MORPH 3D
STUDIO

User Guide

v1.0

A-Lab Software

Getting Started with Morph 3D Studio

1. After you import the **Unity Package** from the **Asset Store**, you will see a folder named **A-Lab Software** within the **Project view**.

2. If you have not already done so, import either the **MCS Male** or **Female** asset packs or both into your **Project**, and drag one of the **MCSMale** or **MCSFemale** prefabs into the **Scene view**.
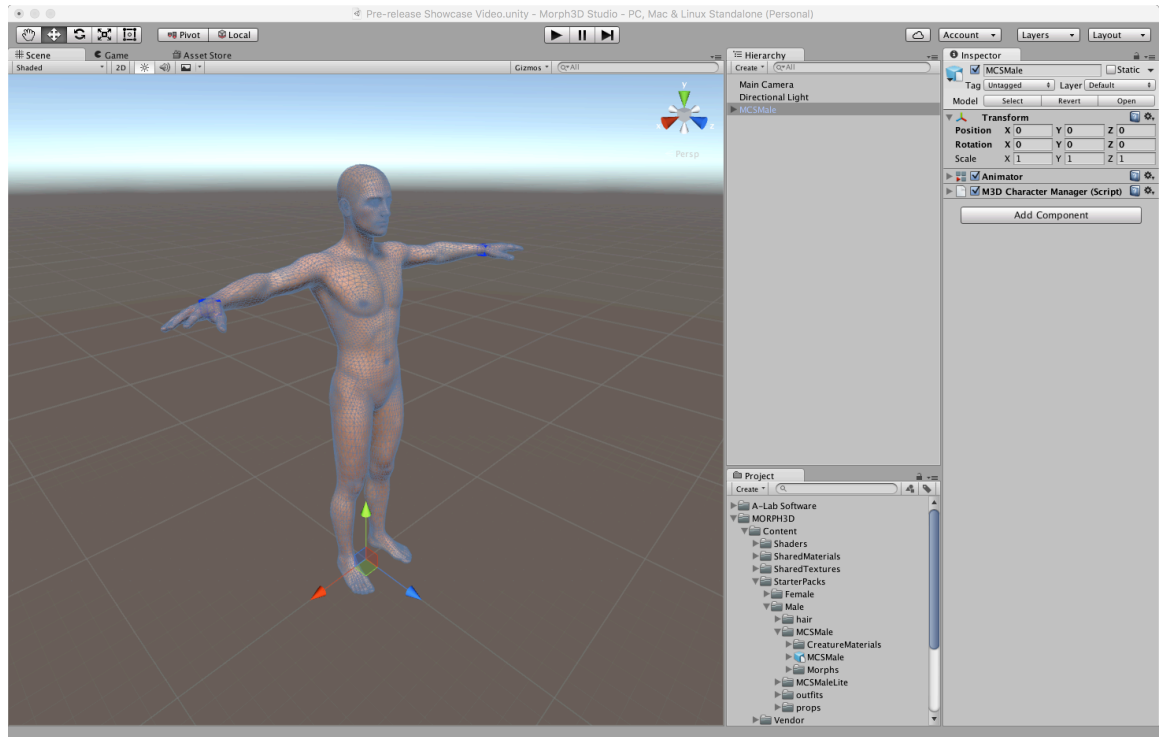

