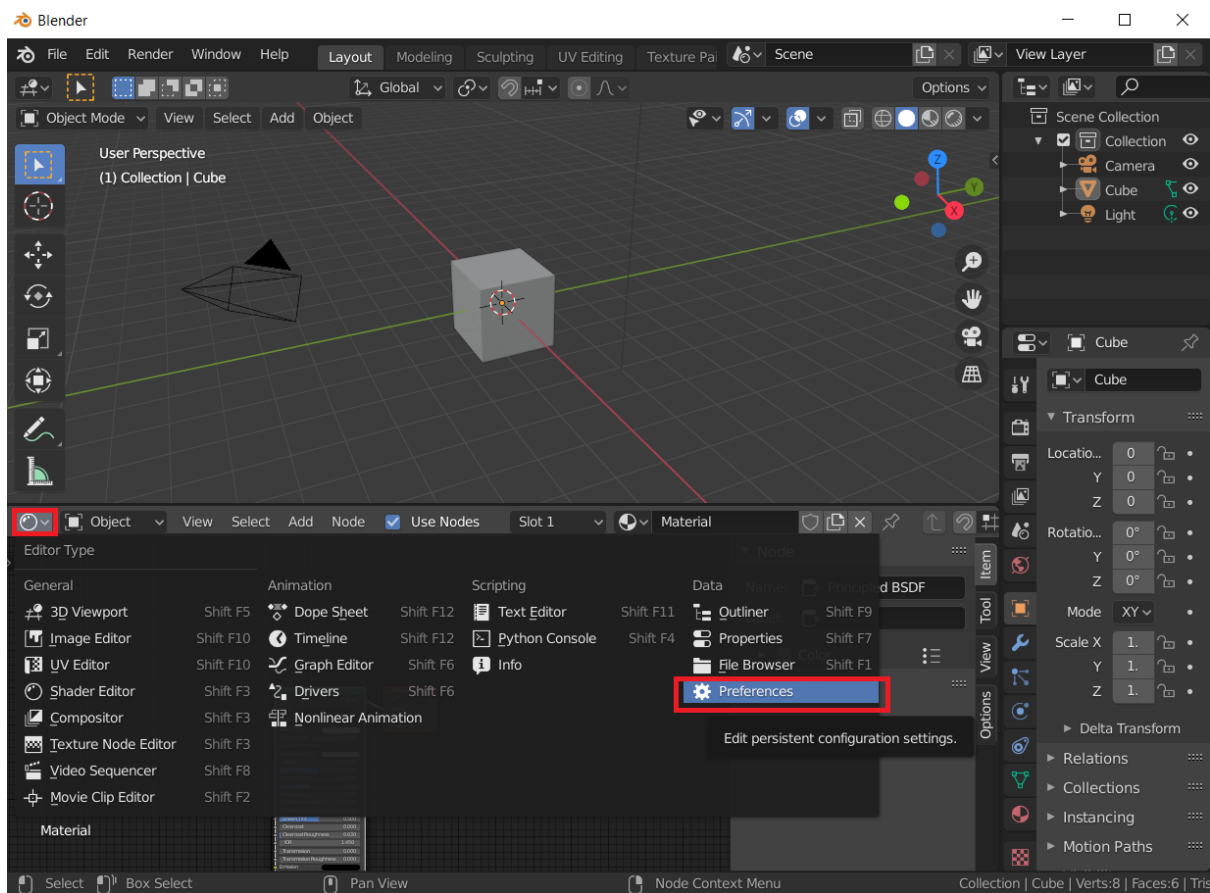
As of the writing of this FAQ, Blenrig5 for Blender 2.9X has not been developed yet so I am unsure how well it works for the latest version.

