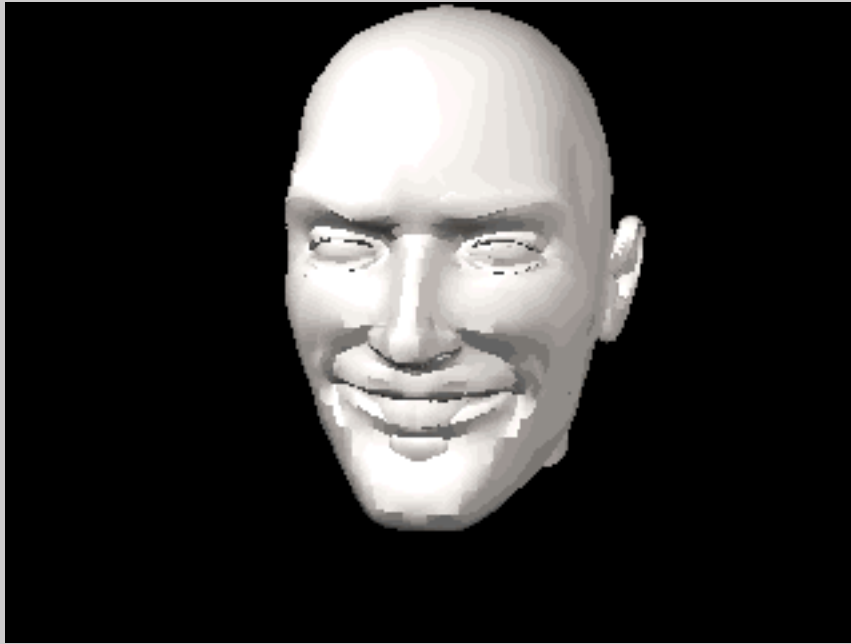


# Morph tutorial © Frank Munoz



This tutorial will explain how to morph objects in trueSpace without plugins. All you need is trueSpace. The basics of it all is copying keyframes in the kfe from one object to another to get an animated morph. There are 2 ways to do this, one is exchanging deformation keyframes, and the other is exchanging vertex keyframes.

