FACES TO WEIGHT

A tool to convert face selections into skin weight

INTRODUCTION

The idea was presented 2 years ago in my TRCR script:
https://truongcgartist.gumroad.com/l/trcrtool
In this tool I focus solely on painting skin weight. Which I can:

- Update (python3) and fix bugs more easier
- Work with other rig systems (it only needs a clear deform joints hierarchy)

And it requires less clicks than TRCR in submitting face selections (in case you used TRCR before, you will notice this)

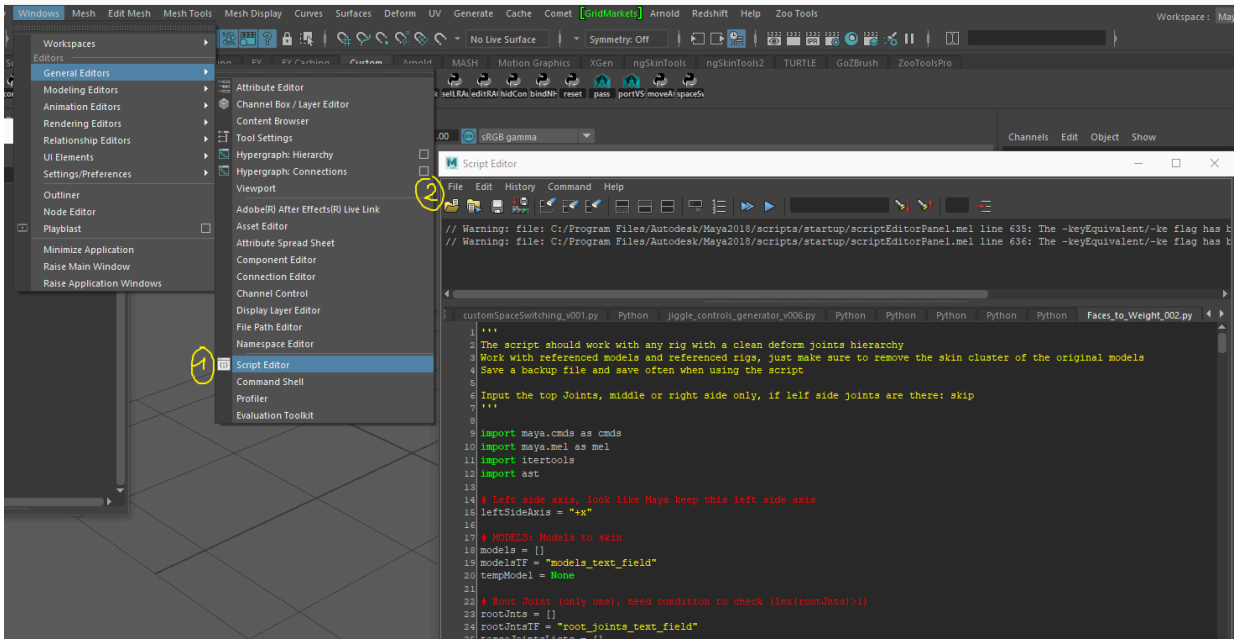
INSTRUCTION

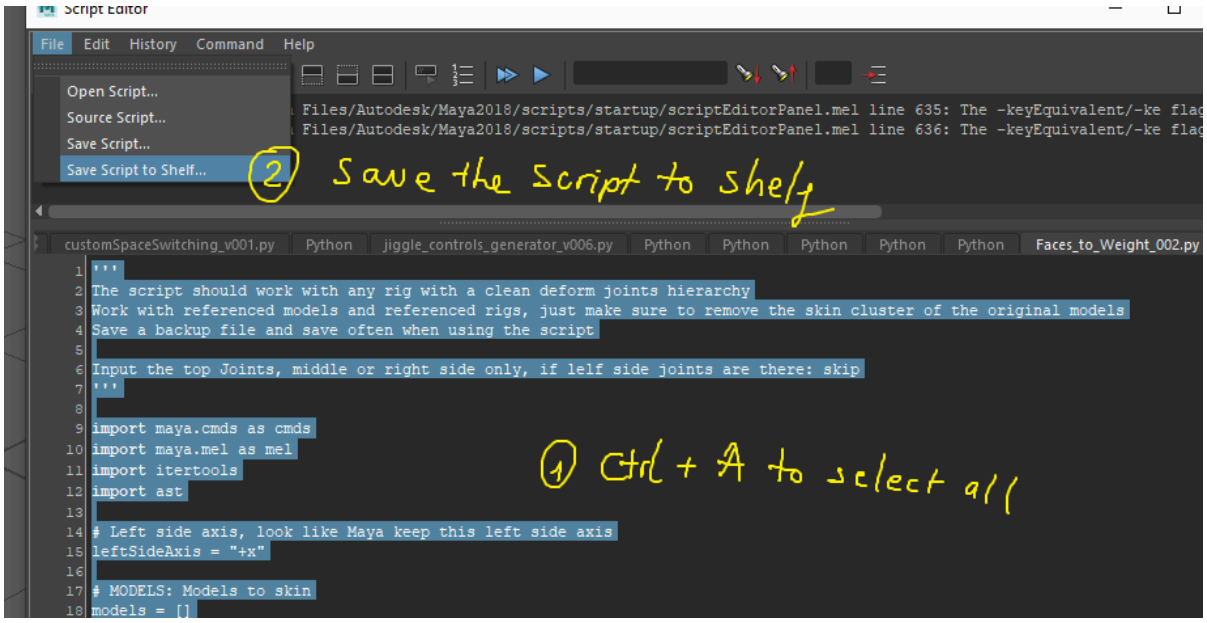
Note:

It's best to be used for the body only, the face has so many joints and each face can be influenced by many joints. It's better to use ngskin tool for the face.