figure 1

3. Next select the **MCS Character GameObject** in the **Hierarchy** panel and click the **Window** menu and select **Morph 3D Studio**, and select **Add to MCS Character**.
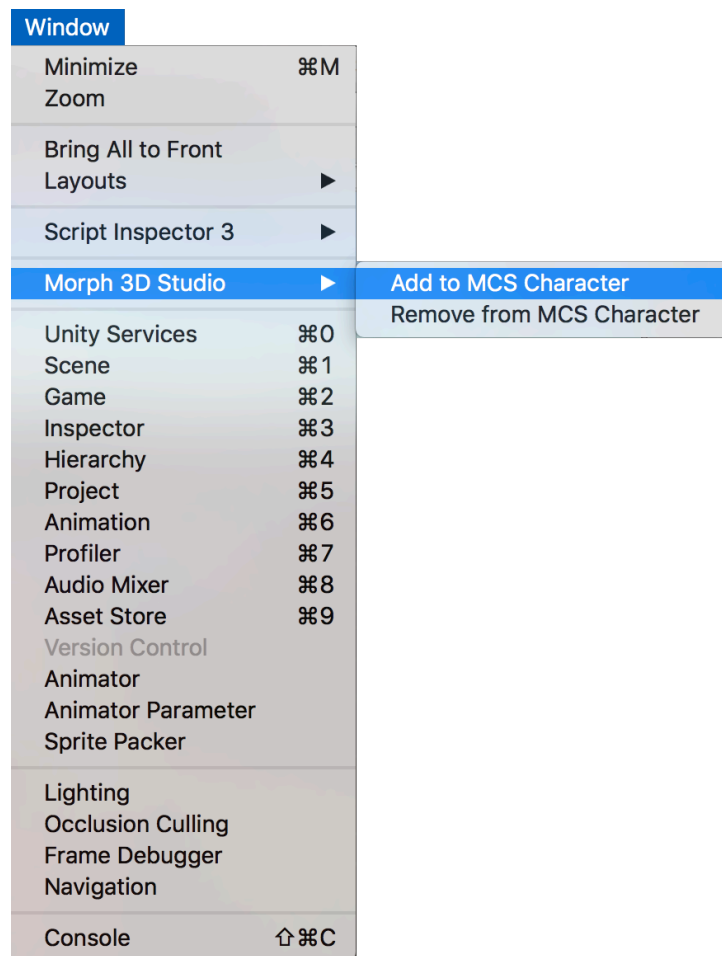
Window	
Minimize	⌘M
Zoom	
Bring All to Front	
Layouts	▶
Script Inspector 3	▶
Morph 3D Studio	▶
Unity Services	⌘0
Scene	⌘1
Game	⌘2
Inspector	⌘3
Hierarchy	⌘4
Project	⌘5
Animation	⌘6
Profiler	⌘7
Audio Mixer	⌘8
Asset Store	⌘9
Version Control	
Animator	
Animator Parameter	
Sprite Packer	
Lighting	
Occlusion Culling	
Frame Debugger	
Navigation	
Console	⇧⌘C

Morph 3D Studio submenu:
Add to MCS Character
Remove from MCS Character

figure 2

4. In the **Inspector**, you should see that the **Morph 3D Studio** script has been added to your **MCS character**.
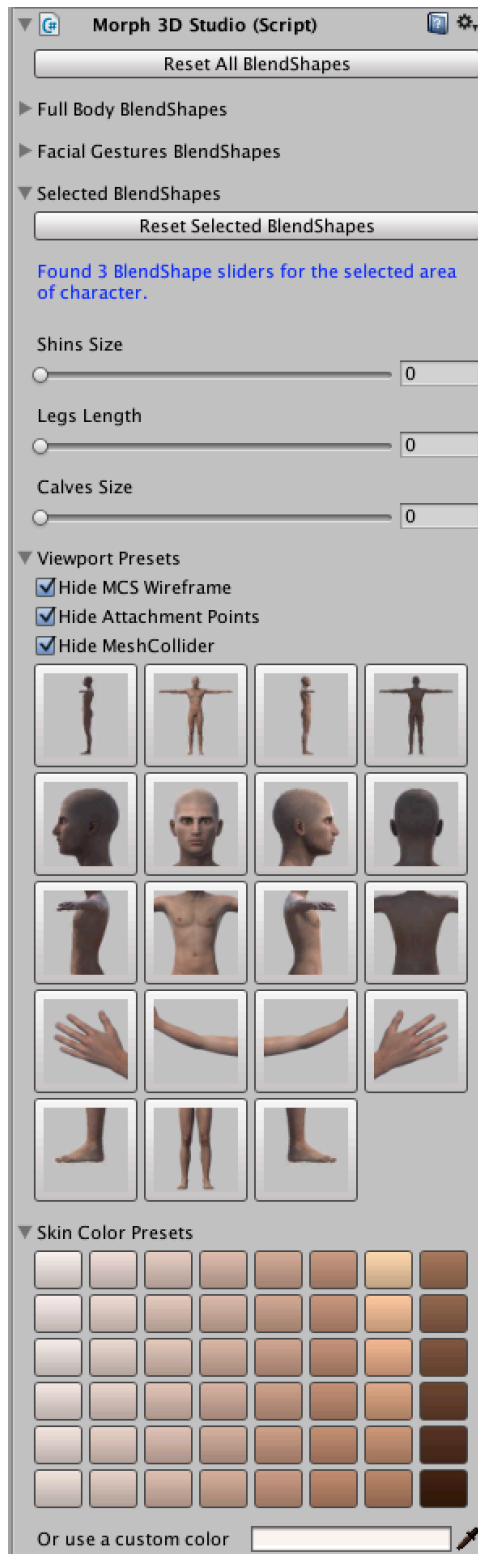

