

Genshin characters physical features

Detailed explanation of the methodology MHY uses to create 3D player character models and model their 3 sizes.

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game version 2,2

Chapter I. Basic explanation.

MHY does not create a new model for every character. They have basic skeletons that they constantly re-use. The only things that they change are clothing and the upper part of the face (forehead and eyes). Rest stays constant.

To prove this, I will put 3 MHY models that are based on the same skeleton and show how it actually works.

I will start with Xiangling, as she has the least clothing covering important bits.

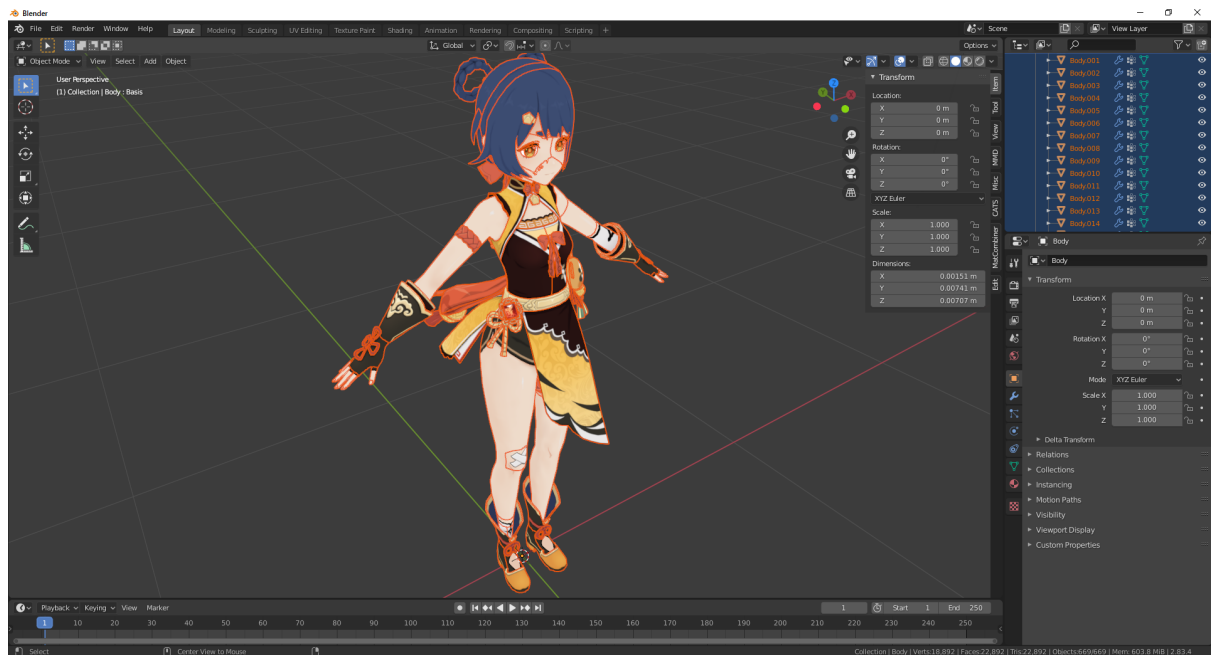


Figure 1. XL model separated by parts.

You can clearly see what I've talked about above in this image. Orange lines outline loose parts, the ones not directly connected to the skeleton.

Now I will delete most of them that correspond to parts that are not connected to the original skeleton.