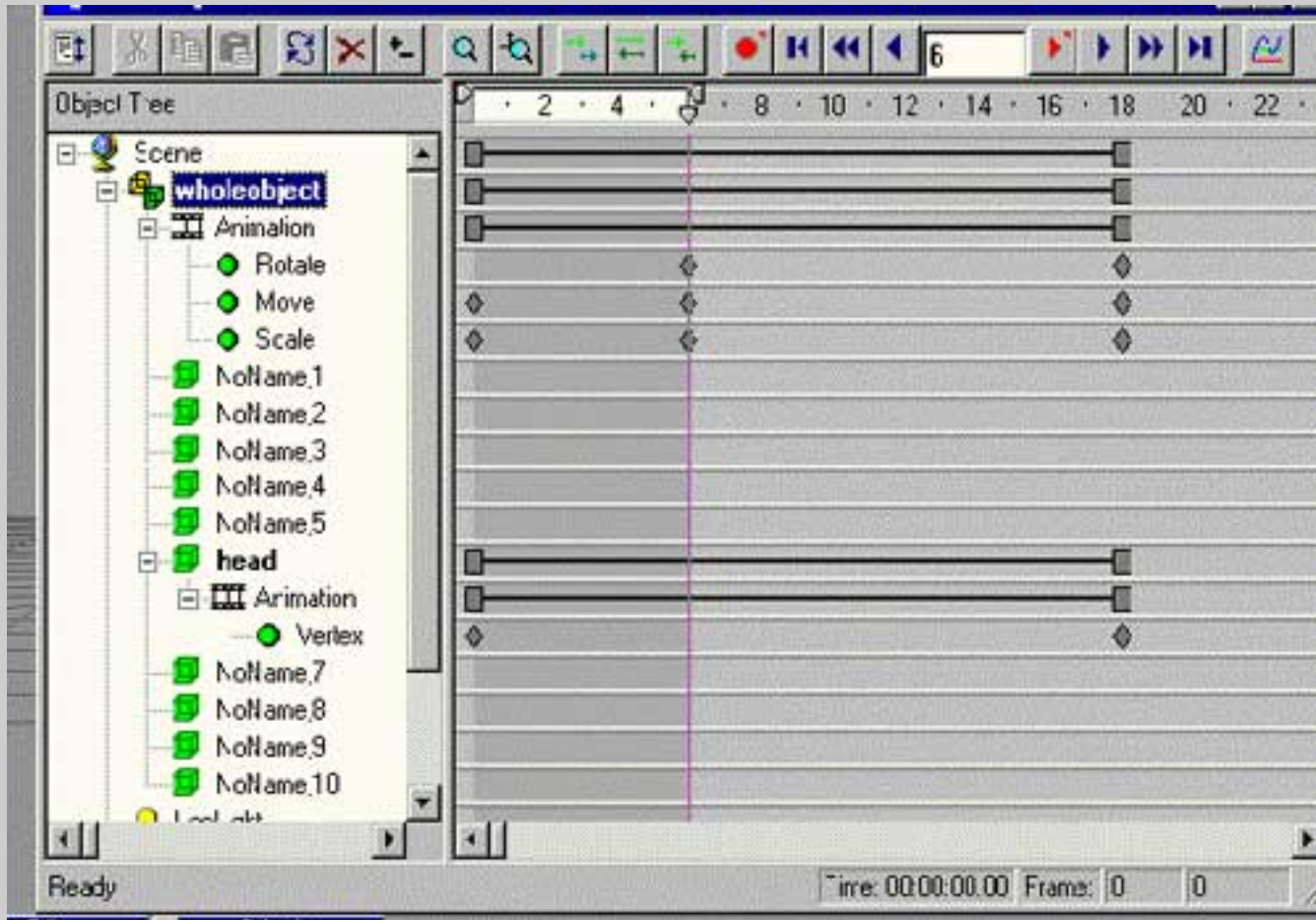
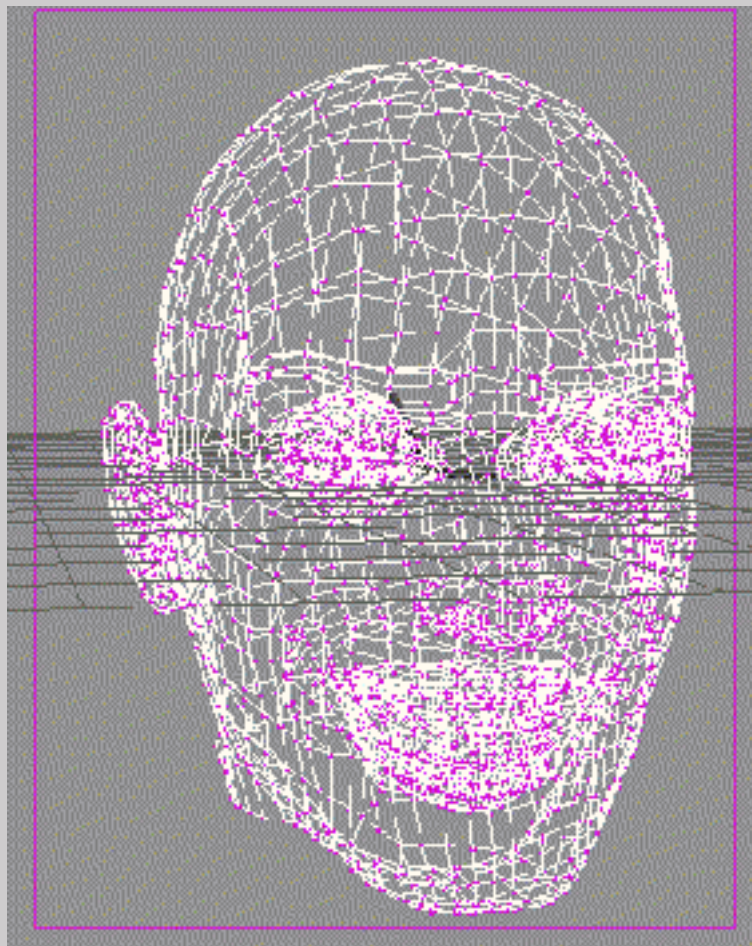
## Deformation Morphs

Deformation morphs are pretty easy. First rule is don't erase the deformation cage that its created when you deform an object. First have your deform "basic" and "target" objects. Second, climb to 5 or any frame number and hit record, this is just so the keyframe shows up in the kfe. Then copy/paste the deform keyframe of the target to the basic. Erase the basic keyframe you made to show it in the kfe, and play. There you got a deformation morph without plugs:).

## Vertex Morphs

Vertex morphs are the same way, except a little bit different. With this one you can use it with any group of objects, as long as they have the same vertices (exports from Poser work using this technique, if you use a different format with a hierarchy of glued objects always remember to decompose the object.)

First, select all vertices (faces or lines also seem to work). Use the rectangle selection tool, make sure it is set to also select backside vertices (right click rectangle selection tool for the menu). Then go up a few frames and record it just like the deform morphs. Then go into the kfe and copy/paste the vertex keyframes. Erase the move, rotate, and scale kf so you can move the model. That's it, with this you can use the power of morphing in trueSpace (who said tS animation was evil!)



### Last minute tips:

With objects that are groups, the vertex keyframes might be placed inside one of the objects inside the group.

Vertex animation can not be glued to bones, but deformations can, use that when you are planning on attaching the morphs to ik/bones skeletons.

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