To download Blenrig5 for Blender 2.8 please visit the link below:
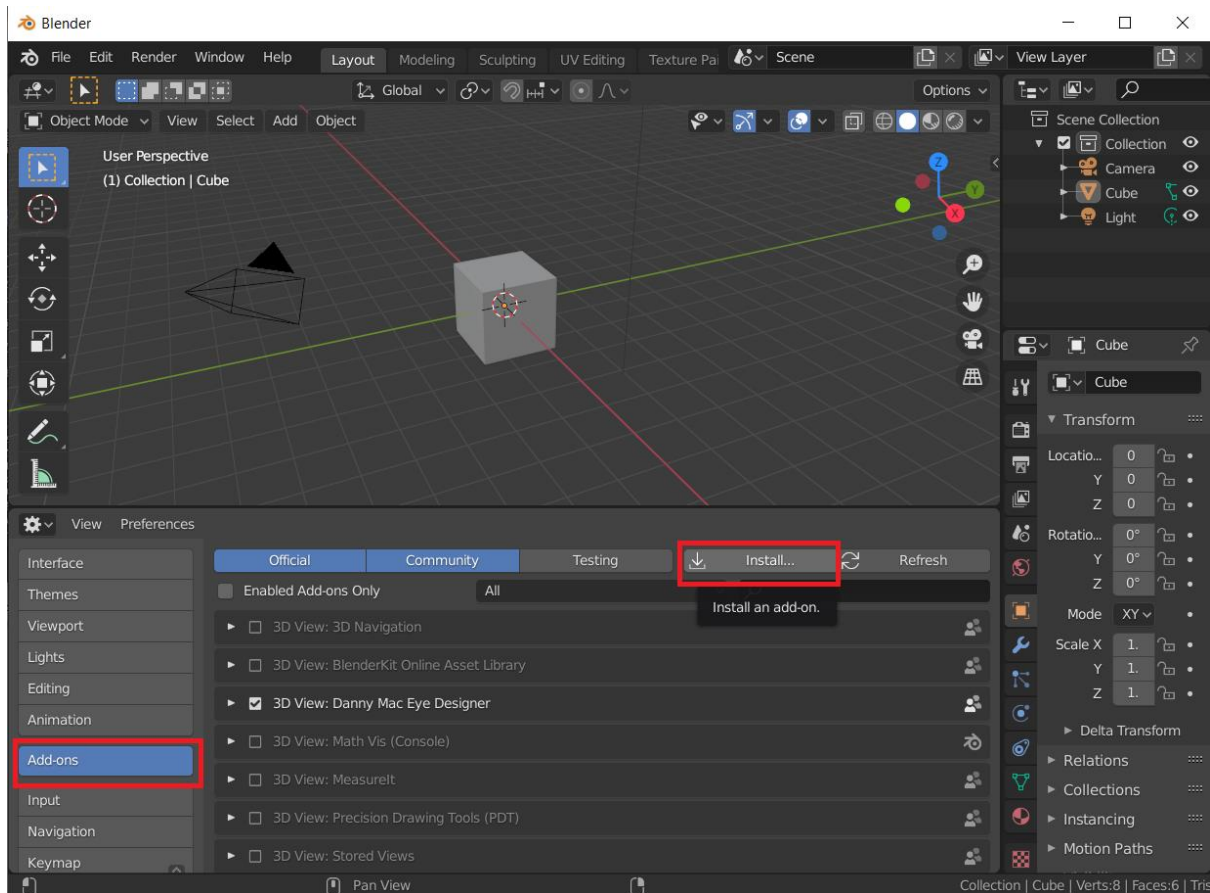
https://cloud.blender.org/p/blenrig/5cb14ebd808c0e07cdde1d03
