



Blender Market - Vmd Retargeting v1.24.2

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The **Blender Market - Vmd Retargeting** facilitates the import of motion from MMD's .vmd files onto Daz or CC models, with or without the MMD model.

How to create eyeballs, face, and body movements for the project design in Blender?

You can use "Blender Market - Vmd Retargeting" to design your project.

Key features include importing motion without an MMD model, retargeting body motion from an MMD model, and importing body, eyeball, facial, viseme, and camera motion separately. It offers options to ignore feet rotation for high-heeled characters, customize interpolation and easing, adjust arm rotation rate to prevent hand penetration into the chest, and set camera height offset or rotation rate. Installation involves purchasing the addon from the Blender official market, installing the provided .zip file, enabling the addon in Blender, and accessing the "Vmd Retarget" panel in the viewport.

"Blender Market - Vmd Retargeting" Samples:

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