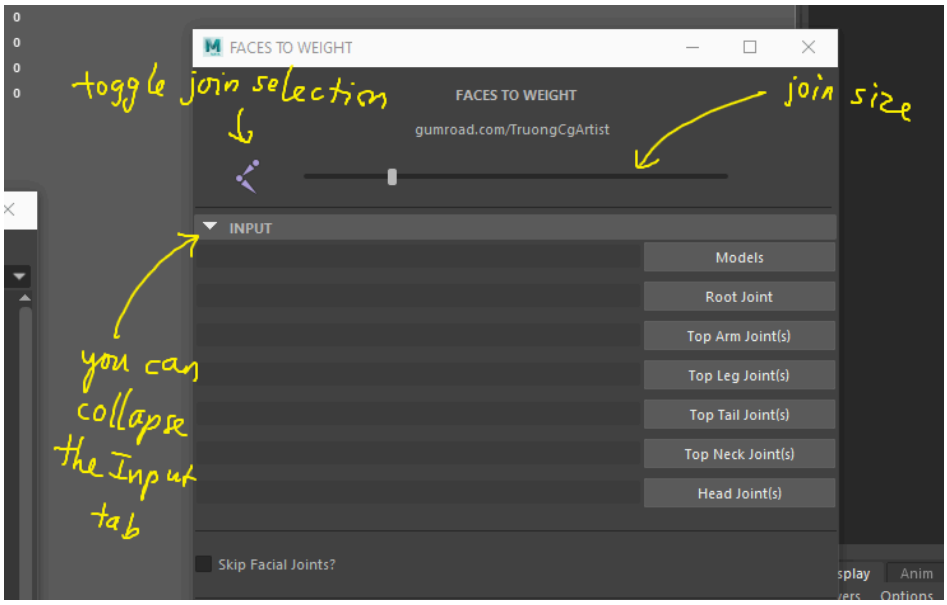
The script can work with referenced rigs and referenced models as well.
However, just make sure the **models** have **no existing skin clusters**.
Save backup and save often ^^

Load the script using Script Editor, and you can save the script onto the shelf if you want to.

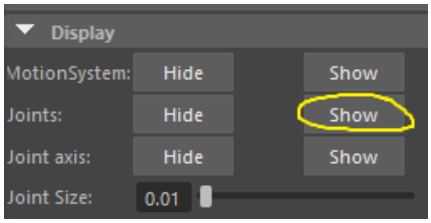




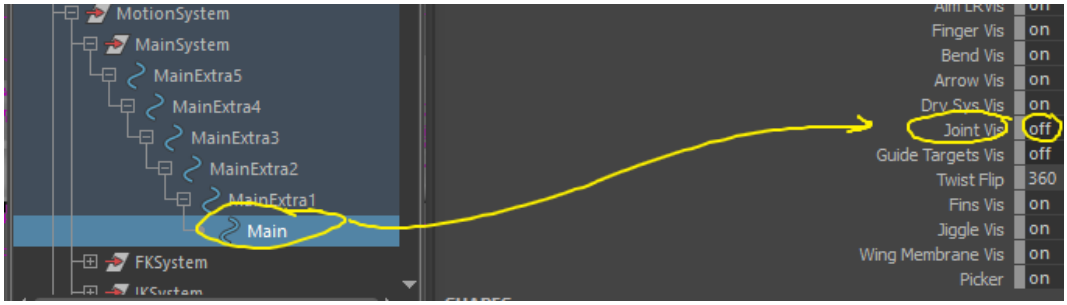
Top menu:



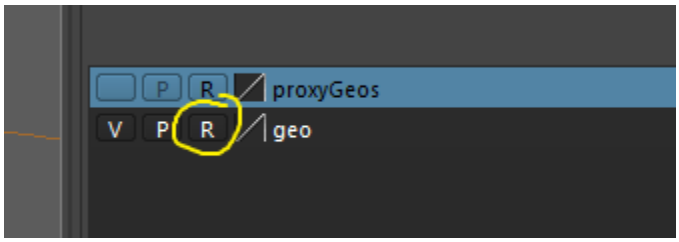
In case you're using Advanced Skeleton, turn on the Joints at Display tab:



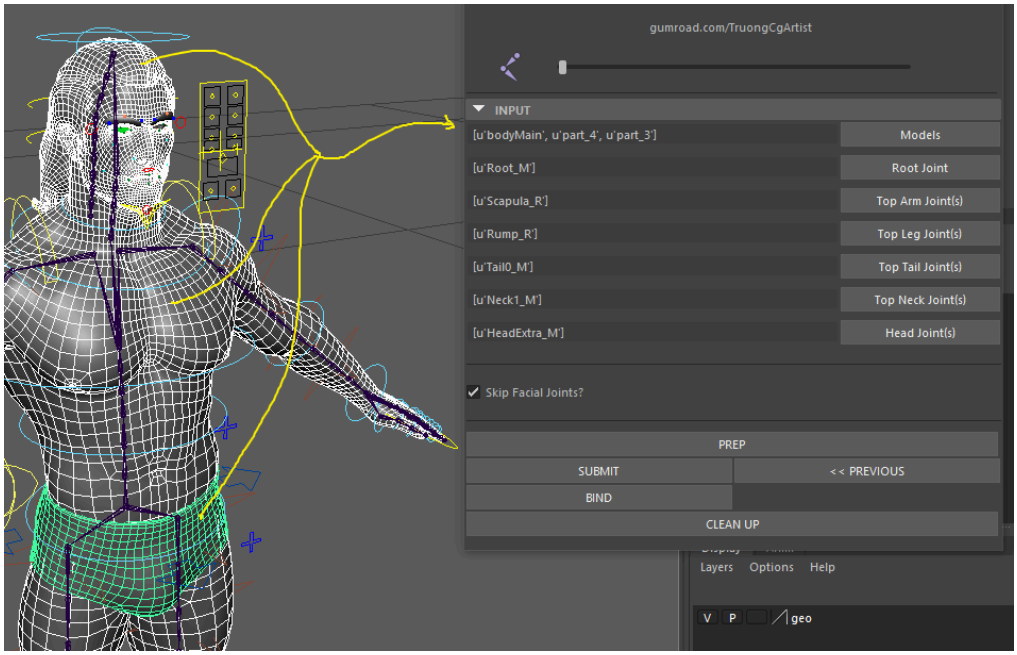
Or, using Joint Vis attribute at Main control:



Turn off “R” in layer to select the Models at viewport

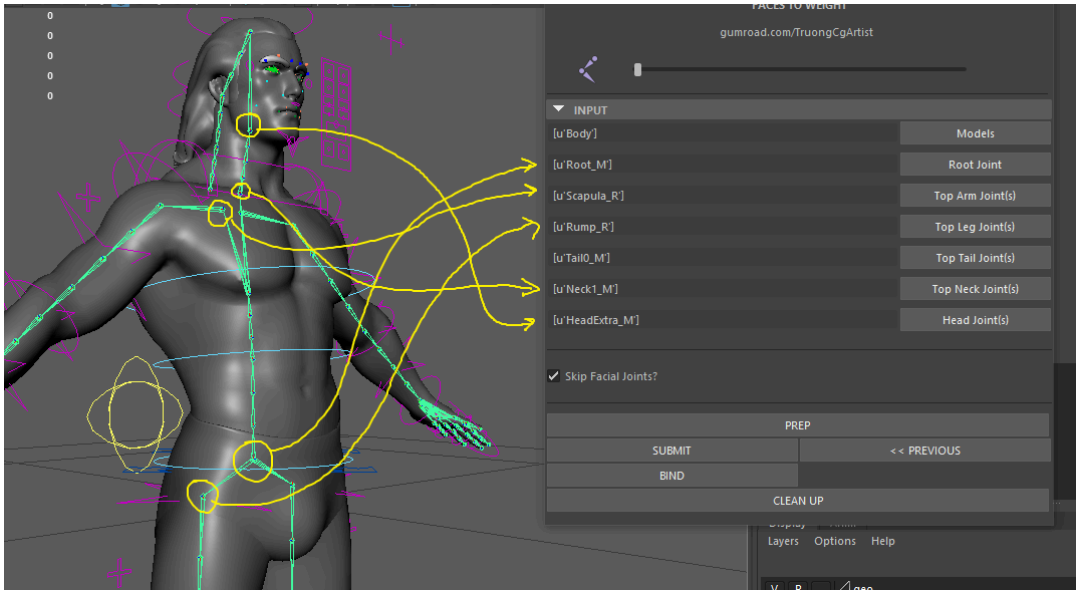


Select the models you want to skin. Remember to clean the model first (no skin cluster)



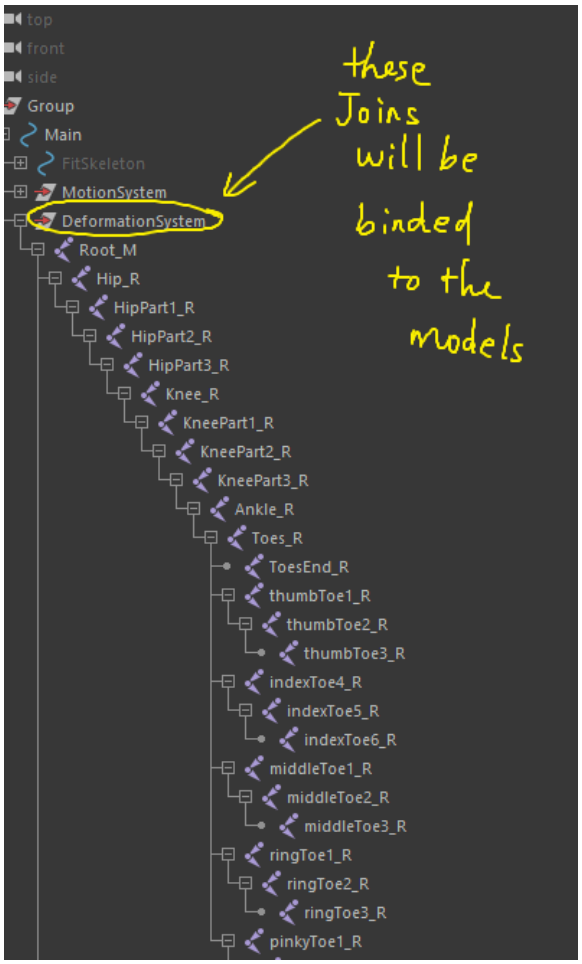
* Mike Freeman model by [Péter Józsa]

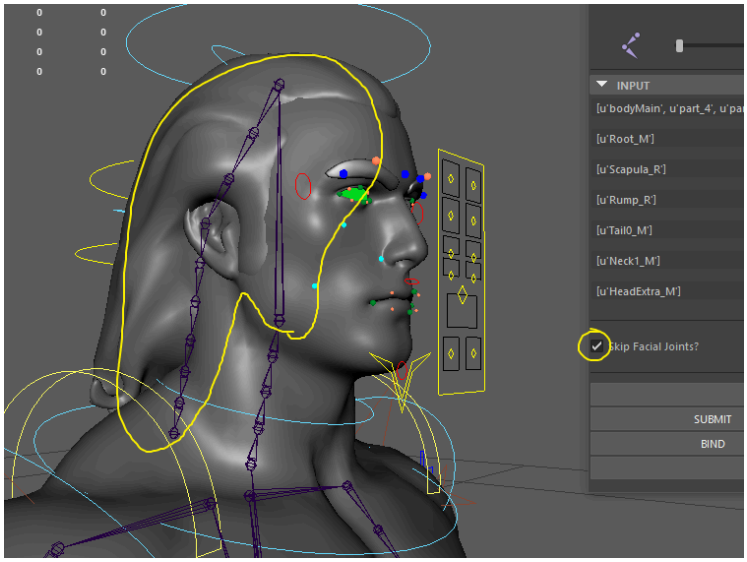
Fill in these joints, skip the one you don't have (like Top Tail Joints in this case)
Right joints and middle joints only.