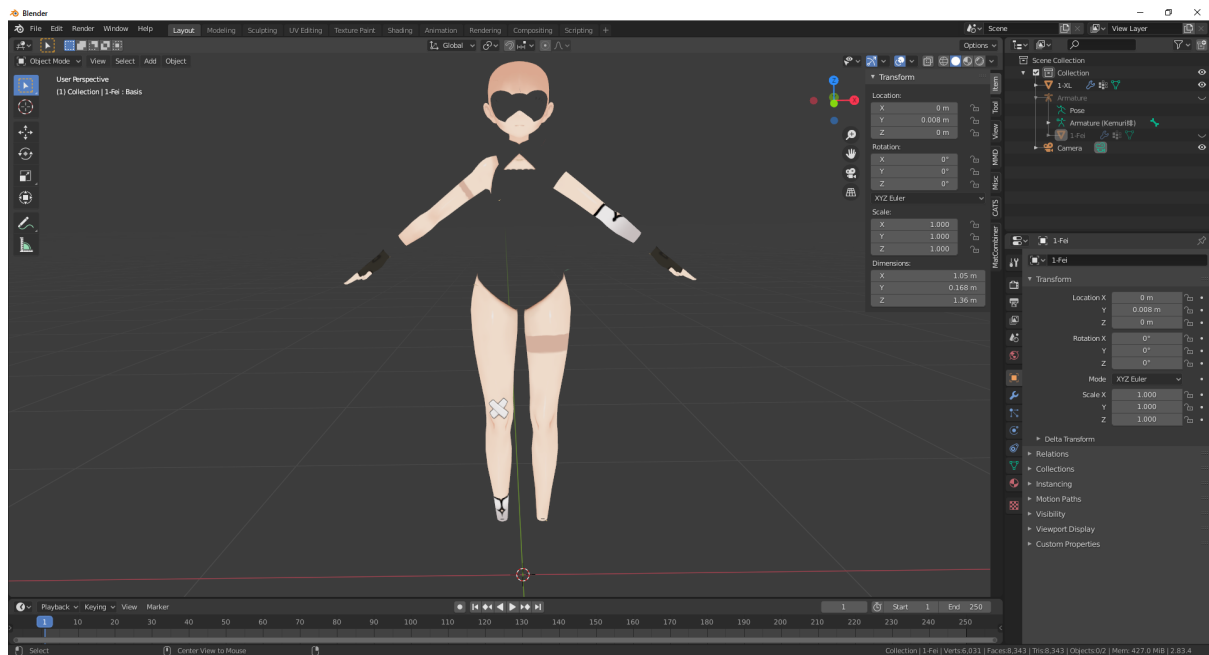


Figure 2. XL model with some parts deleted.

After deleting most parts a lot of spaces that are missing appeared. Why is that?

The answer is simple. Rendering 3d object in real time takes shitload of computer resources. To lessen the load, 3d modelers meticulously simplify geometry and delete parts that are not visible by the end user. End result — these gaps.

Next, I will add Yanfei and Hu Tao models and repeat the same process.

Feiyan and Hu Tao share the same original skeleton that XL uses. Some body parts will be identical because of this.

