
Shenya Files Overview

miica

Aug 31, 2021

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Welcome to the Files Overview of character Shenya, she's a character model designed by [Rabbit Heart](#).



CHARACTERITIC

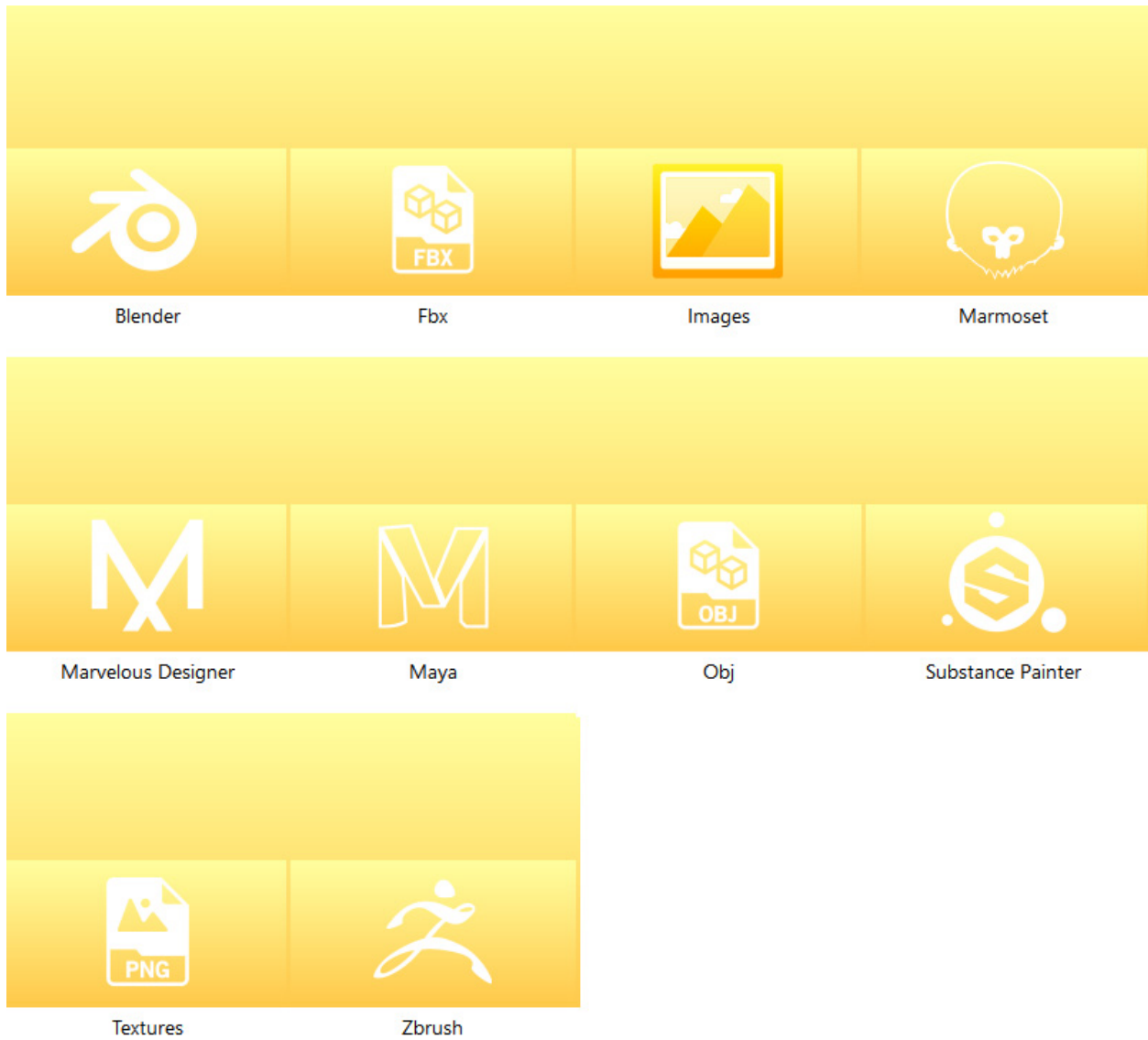
- Female
- Stylized
- Fantasy Clothing
- Age 20+
- Tall (183cm in Maya File)
- Pointy Ears

DISTRIBUTIONS

[Gumroad](#) | [Artstation](#) | [CGTrader](#) | [Turbosquid](#)

2.1 File Full List

(generated on 31 August 2021)



- workspace.mel (281.0 B)
- **Blender**
 - Hair Texture Bake.blend (2.19 MB)
 - Shenya Hairs.blend (42.45 MB)
 - Shenya Pose - Sitting on Stairs.blend (152.6 MB)
 - Shenya Pose - Sketchfab.blend (19.35 MB)
 - Shenya Poses.blend (53.56 MB)
 - **textures**
 - * Gypsum 1.jpg (4.5 MB)
 - * Horizontal Gradient Mask 2.jpg (677.75 KB)
 - * Real 17.jpg (6.97 MB)

- * vulture_hide_4k.hdr (24.34 MB)

- **Fbx**

- Shenya-skeleton.fbx (13.5 MB)
- Shenya.fbx (4.36 MB)

- **Images**

- shenya-sketchfab-pose-middle-shot.png (1.73 MB)
- shenya-lantern-marmoset-fullbody.png (2.29 MB)
- shenya-lantern-marmoset-middle-shot-002.png (6.64 MB)
- shenya-lantern-marmoset-middle-shot-003.png (4.12 MB)
- shenya-lantern-marmoset-middle-shot.png (6.02 MB)
- shenya-marketplace-thumbnail-cover.png (2.11 MB)
- shenya-stairs-blender-face-closeup.png (5.94 MB)
- shenya-stairs-blender-main.png (5.94 MB)
- shenya-stairs-blender-second.png (5.94 MB)
- shenya-stairs-marmoset-001.png (2.96 MB)
- shenya-stairs-marmoset-002.png (2.41 MB)
- shenya-stairs-marmoset-003.png (3.06 MB)
- shenya-stairs-marmoset-closeup.png (2.86 MB)

- **Marmoset**

- **hdr**

- * **Ninomaru Teien**

- link.txt (54.0 B)
 - ninomaru_teien_2k.hdr (7.06 MB)
 - ninomaru_teien_preview.jpg (397.3 KB)
 - ninomaru_teien_spheres_preview.jpg (34.89 KB)

- **materials**

- * accessories.tbmat (1.19 KB)
 - * body.1001.tbmat (2.01 KB)
 - * body.1002.tbmat (1.55 KB)
 - * body.1003.tbmat (1.56 KB)
 - * body.1004.tbmat (1.56 KB)
 - * bottom.tbmat (1.54 KB)
 - * corneas.tbmat (1.45 KB)
 - * eyebrows-eyelashes.tbmat (1.24 KB)
 - * eyebrows.tbmat (2.47 KB)
 - * eyelashes.tbmat (2.46 KB)

- * eyes.tbmat (2.11 KB)
- * hairs.tbmat (2.49 KB)
- * lantern.tbmat (1.21 KB)
- * leggings.tbmat (1.2 KB)
- * shoes.tbmat (1.17 KB)
- * teeth.tbmat (1.22 KB)
- * top.tbmat (1.53 KB)
- * underwear.tbmat (807.0 B)
- **meshes**
 - * apple-decimated.fbx (55.59 KB)
 - * lantern.fbx (155.92 KB)
 - * shenya-holding-lantern.fbx (4.61 MB)
 - * shenya-sitting-on-stairs.fbx (5.41 MB)
 - * shenya-sketchfab.fbx (4.36 MB)
 - * Shenya.fbx (4.57 MB)
 - * stairs-decimated.fbx (81.19 KB)
- Holding Lantern.tbscene (32.7 MB)
- Shenya (Marmoset-3).tbscene (10.95 MB)
- Sitting on Stairs.tbscene (34.64 MB)
- Stand Poses.tbscene (43.18 MB)
- **Marvelous Designer**
 - Shenya Clothes.png (108.16 KB)
 - Shenya Clothes.Zprj (16.69 MB)
- **Maya**
 - **cache**
 - * stairs_pose.xml (19.91 KB)
 - * stairs_poseFrame1.mcx (45.98 KB)
 - * stairs_poseFrame10.mcx (45.98 KB)
 - * stairs_poseFrame11.mcx (45.98 KB)
 - * stairs_poseFrame12.mcx (45.98 KB)
 - * ... truncated ...
 - * stairs_poseFrame8.mcx (45.98 KB)
 - * stairs_poseFrame80.mcx (45.98 KB)
 - * stairs_poseFrame9.mcx (45.98 KB)
 - cloth-setup.ma (7.34 MB)
 - Lantern.ma (1.14 MB)

- lightings-A.ma (10.67 KB)
- mgear-guide.ma (2.03 MB)
- Pose - Holding Lantern.ma (111.37 MB)
- Pose - Marketplace Cover.ma (1.97 MB)
- Pose - Sitting on Stairs.ma (63.67 MB)
- Pose - Sketchfab.ma (47.66 MB)
- Shenya Rig (Cloth Setup).ma (104.27 MB)
- Shenya Rig.ma (96.94 MB)
- **rig-build**
 - * **data**
 - **eyes**
 - eyes.eyes (1.1 KB)
 - **lips**
 - lips.lips (1.18 KB)
 - **ngskin**
 - body-ngskin-02.json (29.96 MB)
 - body-ngskin.json (21.85 MB)
 - bottom-skin-proxy-ngskin.json (1.61 MB)
 - hairs-proxy-ngskin.json (3.62 MB)
 - skirt-proxy-ngskin.json (439.76 KB)
 - tops-ngskin.json (2.41 MB)
 - **shapes**
 - body.mel (25.37 KB)
 - body_shapes.mb (91.4 MB)
 - body_shapes_data.mb (23.16 KB)
 - leggings.mel (7.49 KB)
 - leggings_shapes.ma (1.33 MB)
 - leggings_shapes_data.ma (11.41 KB)
 - tops.mel (6.16 KB)
 - tops_shapes.ma (1.2 MB)
 - tops_shapes_data.ma (11.04 KB)
 - **skin**
 - accessories.jSkin (94.35 KB)
 - body.jSkin (1.79 MB)
 - body.scw (1.62 MB)
 - bottoms.jSkin (2.49 MB)

- corneas.jSkin (13.92 KB)
- eyebrows.jSkin (857.81 KB)
- eyelashes.jSkin (806.56 KB)
- eyelashes.scw (852.8 KB)
- eyes.jSkin (21.17 KB)
- hairs.jSkin (1.57 MB)
- hairs.scw (2.01 MB)
- hairs_proxy.jSkin (680.42 KB)
- leggings.jSkin (315.04 KB)
- shoes.jSkin (184.17 KB)
- skins.gSkinPack (481.0 B)
- teeths_tongue.jSkin (55.61 KB)
- tops.jSkin (630.69 KB)
- underwear.jSkin (42.07 KB)

- * scripts**

- mgear-custom-steps.sublime-project (4.0 B)
 - mgear-custom-steps.sublime-workspace (23.83 KB)
 - **post**
 - change_parent.py (2.52 KB)
 - gimmick_blended_joints.py (2.55 KB)
 - import_rbf.py (1.09 KB)
 - import_shapes.py (2.24 KB)
 - import_skinPack.py (3.32 KB)
 - scene_cleanup.py (1.32 KB)
 - setup_controllers.py (7.75 KB)
 - **pre**
 - scene_cleanup.py (1.07 KB)

- scripts**

- * maya.env (88.0 B)
 - * setup-mgear-shifter-path.py (113.0 B)
 - * Shenya Setup nCloth.py (1.52 KB)

- Obj**

- Shenya.mtl (2.34 KB)
 - Shenya.obj (18.84 MB)

- Substance Painter**

- Lantern.spp (138.48 MB)

- Shenya.spp (535.46 MB)