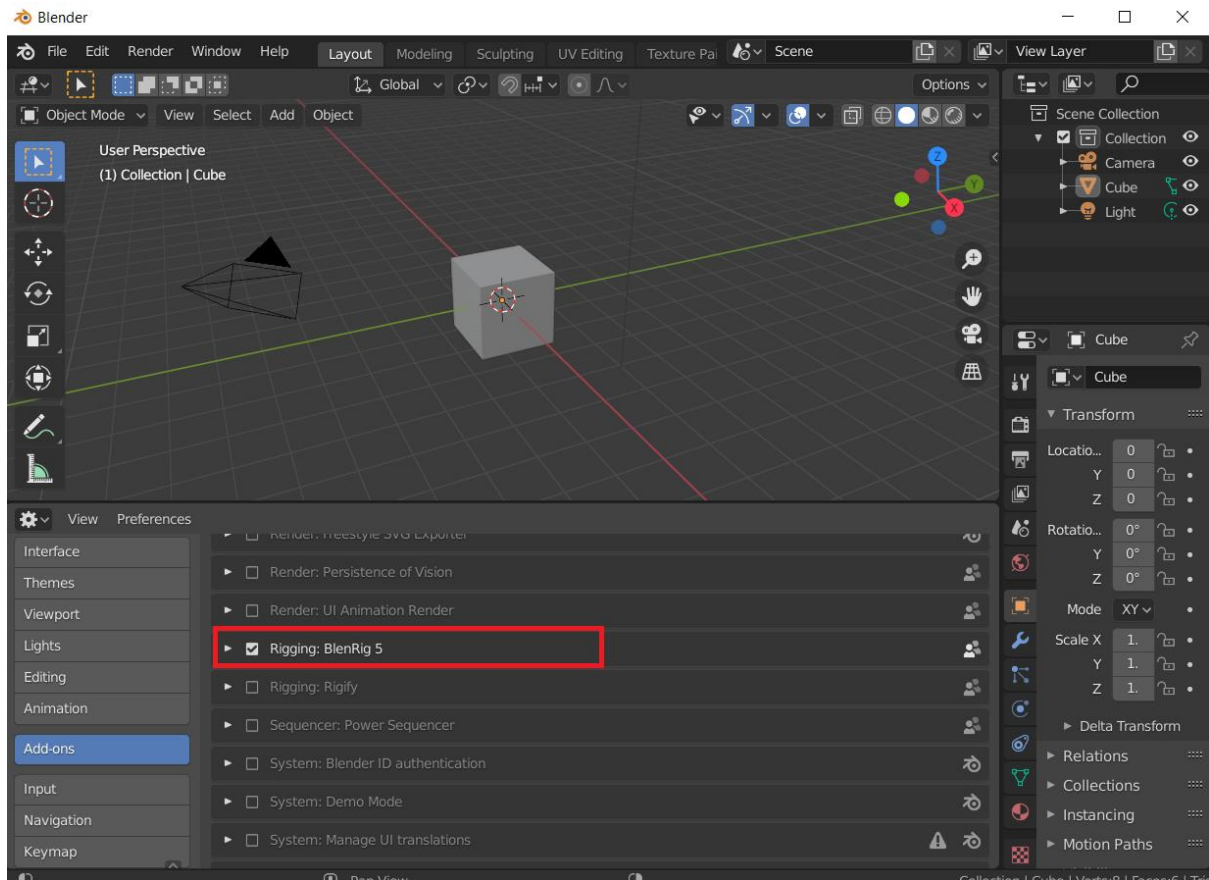
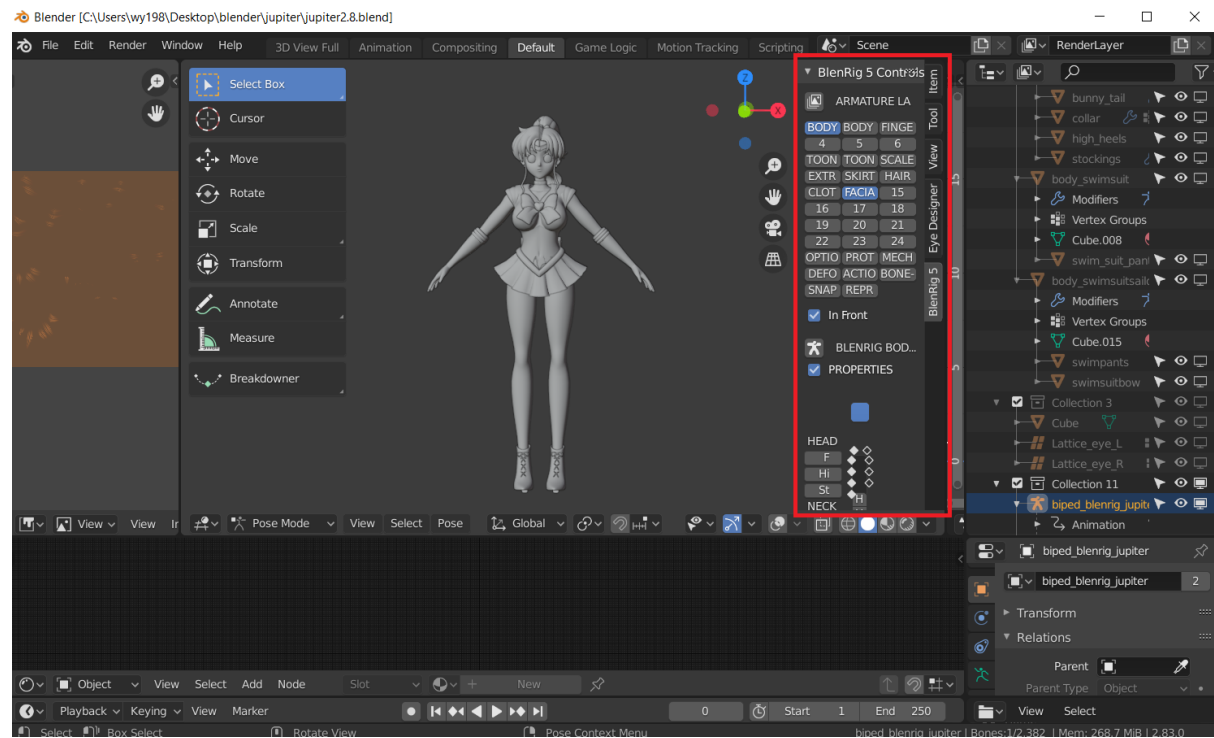then follow the steps below to enable the Addon:

Step1: Select "Preferences"

Step2: Select "Add-ons" tab, then select "Install…". Search for and select the Blenrig5 file you have downloaded click on "Install Add-on"

Step3: Once installed, Blenrig5 should appear "Rigging" on the left hand column, ticking the box next to it will enable it, then click on Save User Setting at the bottom.
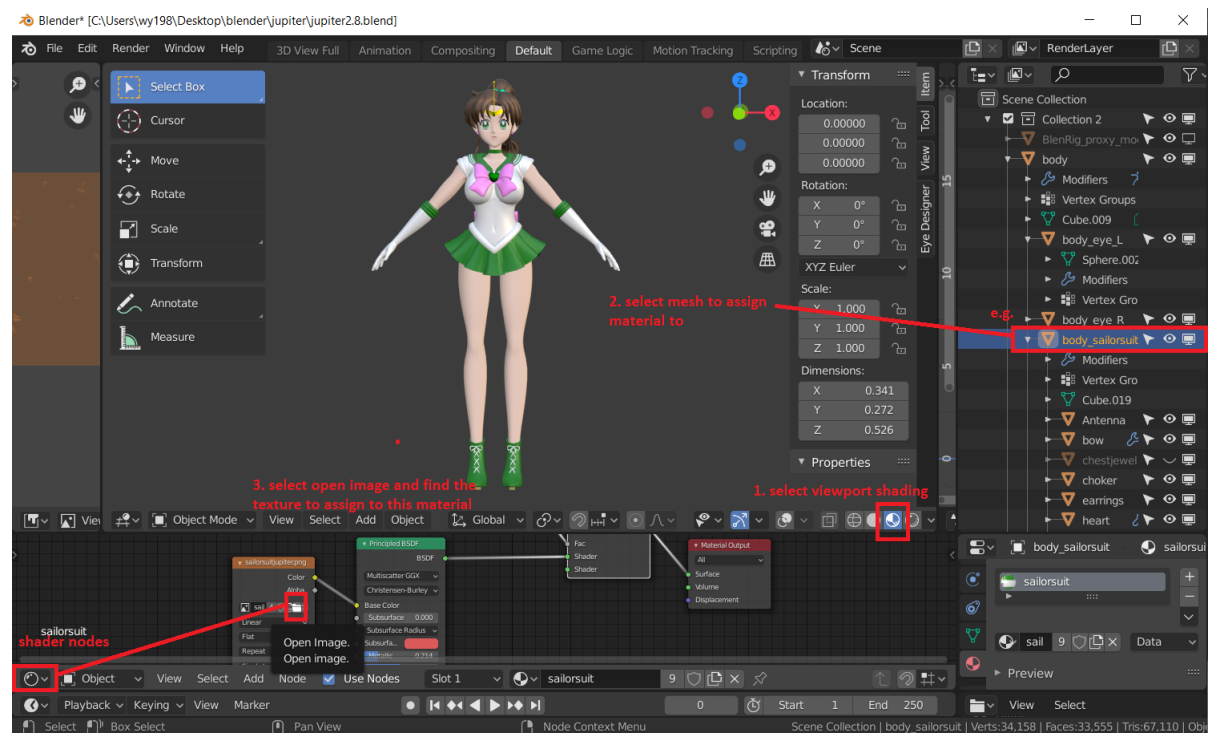
When you open my models in Blender2.8, and select the rig, you can select what layers are visible in the Blenrig5 panel on the right:
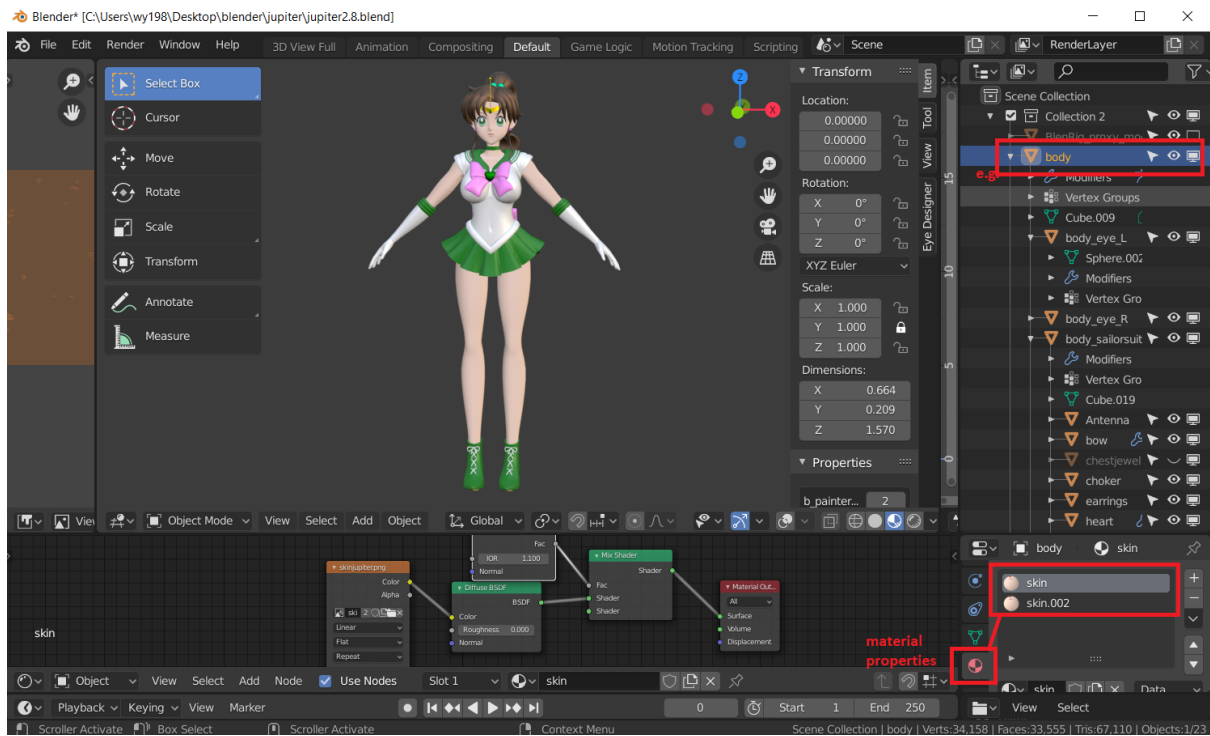
Assigning Materials

I do my renders using Cycles and have set up materials and mapped each object to one or more material. When you first load the model, the model will probably look all pink. This is because the materials have not been assigned a texture yet.

I have saved all my textures for the model in png format, once you have saved them in a folder on your PC, please assign the textures to the relevant materials using the steps below. I have named the textures in a way that should be easy to figure out which materials they should be assigned to:

Some objects have more than one material assigned so make sure all materials have textures mapped:

Mask Modifiers

Many of my characters have tight clothing and different outfits. To ensure certain body parts don't stick out of the clothing as much as possible for different poses, mask modifiers are used on the main Body mesh to hide certain body parts. Please refer to the product description page to see which Mask modifier should be enabled for which item of clothing for best results.