Make sure these above joints are deform joints*

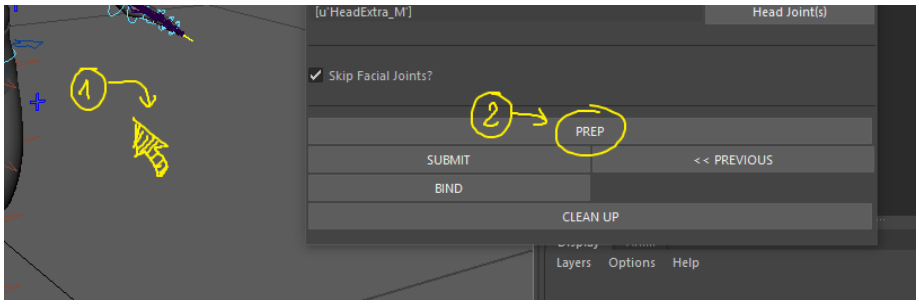
** If you're tired and don't want to input any top joints, just input Root joints, the script will still work fine.*





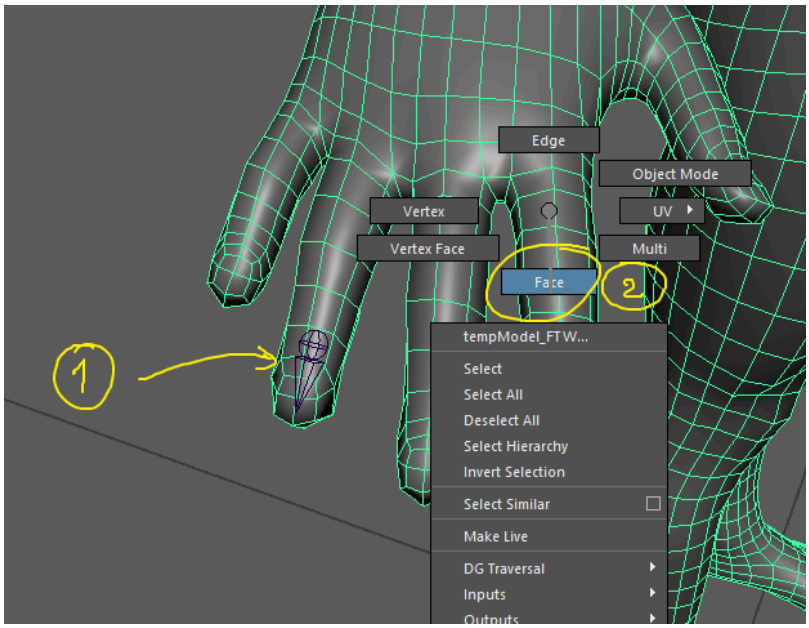
If the Skip Facial Joints is checked, all the joints from Head joint up will be skipped.

Move the mouse around the viewport before hit Prep (for the isolation function to work):

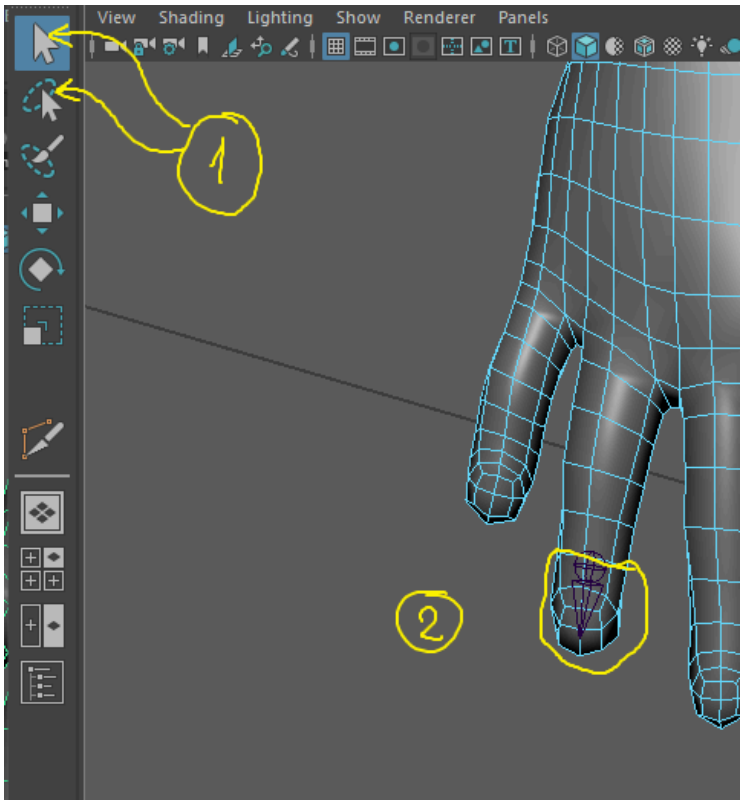


If there is an issue with joints displaying at viewport (Maya 2023), try to switch the renderer from DX11 to OpenGL in compatibility mode.