- **Textures**

- accessories-diffuse.png (1.27 MB)
- accessories-glossiness.png (433.39 KB)
- accessories-normal.png (194.58 KB)
- accessories-specular.png (231.51 KB)
- body-diffuse.1001.png (2.72 MB)
- body-diffuse.1002.png (2.22 MB)
- body-diffuse.1003.png (2.52 MB)
- body-diffuse.1004.png (2.85 MB)
- body-glossiness.1001.png (1.55 MB)
- body-glossiness.1002.png (1.14 MB)
- body-glossiness.1003.png (1.35 MB)
- body-glossiness.1004.png (1.39 MB)
- body-normal.1001.png (4.1 MB)
- body-normal.1002.png (2.84 MB)
- body-normal.1003.png (3.51 MB)
- body-normal.1004.png (3.33 MB)
- body-specular.1001.png (16.51 KB)
- body-specular.1002.png (16.51 KB)
- body-specular.1003.png (16.51 KB)
- body-specular.1004.png (16.51 KB)
- bottom-diffuse.png (16.02 MB)
- bottom-glossiness.png (713.29 KB)
- bottom-normal.png (4.11 MB)
- bottom-specular.png (431.22 KB)
- corneas-normal.png (3.02 MB)
- eyes-diffuse-maya-preview.png (3.02 MB)
- eyes-diffuse.png (3.02 MB)
- eyes-diffuse.psd (4.31 MB)
- eyes-height.png (3.02 MB)
- eyes-normal.png (3.02 MB)
- eyes-shadows-maya-preview.png (4.02 MB)
- eyes-shadows-maya-preview.psd (5.0 MB)
- eyes-shadows.png (4.02 MB)
- eyes-shadows.psd (3.19 MB)

- eyes-spec.png (3.02 MB)
- **Hair**
 - * hair_diffuse.psd (75.17 MB)
 - * hair_id.png (2.86 MB)
 - * hair_opacity.psd (57.27 MB)
- hair_ao.png (3.07 MB)
- hair_depth.png (2.31 MB)
- hair_diffuse.png (2.19 MB)
- hair_flow.png (2.71 MB)
- hair_normal.png (4.94 MB)
- hair_opacity.png (2.03 MB)
- **Lantern**
 - * lantern-diffuse.png (5.67 MB)
 - * lantern-glossiness.png (1.75 MB)
 - * lantern-normal.png (6.12 MB)
 - * lantern-specular.png (423.24 KB)
- leggings-diffuse.png (3.49 MB)
- leggings-glossiness.png (781.67 KB)
- leggings-normal.png (5.5 MB)
- leggings-specular.png (420.69 KB)
- shoes-diffuse.png (2.88 MB)
- shoes-glossiness.png (1.24 MB)
- shoes-normal.png (3.33 MB)
- shoes-specular.png (625.89 KB)
- **Sketchfab**
 - * bottom-diffuse.jpg (184.63 KB)
 - * bottom-specular.jpg (94.18 KB)
 - * hair_diffuse_white.jpg (250.84 KB)
 - * top-diffuse.jpg (206.64 KB)
 - * top-specular.jpg (190.08 KB)
- teeths-tongue-diffuse.png (857.07 KB)
- teeths-tongue-glossiness.png (97.0 KB)
- teeths-tongue-normal.png (2.88 MB)
- teeths-tongue-specular.png (93.93 KB)
- top-diffuse.png (1.3 MB)
- top-glossiness.png (600.67 KB)

- top-golden-mask.png (287.87 KB)
- top-normal.png (4.47 MB)
- top-specular.png (933.62 KB)
- **Zbrush**
 - **materials**
 - * dw_basic.ZMT (159.95 KB)
 - * dw_basic_spec.ZMT (160.43 KB)
 - * Pablander_QuadSkin.ZMT (16.05 KB)
 - Shenya.ztl (641.98 MB)

2.2 Textures and UV

File List in Textures Folder

- **Textures**
 - accessories-diffuse.png (1.27 MB)
 - accessories-glossiness.png (433.39 KB)
 - accessories-normal.png (194.58 KB)
 - accessories-specular.png (231.51 KB)
 - body-diffuse.1001.png (2.72 MB)
 - body-diffuse.1002.png (2.22 MB)
 - body-diffuse.1003.png (2.52 MB)
 - body-diffuse.1004.png (2.85 MB)
 - body-glossiness.1001.png (1.55 MB)
 - body-glossiness.1002.png (1.14 MB)
 - body-glossiness.1003.png (1.35 MB)
 - body-glossiness.1004.png (1.39 MB)
 - body-normal.1001.png (4.1 MB)
 - body-normal.1002.png (2.84 MB)
 - body-normal.1003.png (3.51 MB)
 - body-normal.1004.png (3.33 MB)
 - body-specular.1001.png (16.51 KB)
 - body-specular.1002.png (16.51 KB)
 - body-specular.1003.png (16.51 KB)
 - body-specular.1004.png (16.51 KB)
 - bottom-diffuse.png (16.02 MB)
 - bottom-glossiness.png (713.29 KB)

- bottom-normal.png (4.11 MB)
- bottom-specular.png (431.22 KB)
- corneas-normal.png (3.02 MB)
- eyes-diffuse-maya-preview.png (3.02 MB)
- eyes-diffuse.png (3.02 MB)
- eyes-diffuse.psd (4.31 MB)
- eyes-height.png (3.02 MB)
- eyes-normal.png (3.02 MB)
- eyes-shadows-maya-preview.png (4.02 MB)
- eyes-shadows-maya-preview.psd (5.0 MB)
- eyes-shadows.png (4.02 MB)
- eyes-shadows.psd (3.19 MB)
- eyes-spec.png (3.02 MB)
- hair_ao.png (3.07 MB)
- hair_depth.png (2.31 MB)
- hair_diffuse.png (2.19 MB)
- hair_flow.png (2.71 MB)
- hair_normal.png (4.94 MB)
- hair_opacity.png (2.03 MB)
- leggings-diffuse.png (3.49 MB)
- leggings-glossiness.png (781.67 KB)
- leggings-normal.png (5.5 MB)
- leggings-specular.png (420.69 KB)
- shoes-diffuse.png (2.88 MB)
- shoes-glossiness.png (1.24 MB)
- shoes-normal.png (3.33 MB)
- shoes-specular.png (625.89 KB)
- teeths-tongue-diffuse.png (857.07 KB)
- teeths-tongue-glossiness.png (97.0 KB)
- teeths-tongue-normal.png (2.88 MB)
- teeths-tongue-specular.png (93.93 KB)
- top-diffuse.png (1.3 MB)
- top-glossiness.png (600.67 KB)
- top-golden-mask.png (287.87 KB)
- top-normal.png (4.47 MB)
- top-specular.png (933.62 KB)

– Sketchfab

- * bottom-diffuse.jpg (184.63 KB)
- * bottom-specular.jpg (94.18 KB)
- * hair_diffuse_white.jpg (250.84 KB)
- * top-diffuse.jpg (206.64 KB)
- * top-specular.jpg (190.08 KB)

– Hair

- * hair_diffuse.psd (75.17 MB)
- * hair_id.png (2.86 MB)
- * hair_opacity.psd (57.27 MB)

– Lantern

- * lantern-diffuse.png (5.67 MB)
 - * lantern-glossiness.png (1.75 MB)
 - * lantern-normal.png (6.12 MB)
 - * lantern-specular.png (423.24 KB)
-

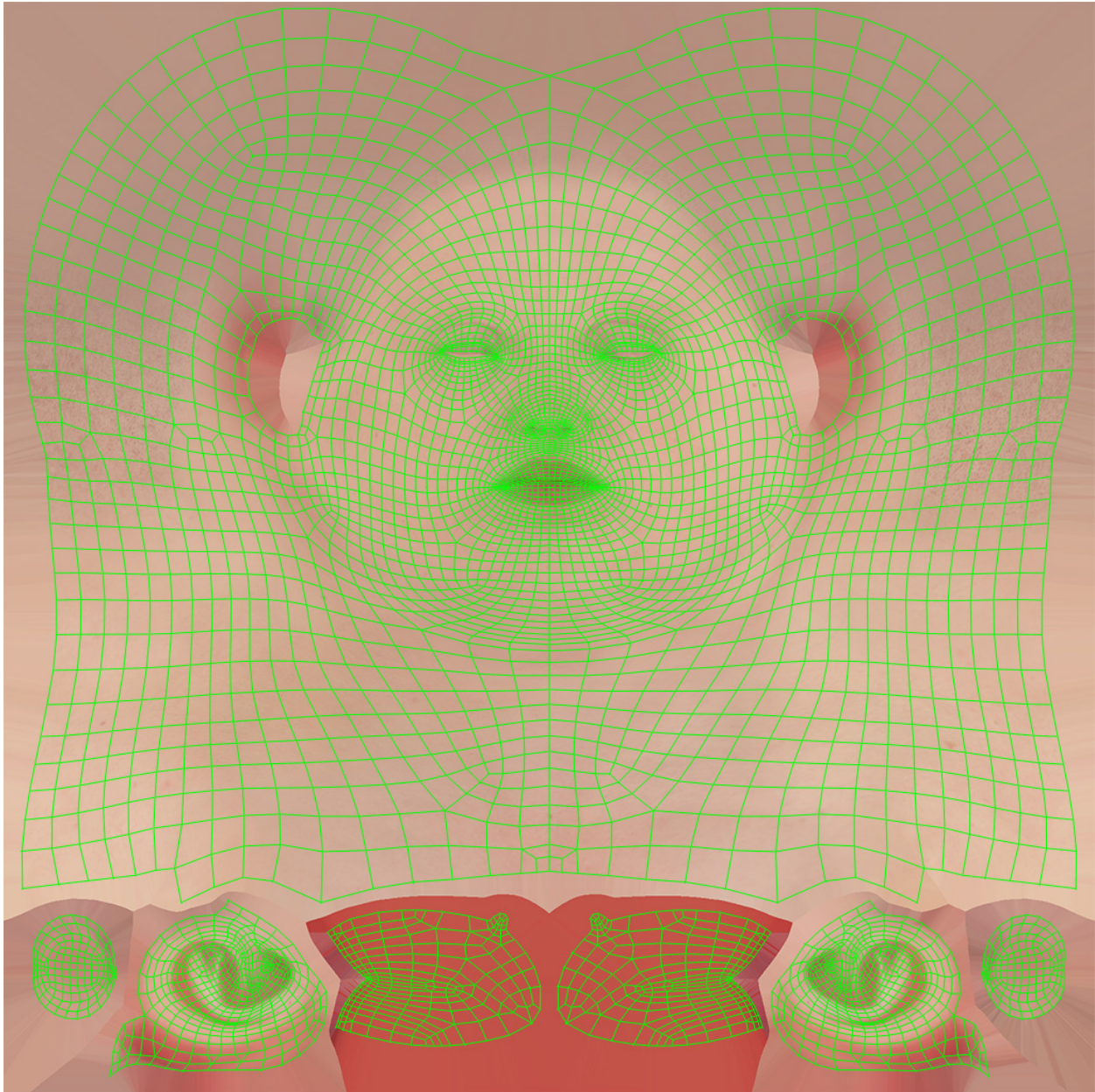
Shenya Files Overview

Parts	N	D	S	G	Size	PSD	SP	Re- marks
acces- sories	.	.	.	.	2048		.	
body	.	.	.	.	2048		.	4 udims, 4 textures for each diffuse, normal, specu- lar and glossines
top	.	.	.	.	2048		.	
bottom	.	.	.	.	2048		.	
leggings	.	.	.	.	2048		.	
shoes	.	.	.	.	2048		.	
eyes		.	.		1024	.		
eyes- shadows		.			1024	.		tex- ture for cornea
eyes- shadows- maya- preview		.			1024	.		same as eyes- shadows but darker for viewing in Maya viewport
teeths- tongue	.	.	.	.	2048			
hairs	.	.			2048			textures are ren- dered from Blender
lantern	.	.	.	.	2048		.	