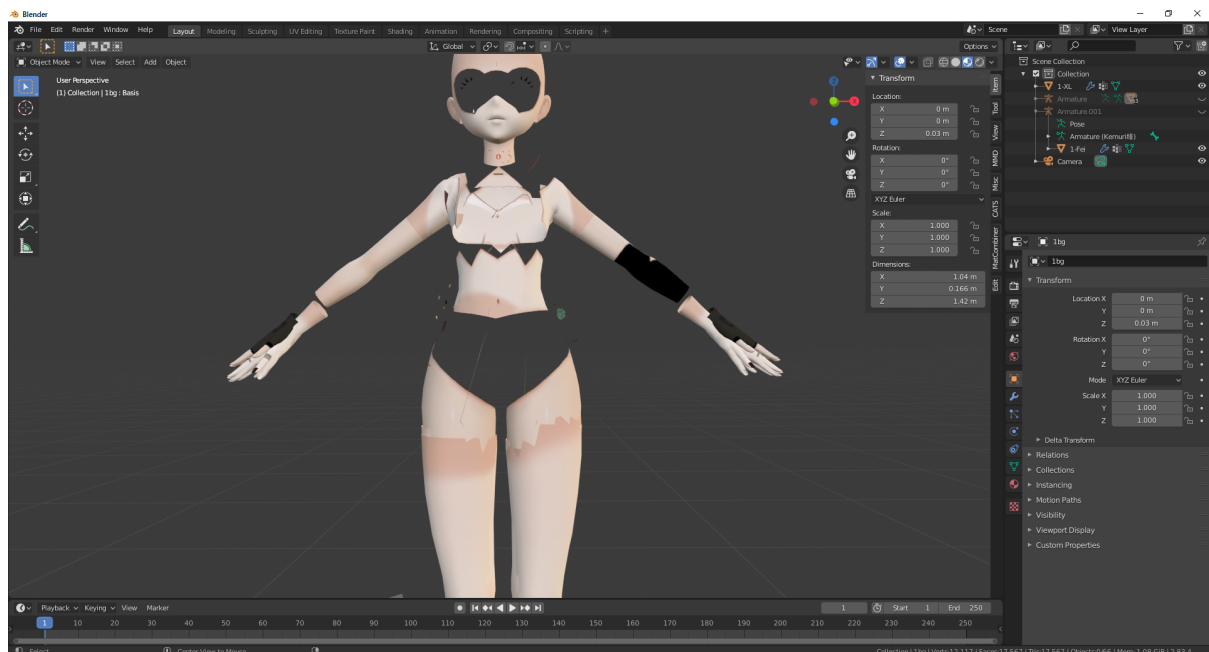


Figure 3. XL, Fanyei and Hu Tao body parts stacked on top of each other.

As you can see, outside of different hand poses that I was too lazy to change, the models are identical and instantly flow into each other.

This can be further tested in game, by looking at focal points that are identical across models with the same original skeleton — nose, chin, fingers and legs.



Figure 4. Nyafei, Xiangling and Hu Tao pictures in-game, overlayed on top of each other.

You can clearly see that the resulting abomination has the same body features down to the last pixel.

Hence, we can say with some certainty that characters sharing the same original skeleton likely have identical body measurements, and the differences can be attributed to clothing, imperfect methods used to measure, as well as unrestrained shitposting.

Chapter II. Original Skeletons

How many original skeletons are there in the game? A few, as otherwise all characters will look suspiciously identical.

I will create names that are simple and instantly recognizable for all of them. They will be based on 2 things: character body type and character height.

Loli body type

All lolis share one single original skeleton. That's it, plain and simple.

Teen body type

Teen body type is by far the most popular in game. Quite a lot of models use exactly the same skeleton, just with different frills. But there are 3 grades of teen: small, medium and bigl.

Teen-Small original skeleton is used by Sucrose and Amber.

Teen-Medium original skeleton is used by Xiangling, Yanfei and Hu Tao.

Teen-Big original skeleton is used by Barbara, Fischl, Noelle, Mona, Keqing, Ganyu, Ayaka, Kokomi.

Adult body type

Adult body type for the longest time had only 2 variations, but ever since devs added Yoimiya it finally falls in the same 3 groups.

Adult-small original skeleton is used only by Yoimiya right now.

Adult-medium original skeleton is used by Beidou and Ninguang.

Adult-big original skeleton is used by Lisa, Jean, Rosaria, Eula, Sara and Ei.

Rosaria is a very noticeable exception, as she clearly has a completely different tits size compared to all other characters in the same skeleton group. But as she was the only character who's knockers caused a controversy before she was even released, she might as well be the only one whose physique was modified in this way compared to the original skeleton.

Afterword

Without getting my hands on original hi-poly 3D models of player characters with the original skeleton intact, I can not say with absolute certainty that I am right. Everything above is but a theory based on circumstantial evidence.

If, by any chance, some MHY employer reads this, I beseech you to make them public. The low-poly MMD models are impossible to measure precisely. And tits and ass sizes are very serious business that leads to civil wars. Make love, not war.

Peace.