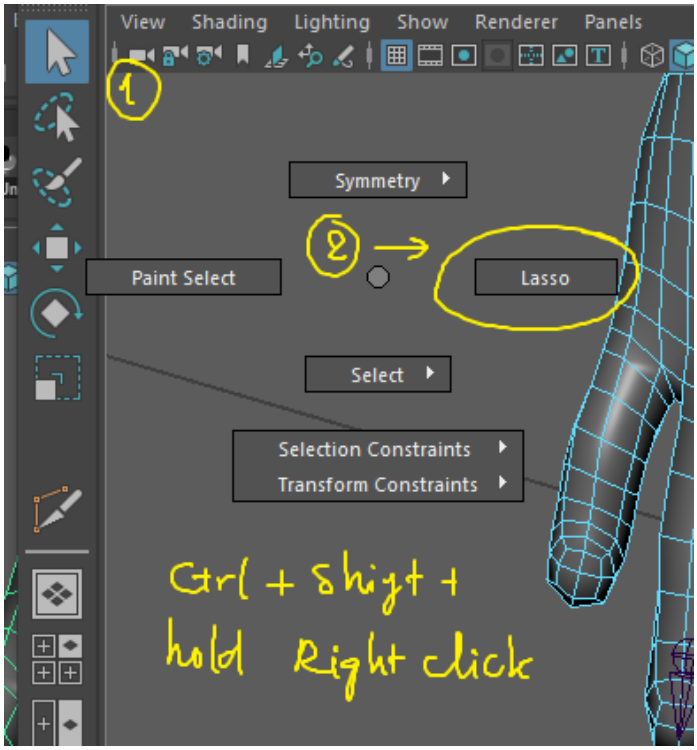
Hold right click over the model to switch to Face Mode.



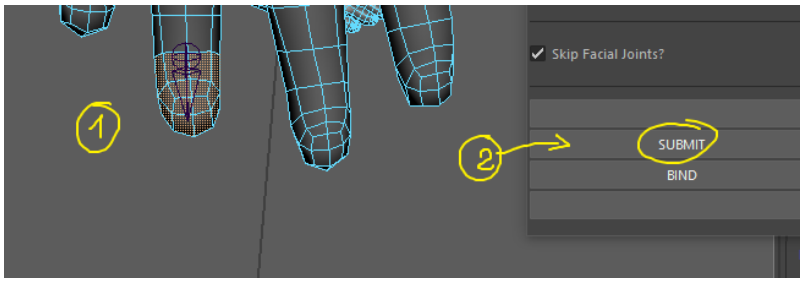
Use Select Tool or Lasso Tool to start selecting face



Or you can switch to Lasso Tool while at Select Tool by hold Ctrl + Shift + right click



Or you can select a few face and spread the selection by Shift + > or Shift + <

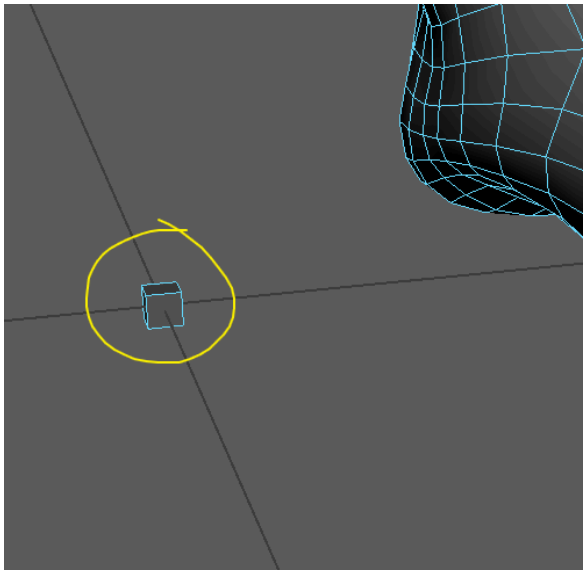


Then, hit Submit.
You only need to submit the right side.

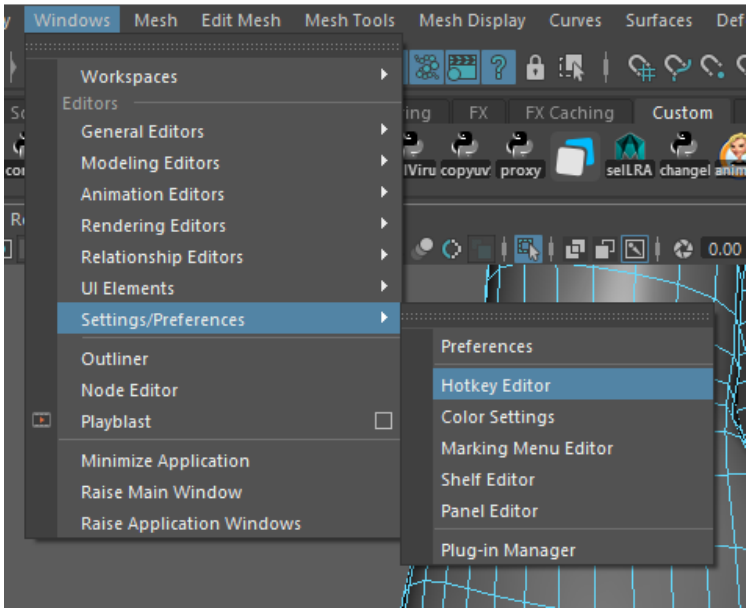
In case you want to **skip the end joints**, simply deselect everything (select **nothing**, no mesh, no joint, no face, nothing), then just hit **Submit**, it will skip and move to the next joint.