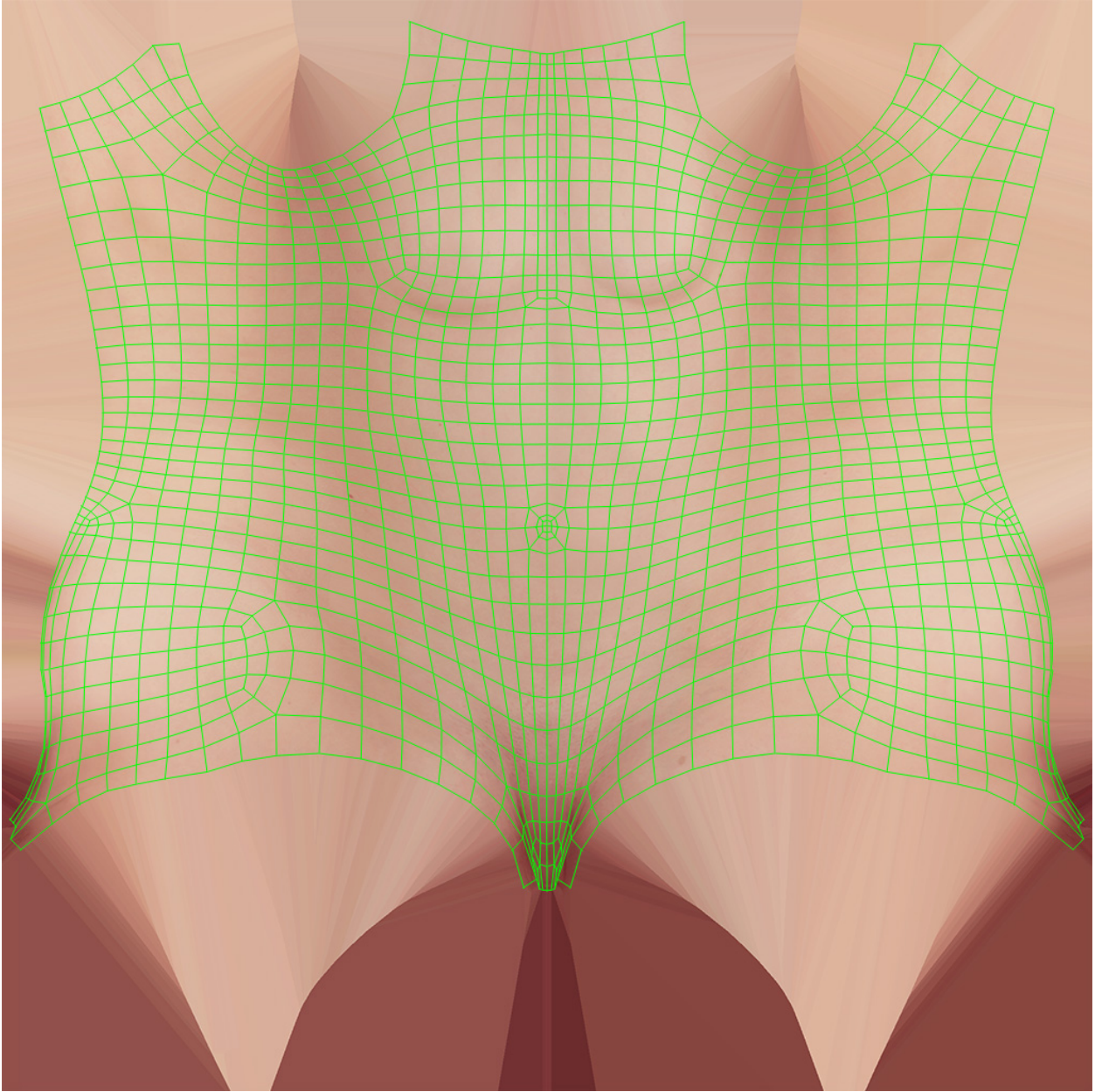
N = Normal D = Diffuse S = Specular G = Glossiness PSD = Photoshop SP = Substance Painter

