

Blender

Alles hier ist individualisiert!!

[Blender.org](https://blender.org)

Grundeinstellungen

Sidebar rechts

- Render → Scene → Render Engine = Cycles
- Render → Scene → Feature Set = Experimental
- Scene → Units → Unit Scale = 1.000000
- Scene → Units → Length = Meters

Menü oben → Edit → Preferences

- System → Undo Steps = 256
- Keymap = Spacebar = Search

Speichern

Menü oben → File → Defaults → Save Startup File (überschreiben)

Menü oben → Edit → Preferences → **Add ons**

- Node: Node Wrangler
- 3D View: CAD-Scetcher (vorher Download Zip-Image)
- Objekt: Bool Tool (für Scatcher)
- Add Curve: Extra Objects (für Federn)
- Rigging: Rigify

Add-on Makehuman vorher downloaden

Installiere MFP2 (über Add ons)

- <https://static.makehumancommunity.org/mpfb/downloads.html>
- <https://files2.makehumancommunity.org/plugins/>

Installiere Assets (über das Add on von Makehuman (MPFBv2.0...) → Sidebar rechts

- <https://static.makehumancommunity.org/assets/assetpacks.html>

Auswahl:

```
makehuman_system_assets_cc0.zip  
makeclothes2-20240524.zip
```

→ Apply assets → Library Settings → Install Assets → Load Package from zip-file

Schattenfläche

Add New: Circle/Plane

Menü rechts: → Object Properties → Visibility → Shadow Catcher (ON)

Hintergrund weiß

Menü rechts: → Render Properties → Film → Transparent (ON)

Menü rechts: → Render Properties → Color-Management → Standard statt Filmic

Menü oben: → Composing → Use Nodes (ON)

Zwischen „Render Layers“ und „Composite“ Add „Color:Alpha Over“

Verbinde Render Layer mit Image 2

Image 1 auf Farbe (weiß) setzen

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