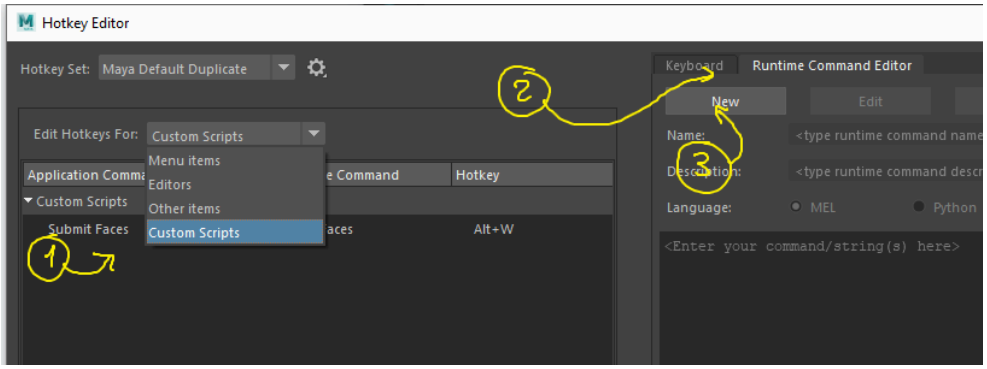
Skip end joints & toggle isolation: https://youtu.be/EB0FftKhGsI

Ignore this cube while submitting (it's to deal with selection set limitation)

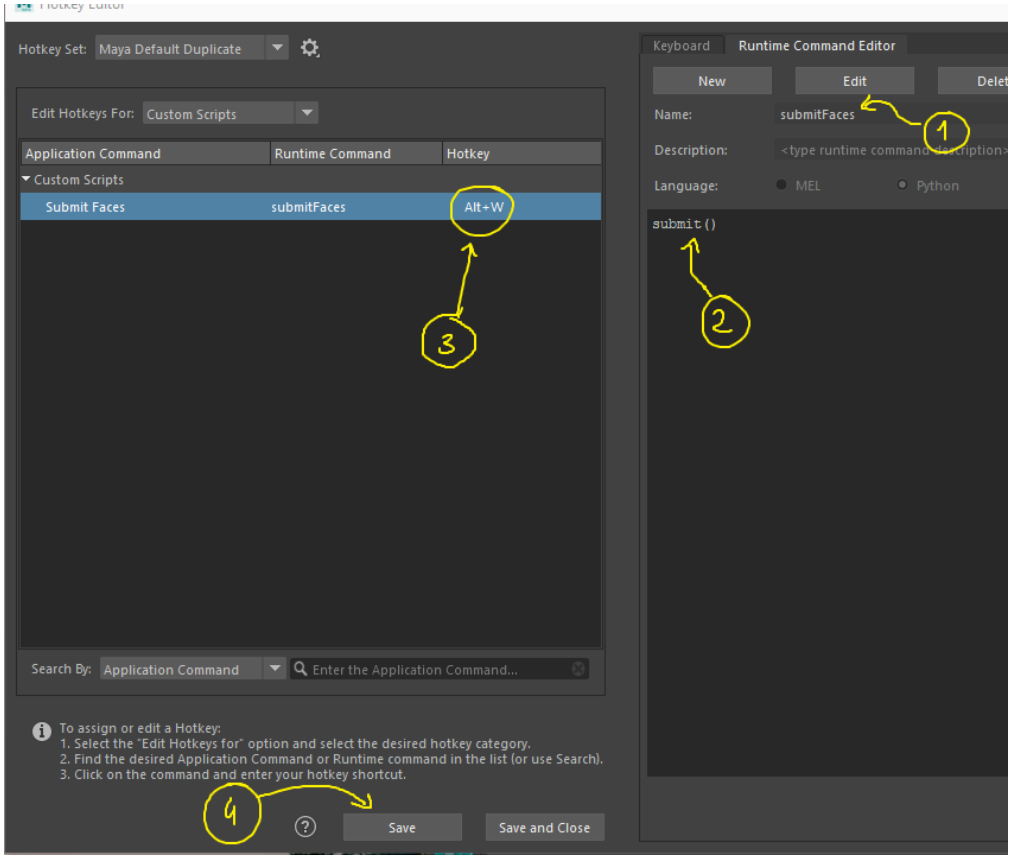


You can assign a hotkey for Submitting as well:

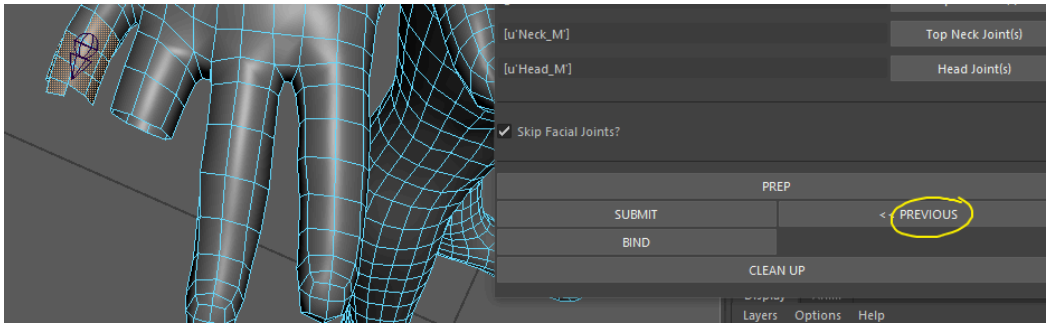




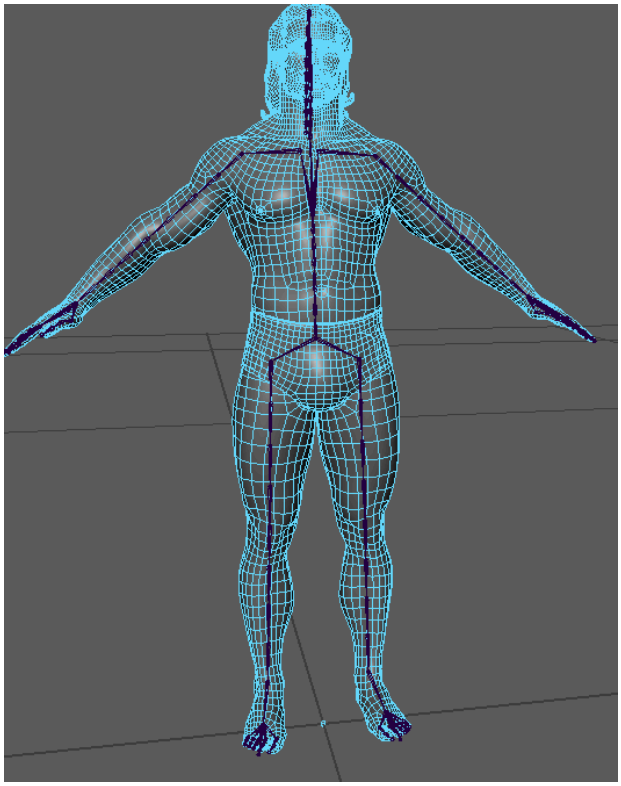
The code is: submit()
(but it only works when the tool is opened)
I assigned Alt + W for it. The hotkey is up to you.



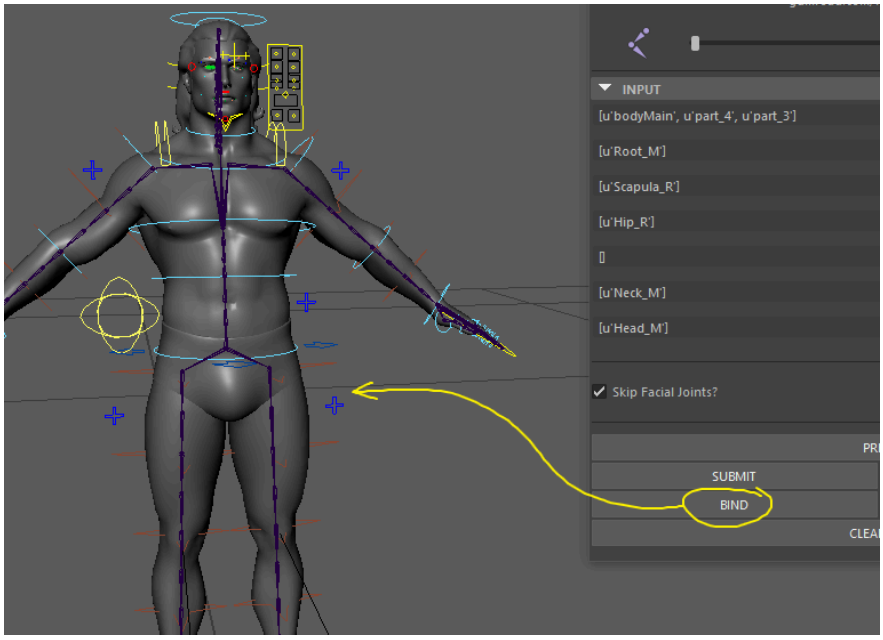
If you want to go back, then Undo or hit Previous button:



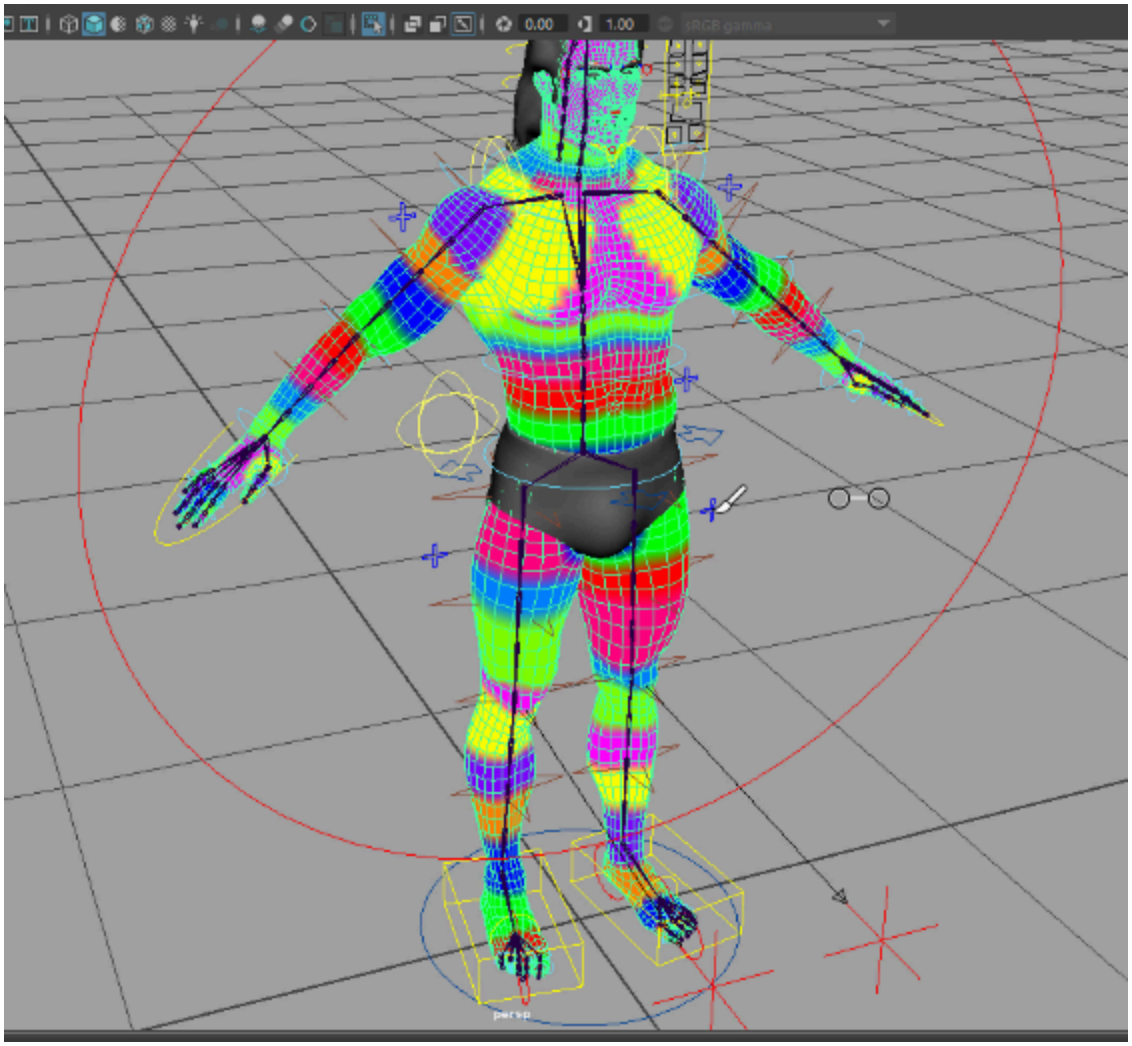
When all the joints are submitted, the entire model will appear.