2.2.1 UVs Preview

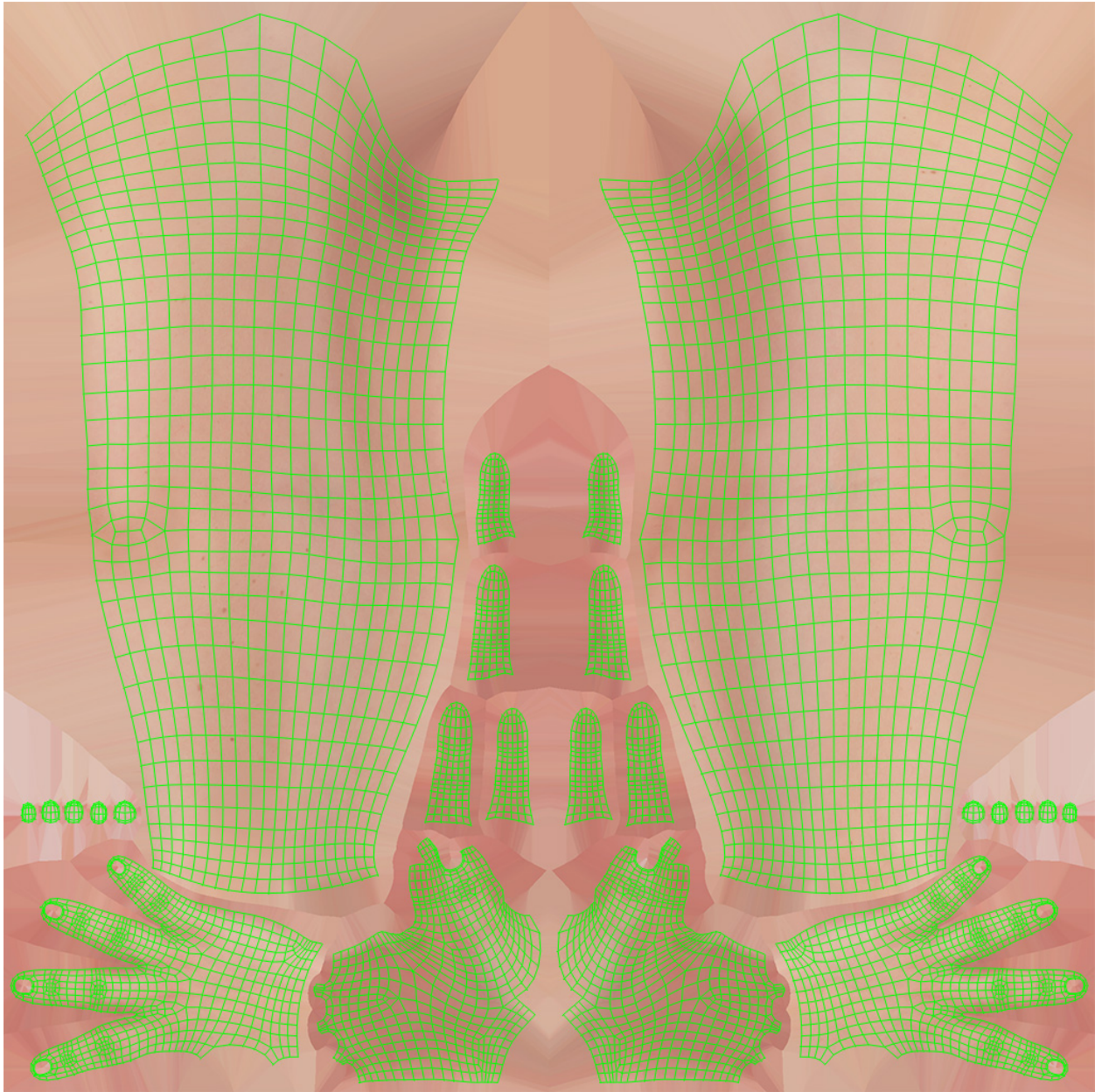
body-diffuse.1001.png



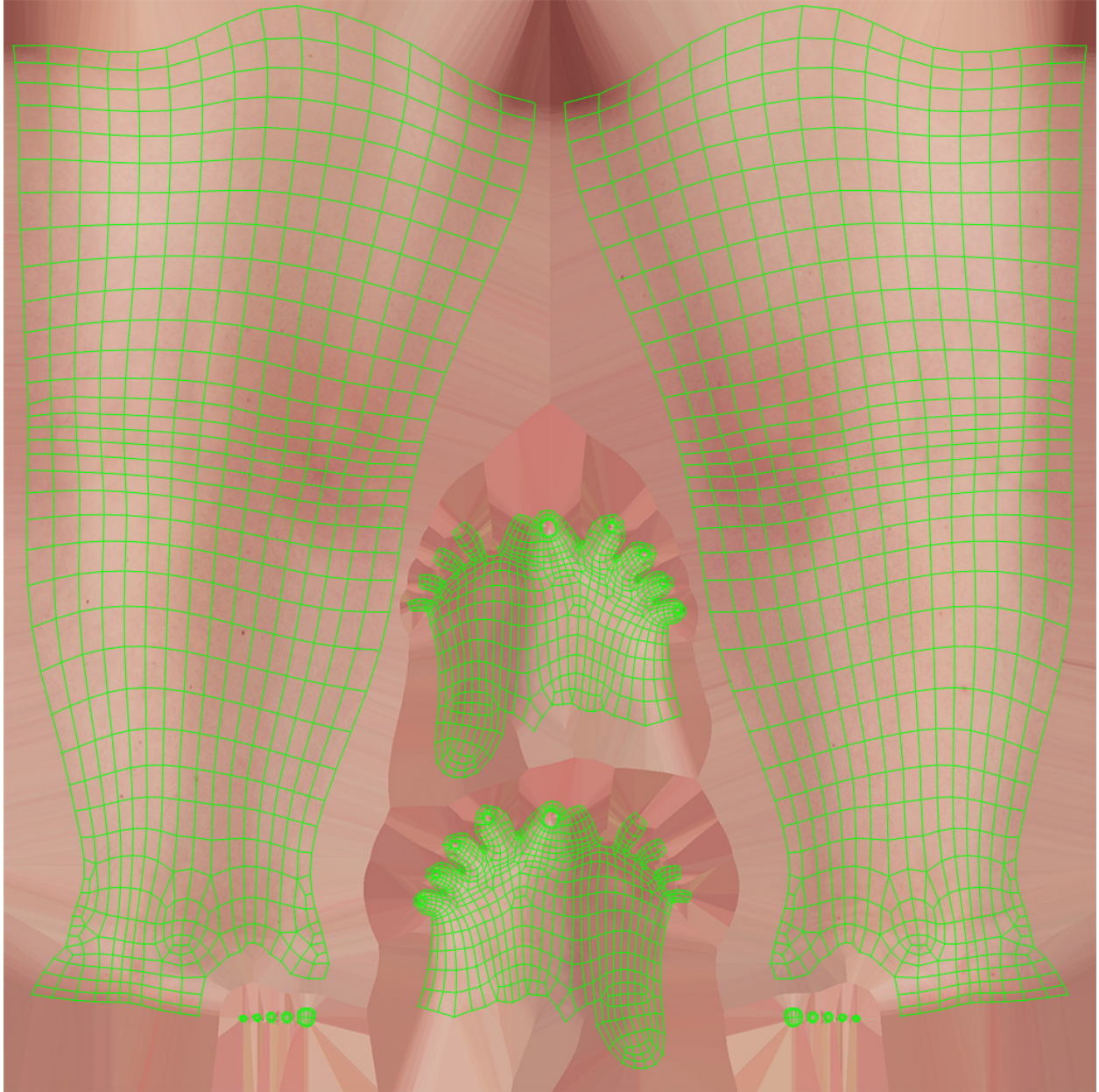
body-diffuse.1002.png



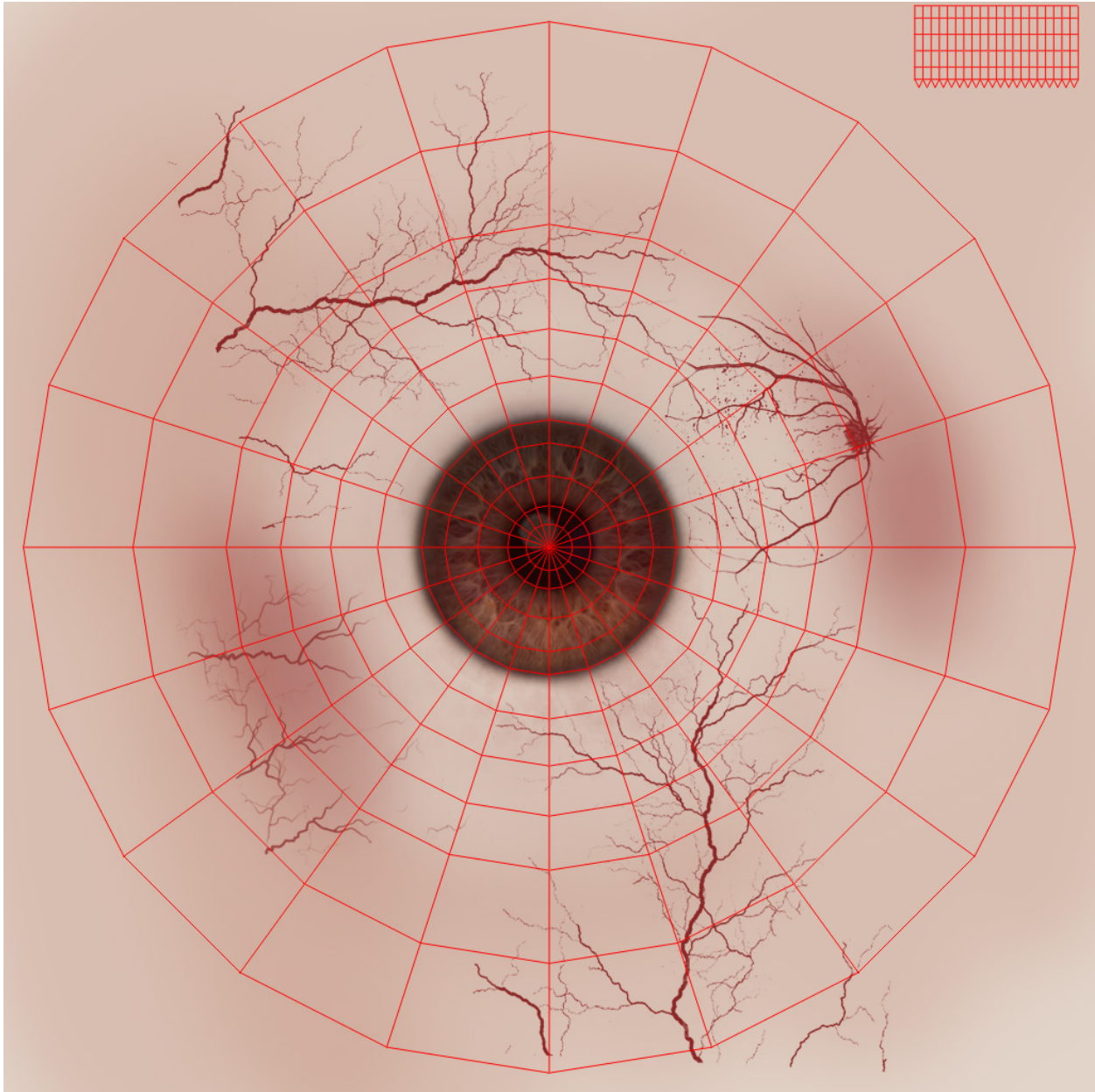
body-diffuse.1003.png



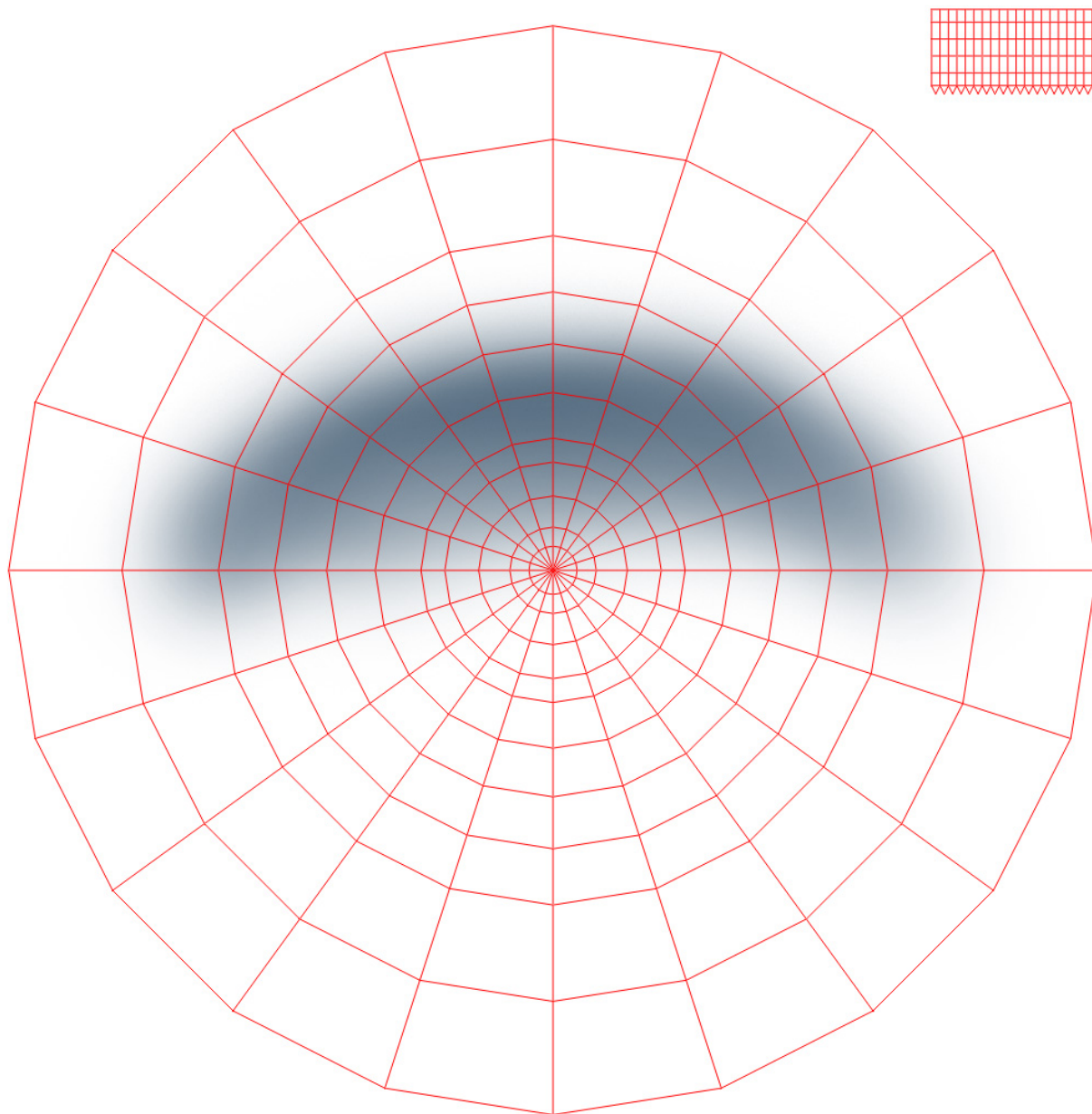
body-diffuse.1004.png



