

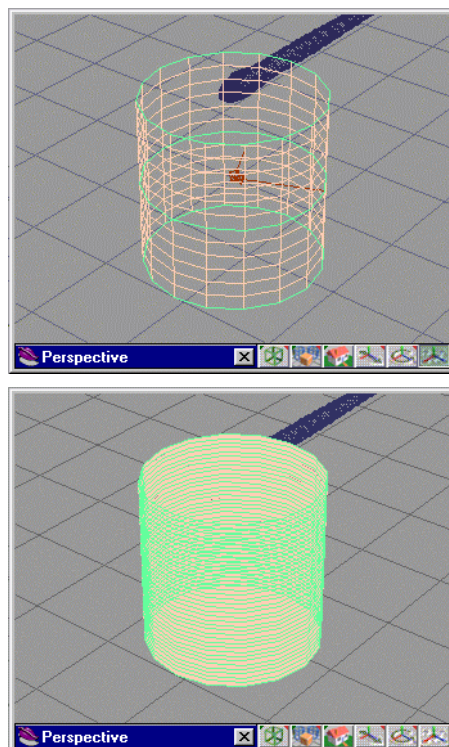
Deform © Matthew Bennett

The deformation lattice is one tool that I frequently forget about, but it has a lot of good uses. This tutorial will cover how to make a nice wiggling snake. I am not going to go over the modeling of the snake, just the technique used to make it wiggle around.

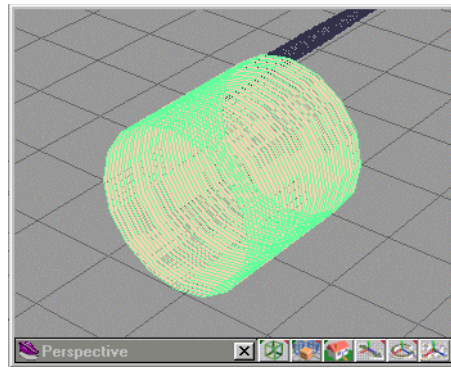
Start by loading/creating the snake object. Then select to add a stand alone pipe deformation object.



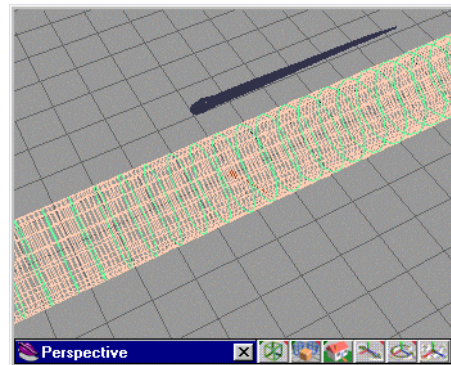
As soon as the pipe is selected, use the right mouse button to add a lot of detail lines to the pipe. The more the merrier!



The next step is to use the object rotate tool to scale the pipe so it is going the direction you need the snake to move. In object coordinates, isolate the Y axis, turn on the snap to grid, and with the left mouse button rotate so it is lying flat on the ground.



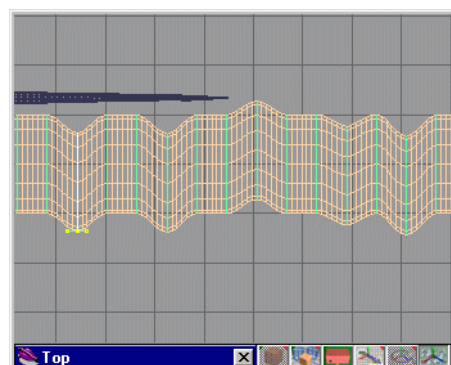
Next, the pipe needs to be stretched out along the Z axis in the object coordinates. Use the object scale tool to stretch it out as far as desired. Note: You must be using the object tool, not the stretch tool in the deformation nav panel. Using that tool will make the snake stretch, and that is not the desired effect.



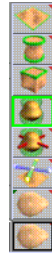
The next step is to use the push pull tool in the deformation nav panel



to move segments around. This will give the snake the wiggling effect. Through a little trial and error, I found it works best to leave the end segments, and the ones next to the ends alone. Adjusting those tends to radically move the snake in an unnatural way when it first enters the deformation pipe.



The last step is to position the snake, select the start deforming by stand alone latice tool, and animate!



One more note: Be sure that the snake is aligned vertically with the deformation pipe as well as horizontally.