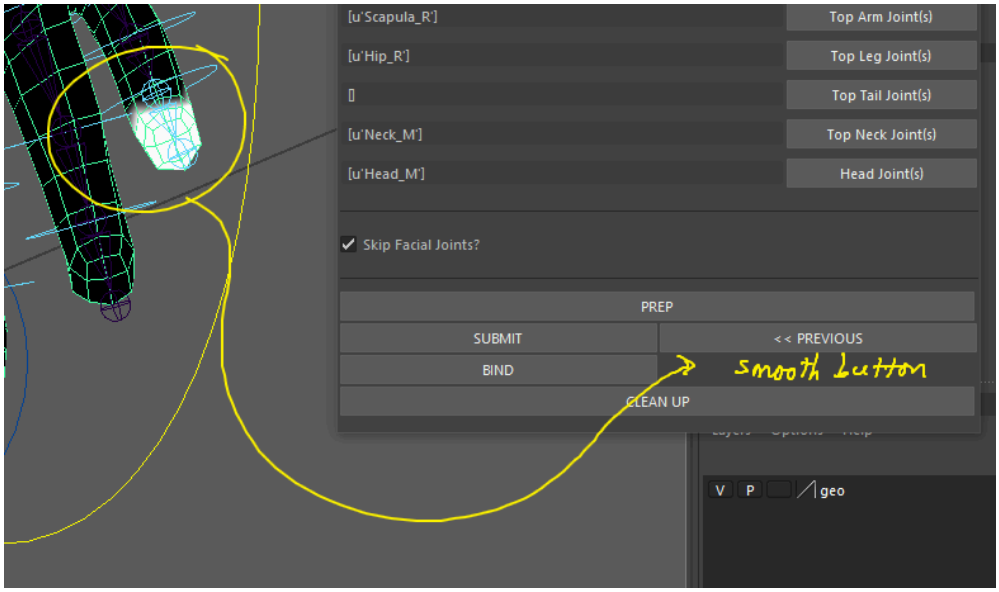
Active the mouse at viewport and hit Bind (to disable isolation at viewport)



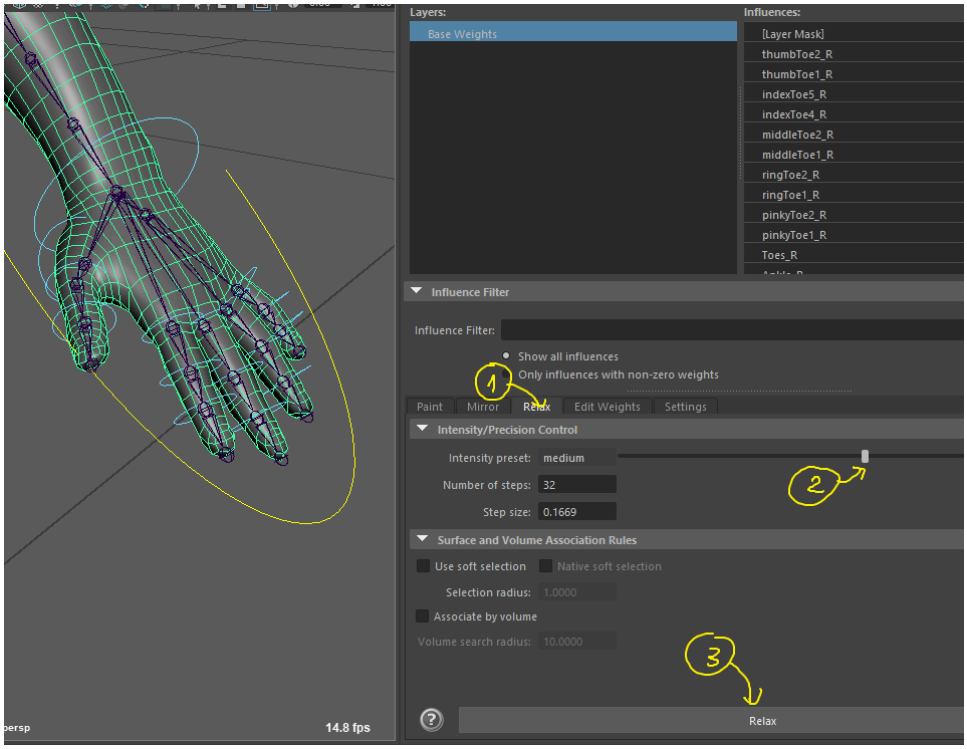
The result will look like this:



I should have a smooth skin button but I think ngskin do the Relaxing (and edit skin further) better https://www.ngskintools.com/



*You should use **ngskin** for **smooth skin** task ^^ (I didn't code the smooth button)*



Clean up and finish the rig.