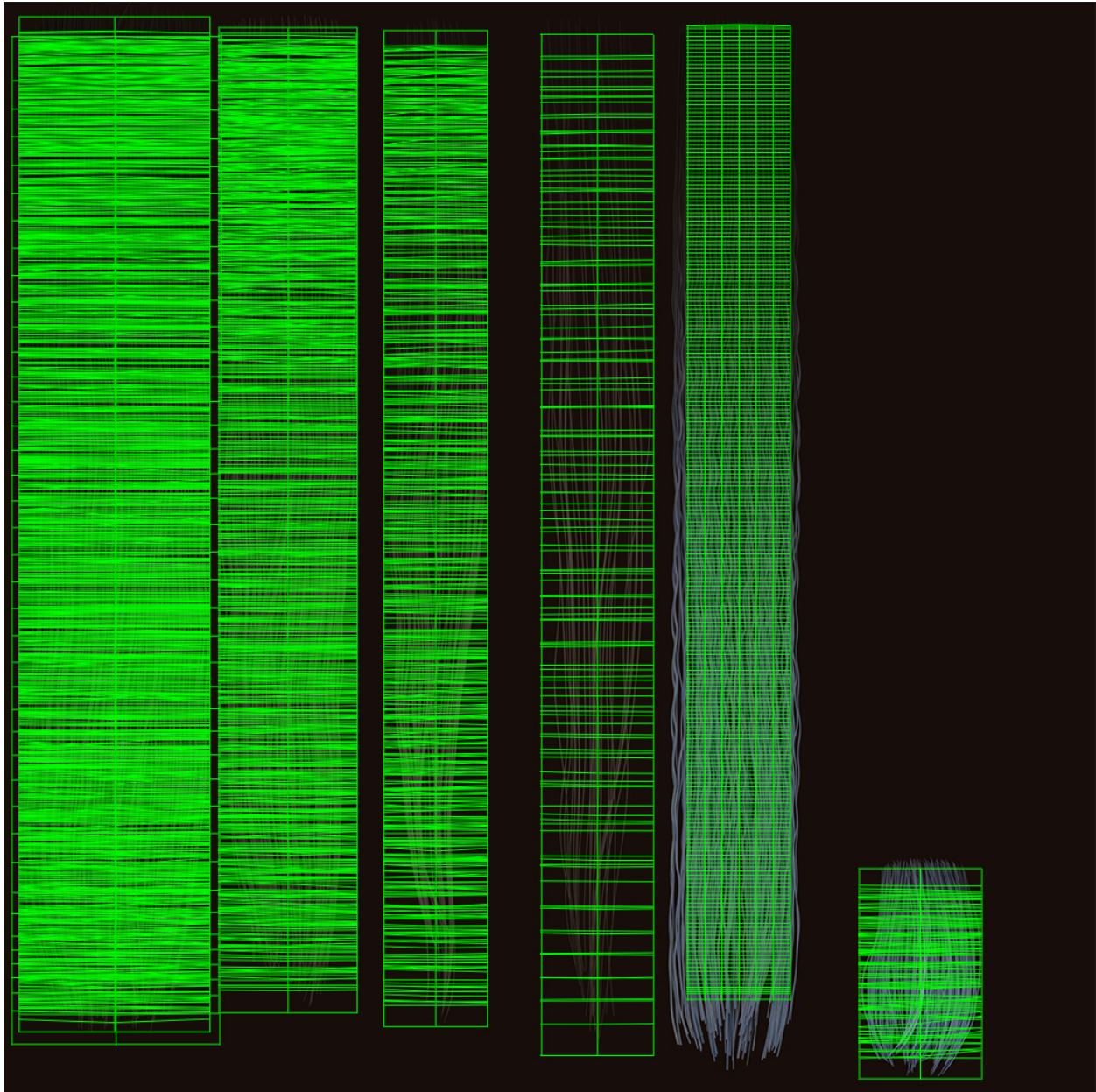
eyes-diffuse.png



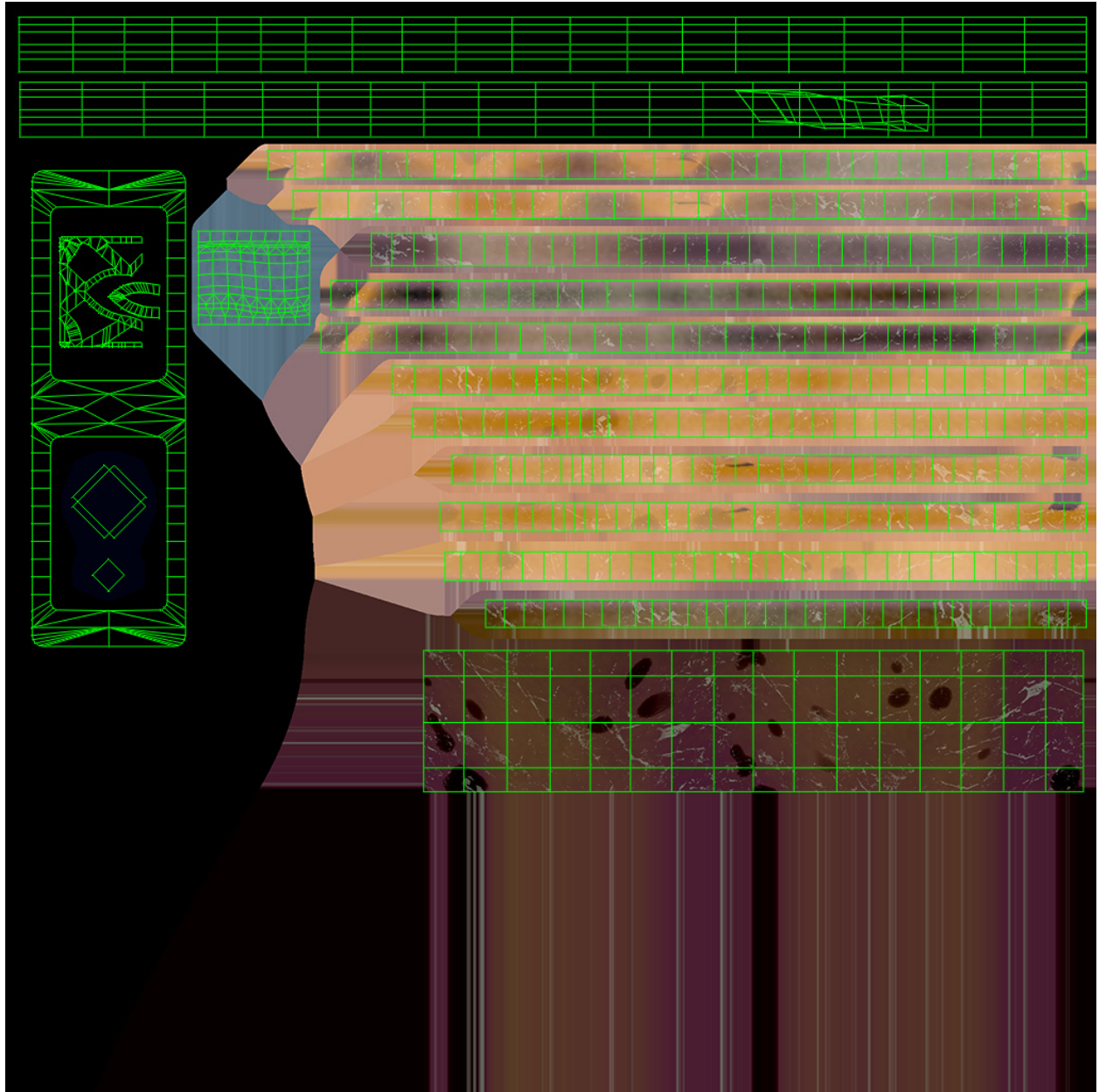
eyes-shadows.png



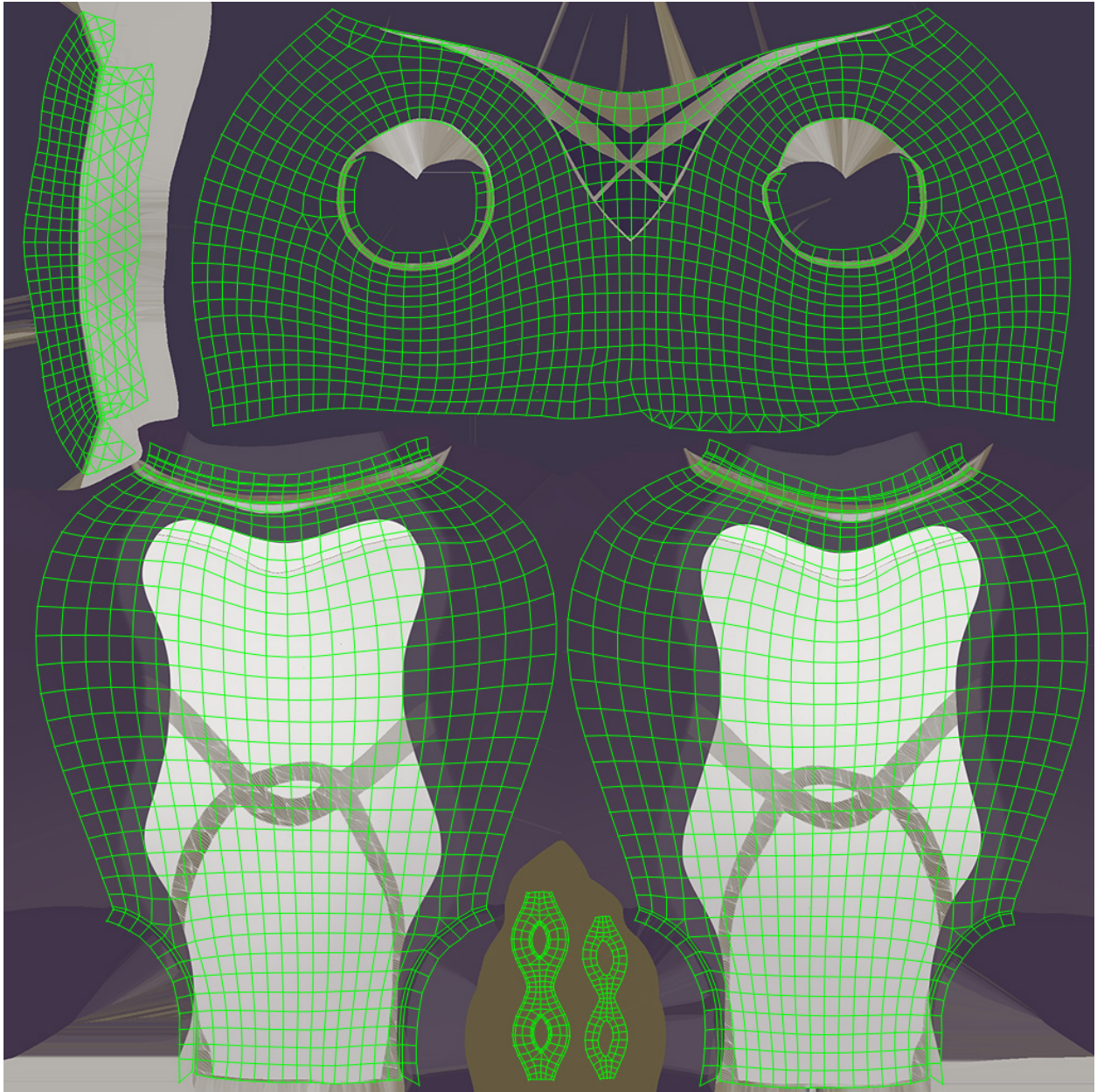
hair_diffuse.png



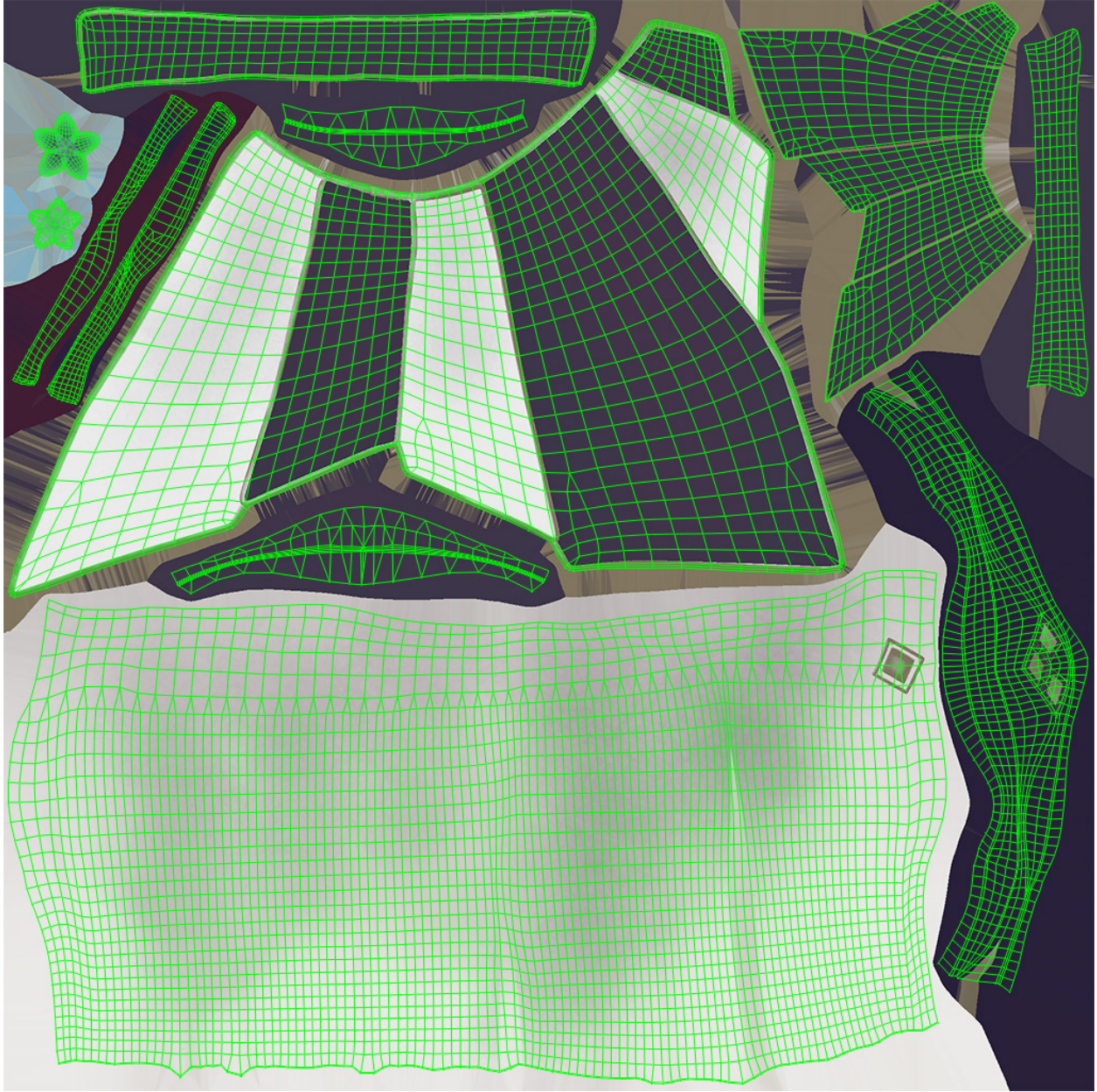
accessories-diffuse.png



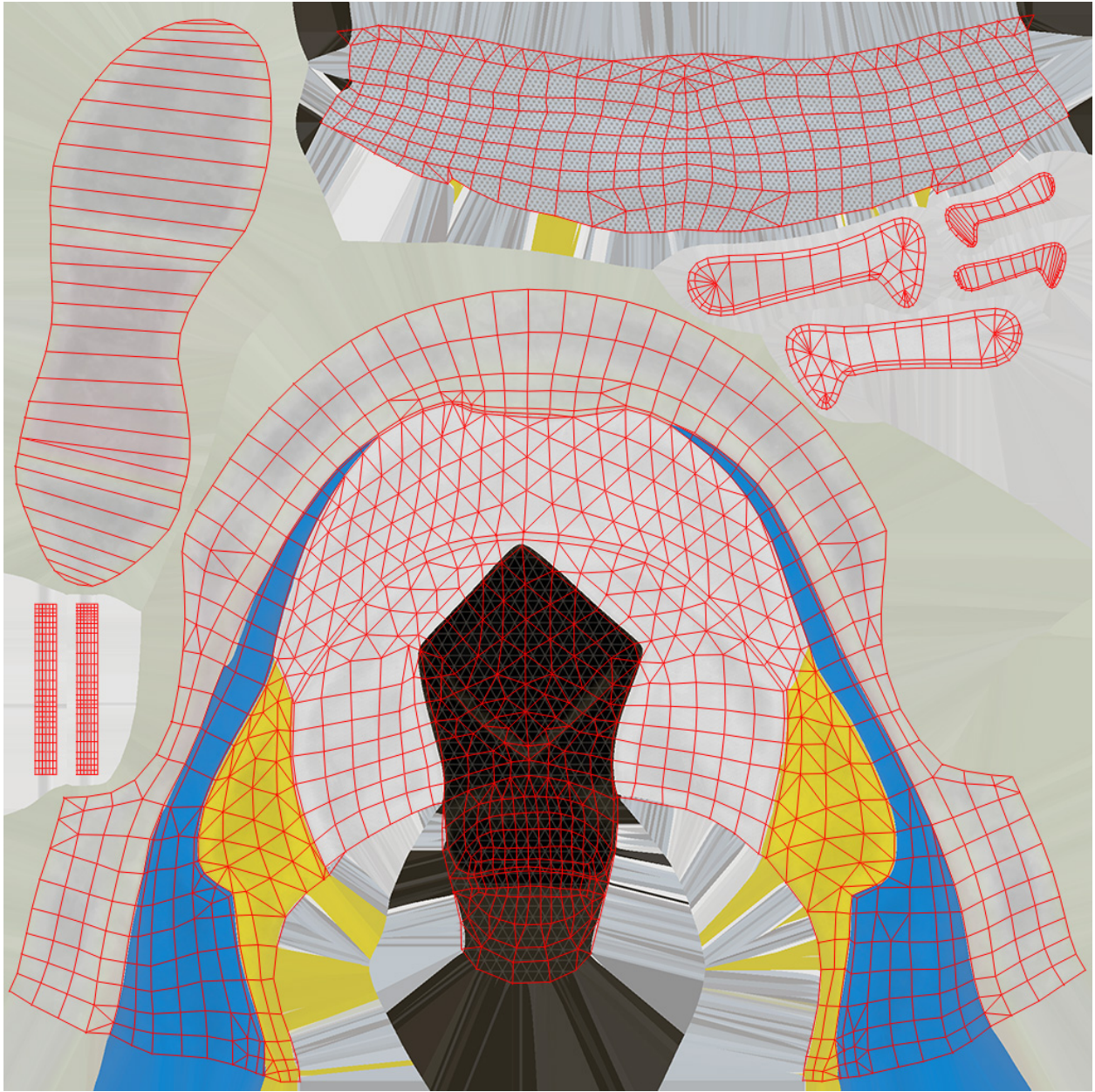