figure 3

How to Use Morph 3D Studio

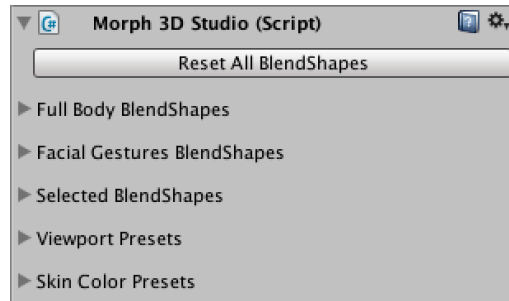Morph 3D Studio comprises of 5 foldout sections, as seen in the image below:

figure 4

Each foldout is covered in detail in the following sections.

Full Body BlendShapes

In the Full Body Blendshapes foldout you will find all the BlendShapes that affect the entire body. This is a great place to start when creating a new character, as it enables you to set the rough proportions, posture and age of your character.

There is also a Reset Fully Body BlendShapes button if you want to reset your character.
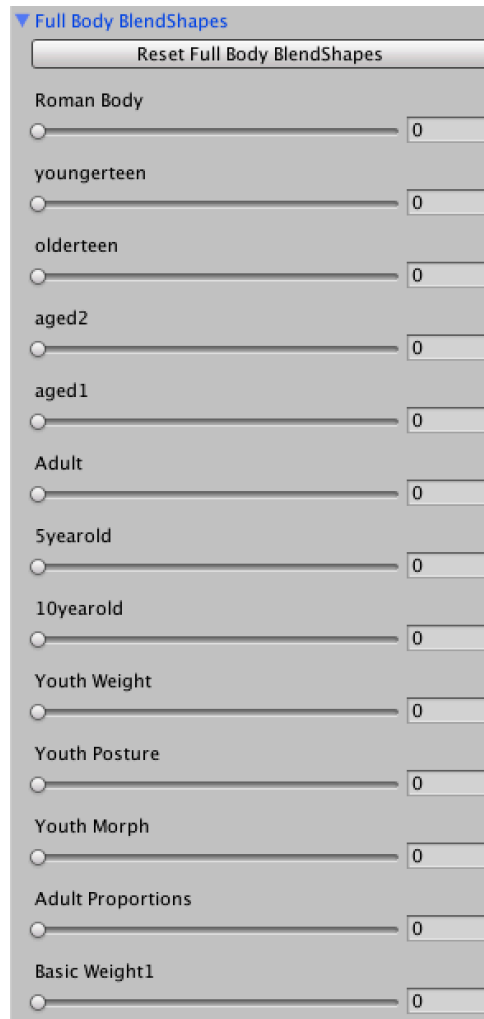

figure 5

Facial Gestures BlendShapes

In the Facial Gestures BlendShapes foldout you will find all the BlendShapes that affect only the face, and its gestures. This is great if you want to give your character a bit of character, you can very quickly give your character an expression or facial expression.

There is also a Reset Facial Gestures BlendShapes button if you want to reset your characters facial gestures.
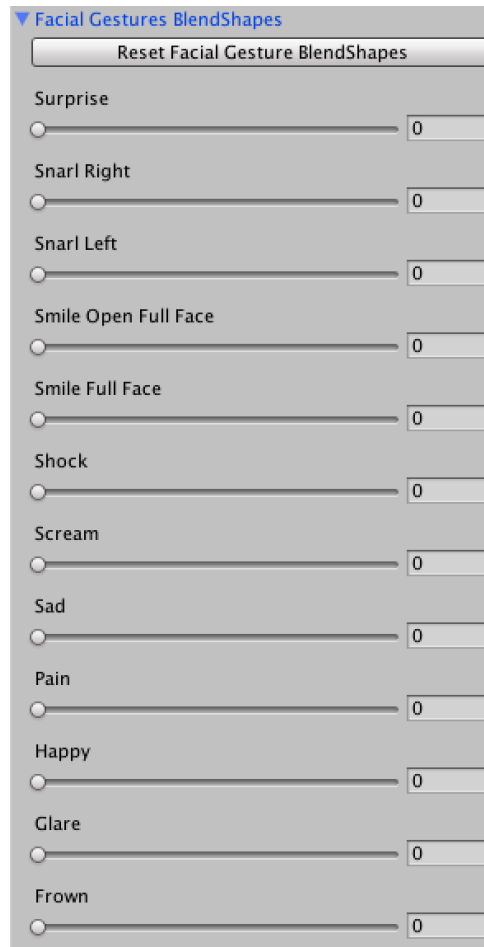

figure 6

Selected BlendShapes

This foldout is probably the most useful of all the Morph 3D Studio foldouts.