top-diffuse.png



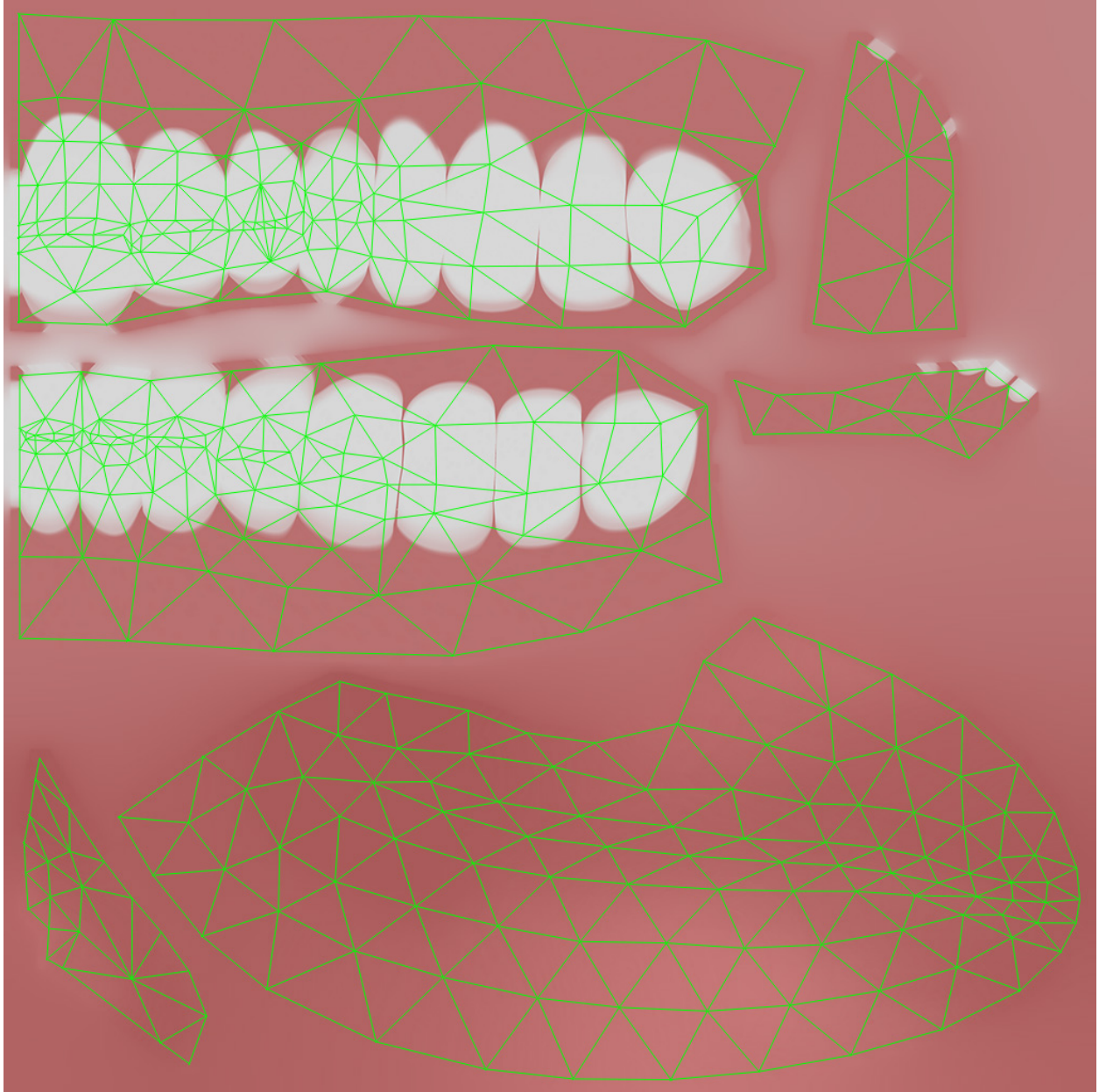
bottom-diffuse.png



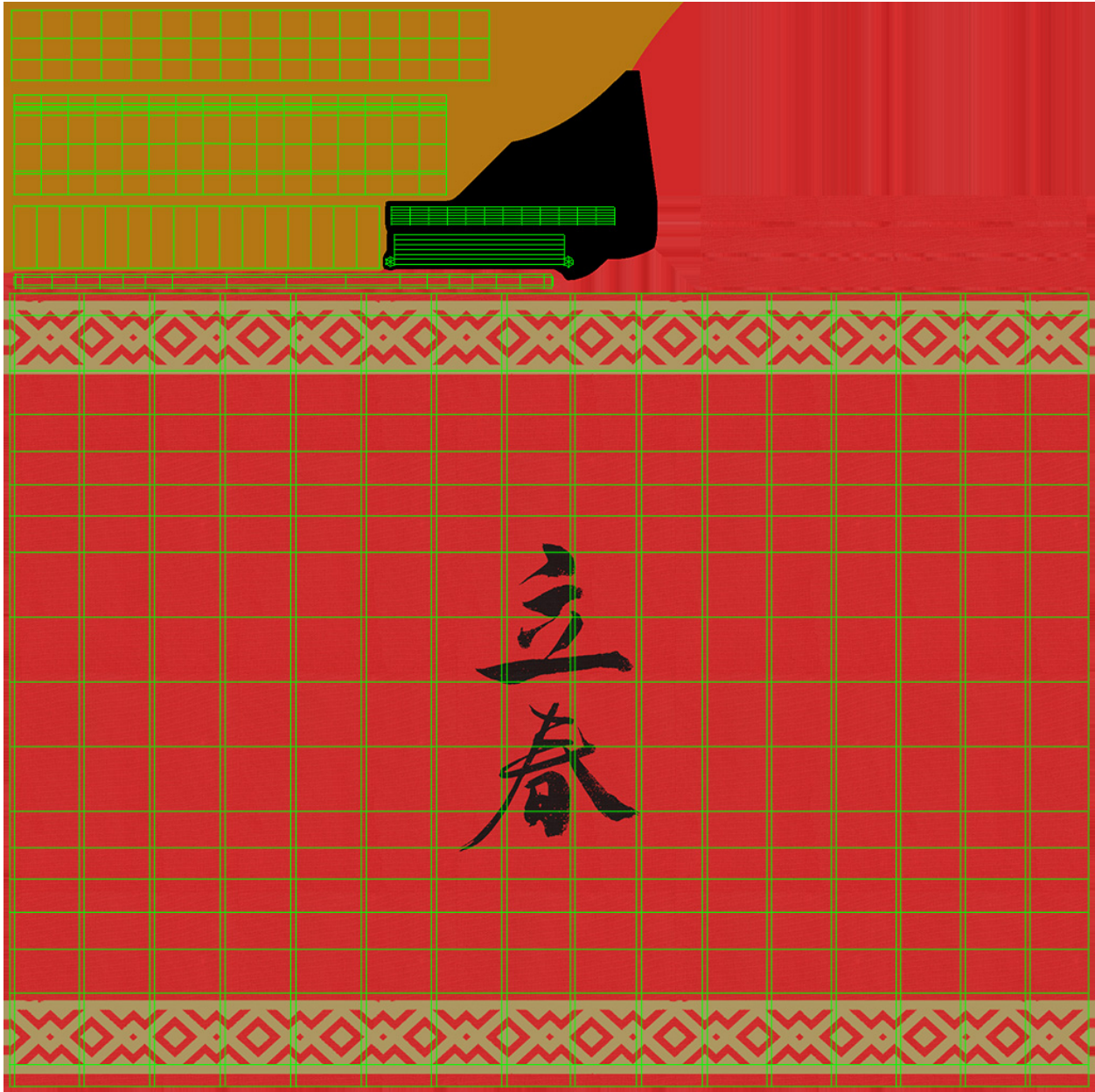
shoes-diffuse.png



teeths-tongue-diffuse.png



lantern-diffuse.png



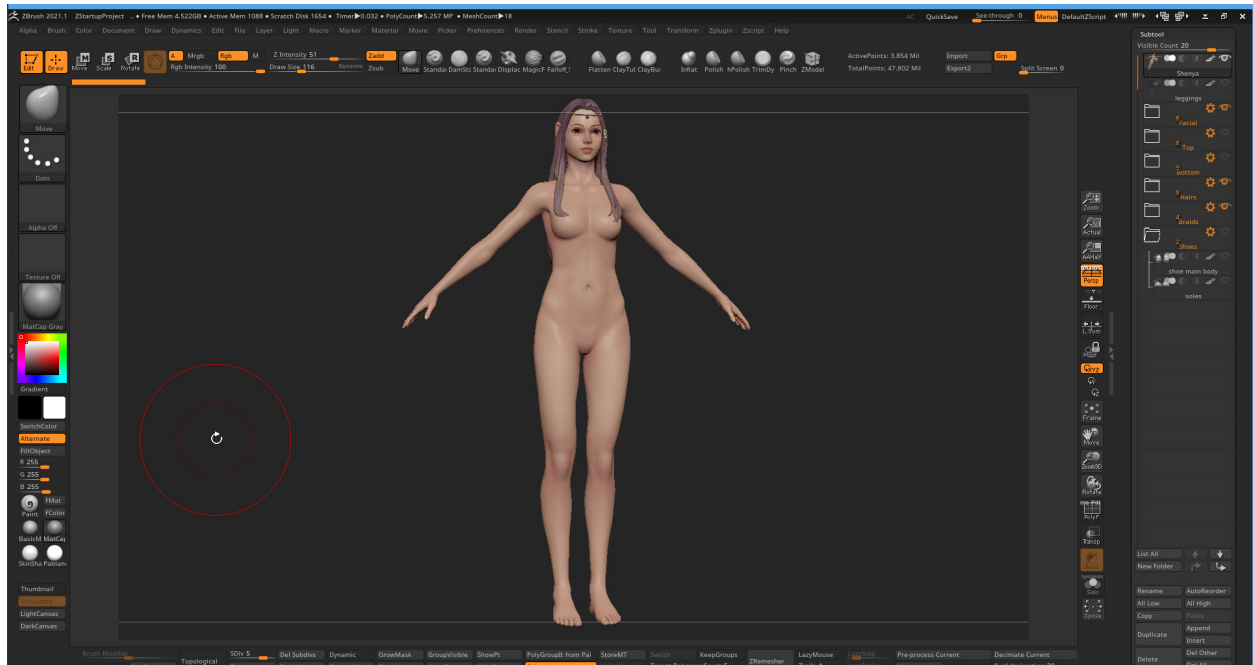
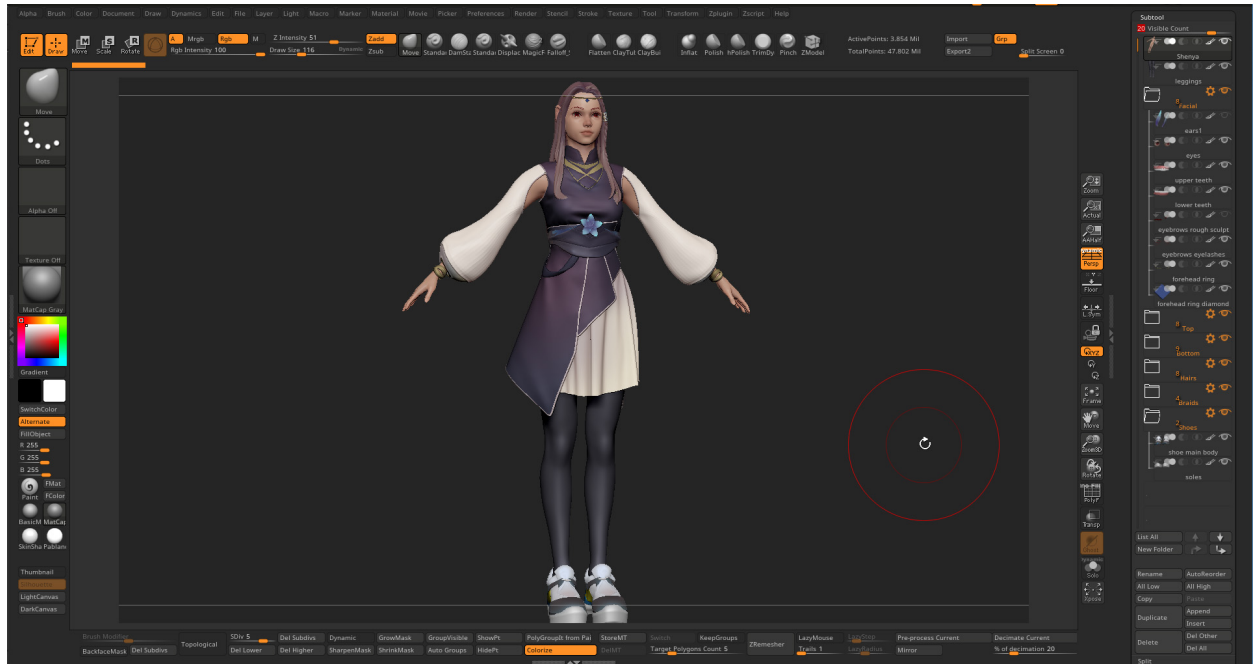
2.3 Zbrush

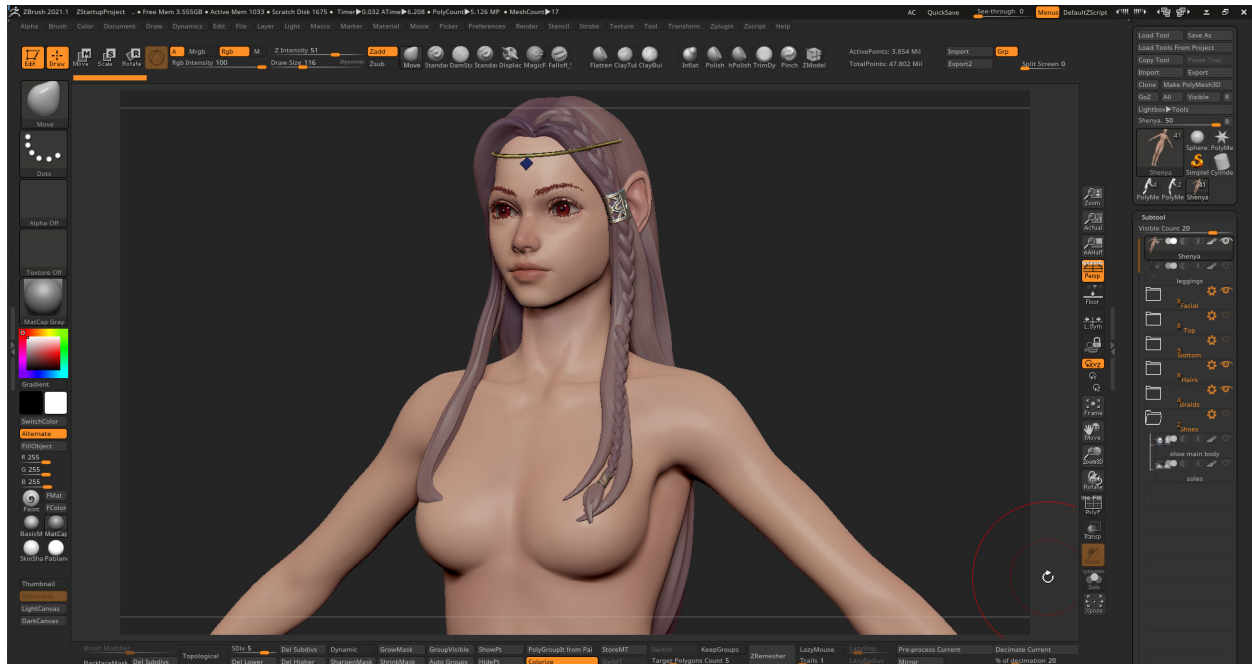
File List in Zbrush

- Shenya.ztl
 - [materials]
 - Pablander_QuadSkin.ZMT (use for polypainting the skin)
 - dw_basic.ZMT
 - dw_basic_spec.ZMT
-

2.3.1 Shenya.ztl

Base body with production ready topology and uv.





2.4 Maya

Character model is built with Maya 2020.

Character height in scene: 186cm

File List in Maya Folder

- Shenya Rig.ma
- Shenya Rig (Cloth Setup).ma
- Pose - Sketchfab.ma
- Pose - Marketplace Cover.ma
- Pose - Holding Lantern.ma
- Pose - Sitting on Stairs.ma
- Lantern.ma
- cloth-setup.ma
- lightings-A.ma
- [rig-build] ... files related to building mgear rig ...
- [scripts] ... some Python scripts ...
- [cache] ... ncloth cache for Pose - Sitting on Stairs.ma ...

Note: Naming conventions for the files: lower case files are mostly used as import

ie. *mgear-guide.ma*, *cloth-setup.ma* and *lightings-A.ma* are files to be imported

Note: If the image displayed in this document is too small, right click on the image and “Open Image in New Tab” to see the full resolution.

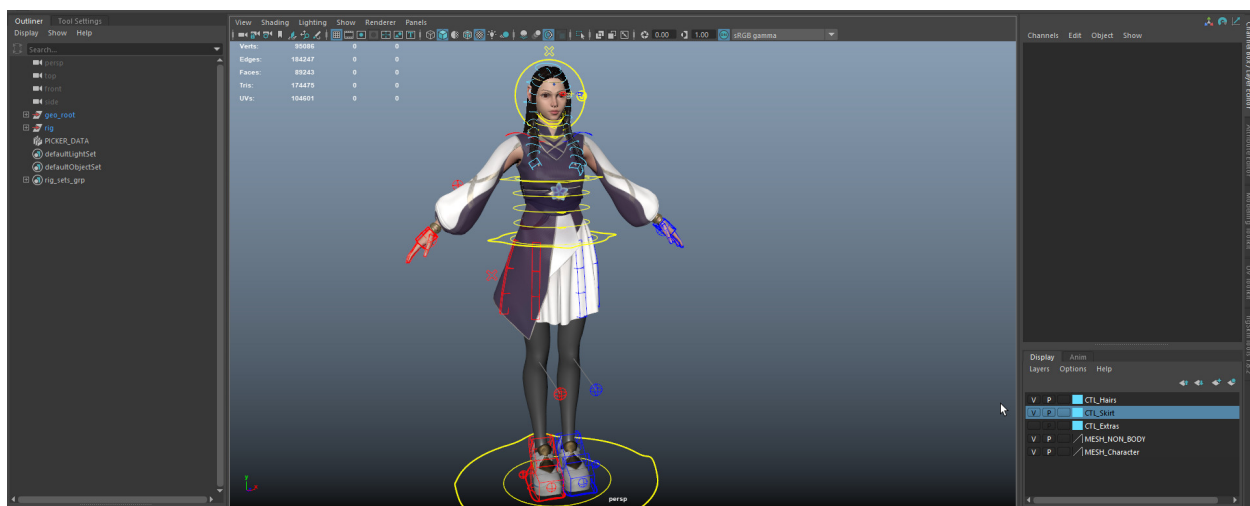
2.4.1 About the Rig

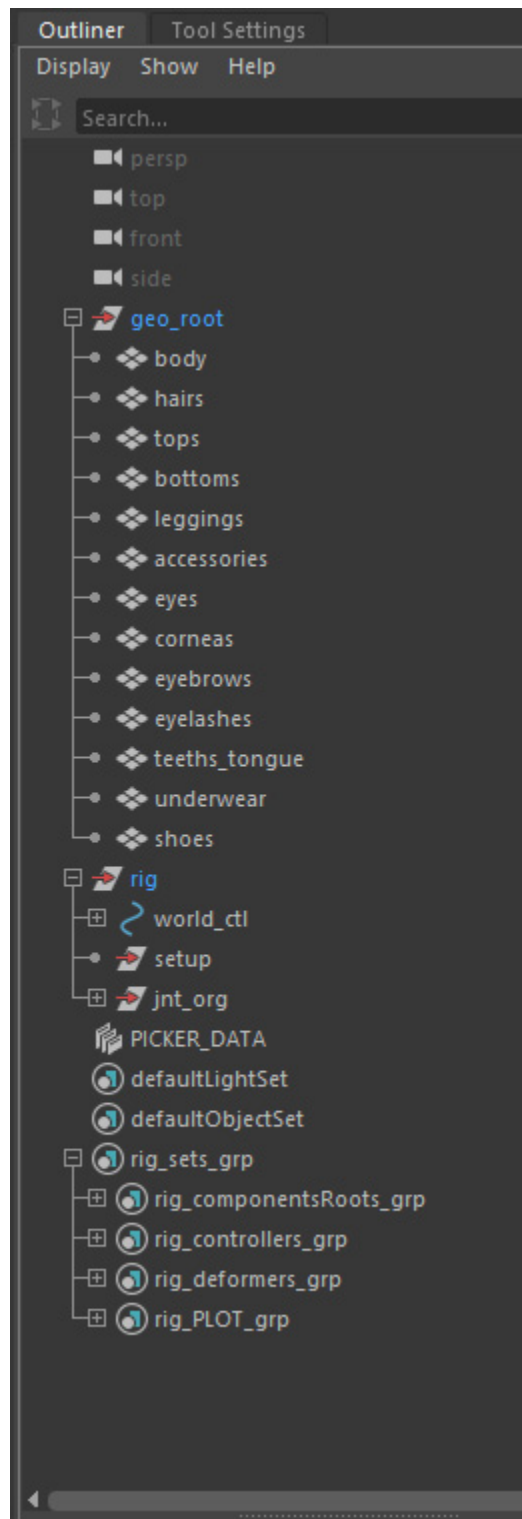
Shenya is rigged with **mGear**, more about mGear on [this page](#)

Please be aware that it is however not a game friendly rig, it is using some “gimmick joints” and the elbow and knees got double joints for slightly more realistic deformations. It can still be brought into game engines I think it will probably needs some extra works to set it up correctly.

2.4.2 Shenya Rig.ma

Main character model file with rig.



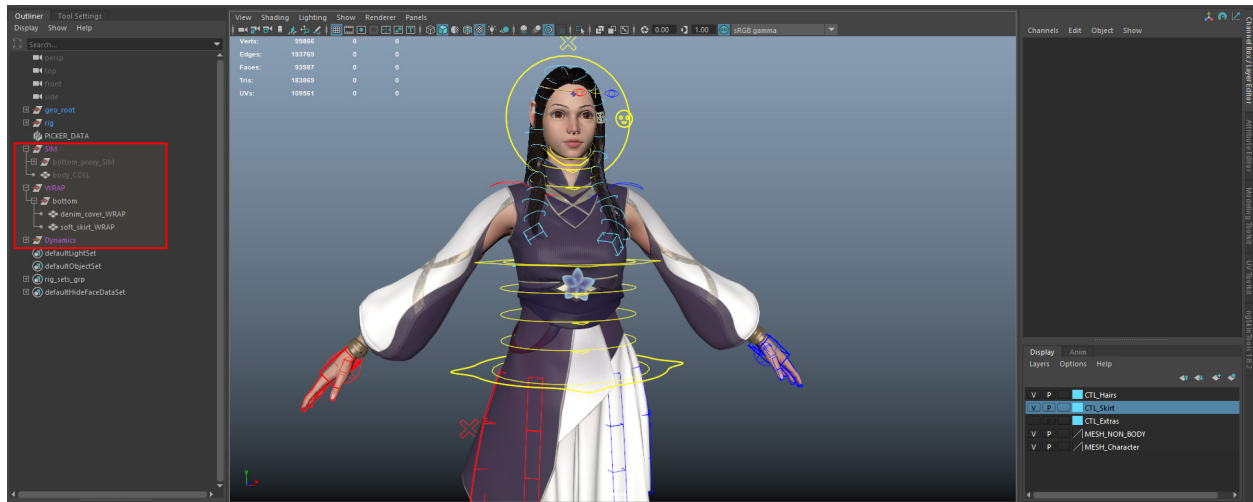


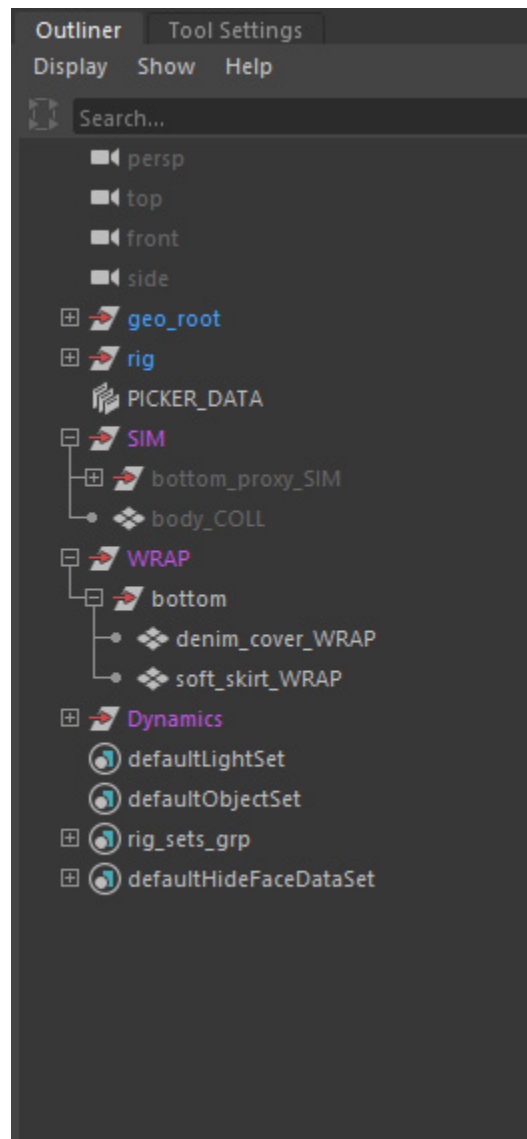
2.4.3 Shenya Rig (Cloth Setup).ma

Character model file with rig, plus ncloth setup for skirt.