You can click any part of the MCS character model in the Scene view and be provided with only the BlendShape sliders for that area of the body in the Selected BlendShapes foldout.

This is extremely useful and speeds up character creation massively.

Just click anywhere on the Nose, Eyes, Ears, Cheeks, Forehead, Eyebrows, Mouth, Chin, Neck, Shoulders, Arms, Hands etc and access the required BlendShape sliders immediately!

Some areas of the character have more BlendShapes than others, so the number of BlendShapes is displayed for your convenience.

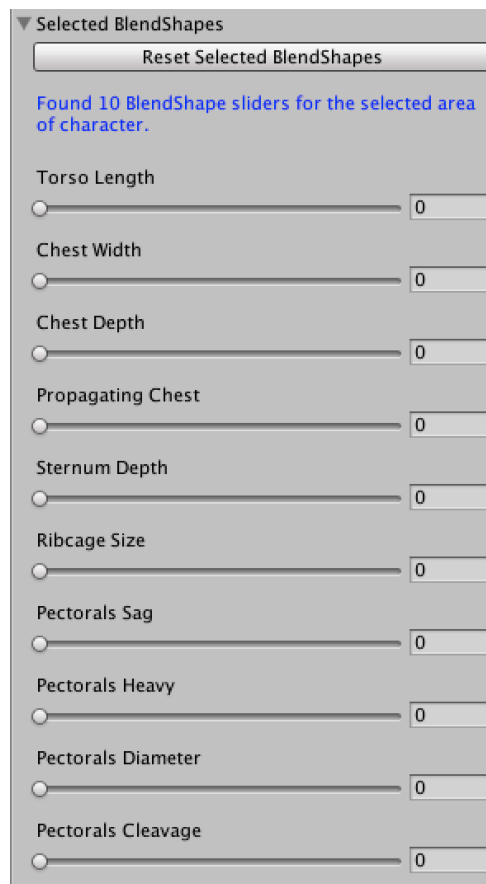There is also a Reset Selected BlendShapes button if you want to reset the selected BlendShapes if you wish.

figure 7

Viewport Presets

The Viewport Presets foldout puts the Studio in Morph 3D Studio; it enables you to take control of the Unity Editor Scene view, and features buttons and settings to streamline your Morph 3D character creation.
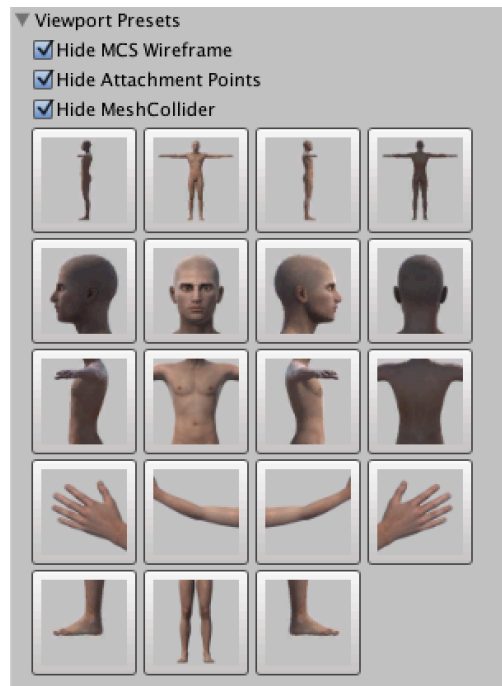

figure 8

The **Hide MCS Wireframe** checkbox enables and disables the default Unity wireframe displayed in the Scene view for the selected GameObject. This is so useful when modifying BlendShapes, as it enables you to see the affect of the BlendShape on the character much easier, especially for more subtle changes.

The **Hide Attachment Points** checkbox enables and disables the MCS Attachment Points, which are shown as blue squares. This is useful as the blue squares can be distracting when editing a character.

The **Hide MeshCollider** checkbox is used to enable and disable the MeshCollider added by Morph 3D Studio. By default MCS characters do not have any colliders attached, however Morph 3D Studio requires a MeshCollider for its operation.

Finally, the Viewport Presets foldout includes 19 buttons which when clicked change the Scene view position to focus and look at the respective part of the body. This is a must have feature when creating MCS characters with Morph 3D Studio.

Skin Color Presets

The final foldout is the Skin Color Presets foldout, it is simply a selection of colored buttons that when clicked change the Skin Color of the MCS character.

figure 9

There is also a standard Unity color picker for creating completely custom skin colors.