Play the timeline (set Playback Speed to Real-time) to see skirt simulation.

This file is refereced by “Pose - Sitting on Stairs.ma”, to simulate the skirt sitting on stairs.





2.4.4 Pose - Marketplace Cover.ma

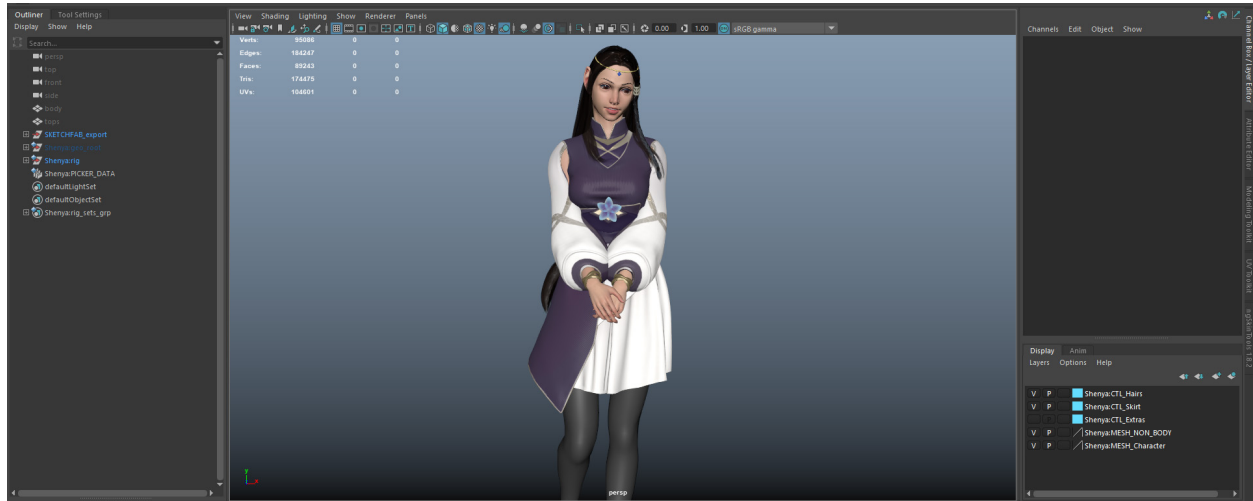
Pose file for rendering images to be used on websites.

Referencing Shenya Rig.ma

2.4.5 Pose - Sketchfab.ma

Pose file for Sketchfab.

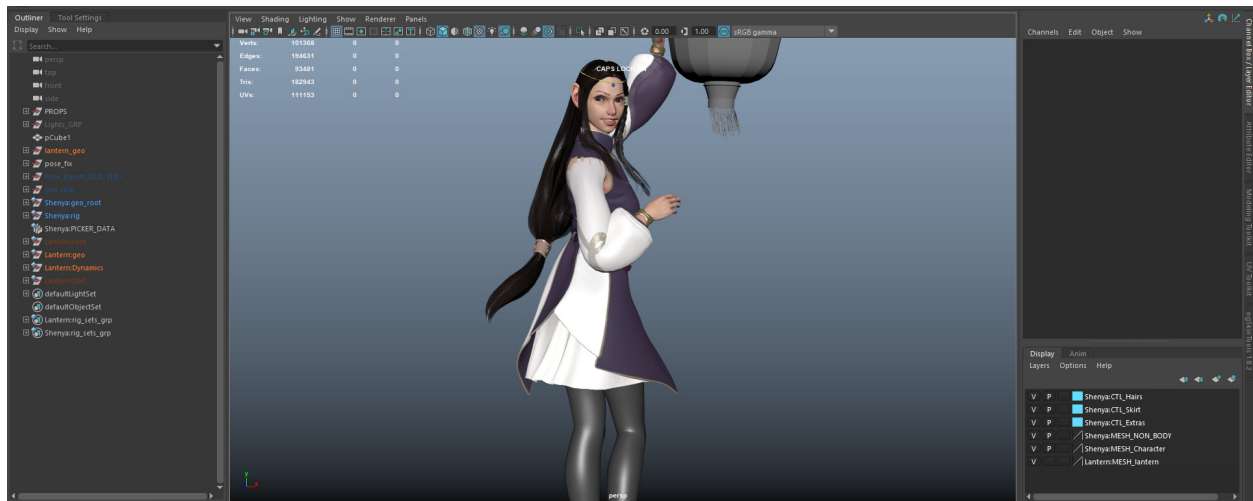
Referencing Shenya Rig.ma



2.4.6 Pose - Holding Lantern.ma

Pose file for marmoset.

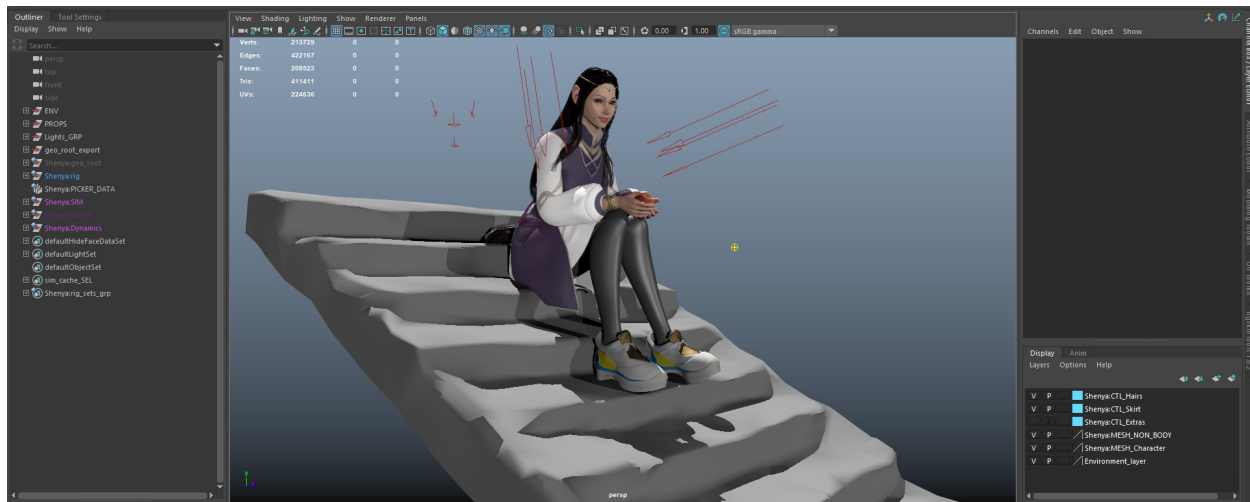
Referencing Shenya Rig.ma and Latern.ma



2.4.7 Pose - Sitting on Stairs.ma

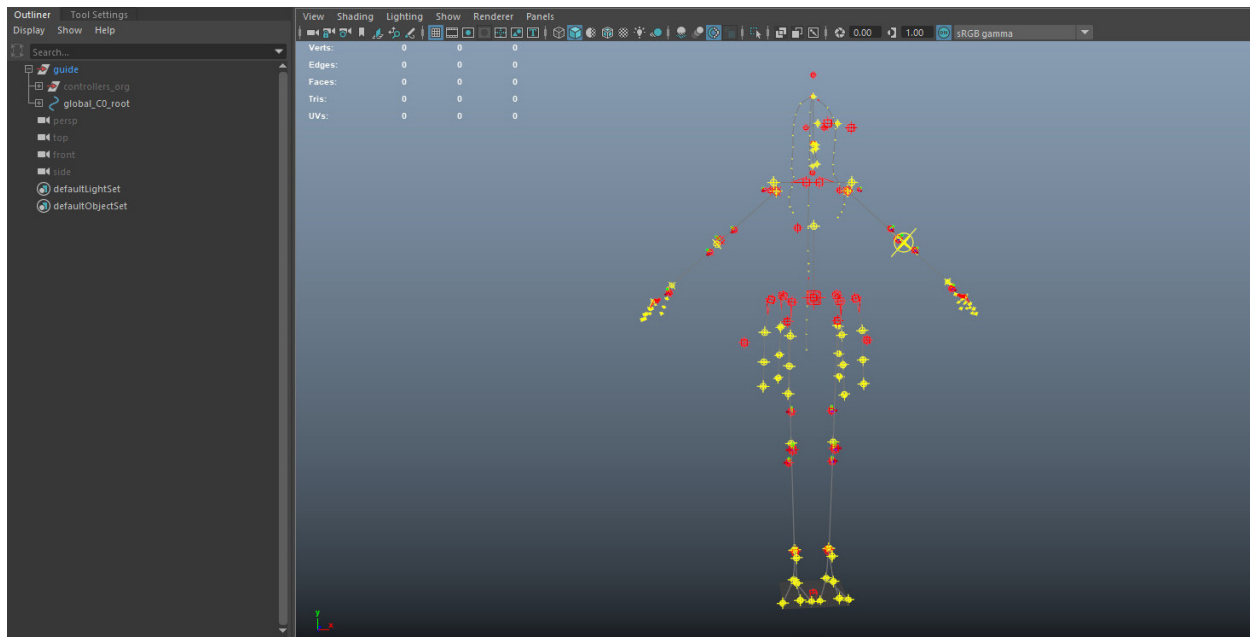
Pose file for marmoset.

Referencing Shenya Rig (Cloth Setup).ma



2.4.8 mgear-guide.ma

This file contain the mgear guide, it is needed if you need to rebuild the rig using mgear (for any reason like adjusting the joint positions, or modifying the mgear component to adjust the functionality, etc)

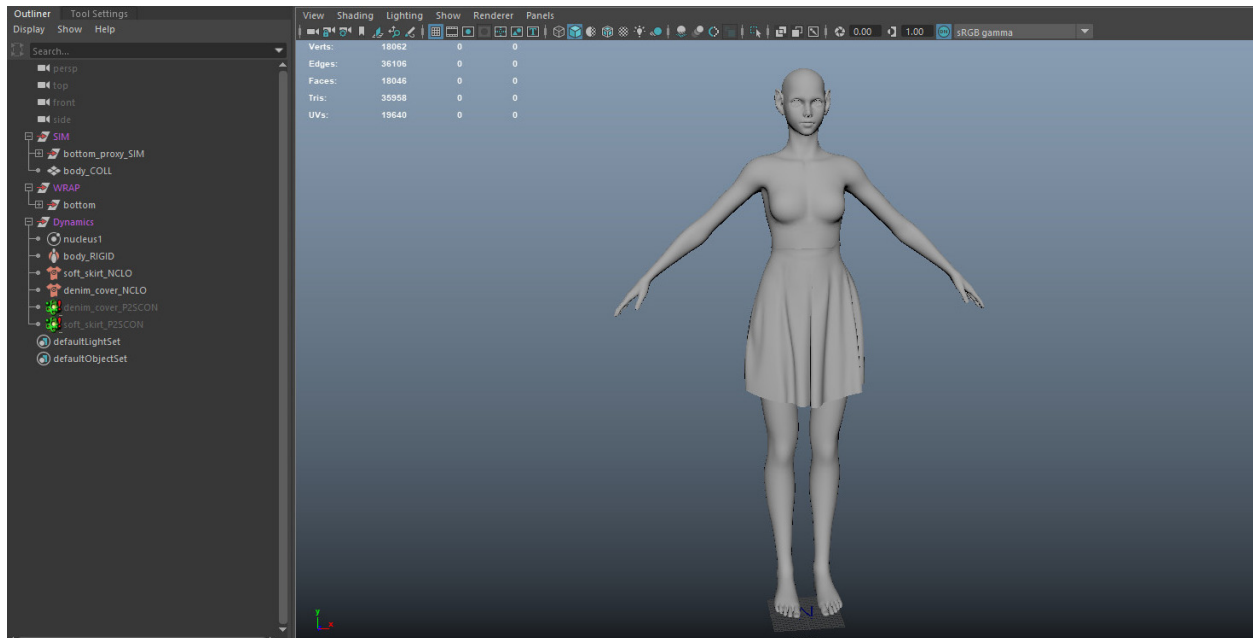


2.4.9 cloth-setup.ma

This file contains the setup for ncloth meshes. It is used with “Shenya Rig.ma” to create “Shenya Rig (Cloth Setup).ma”. The result file “Shenya Rig (Cloth Setup).ma” is used for simulating cloth in the stairs scene “Pose - Sitting on Stairs.ma”.

I use a script that you can find under “MayascriptsShenya Setup nCloth.py” to create the “Shenya Rig (Cloth Setup).ma”.

If you modified “Shenya Rig.ma”, you can use that script to regenerate “Shenya Rig (Cloth Setup).ma”.



2.4.10 lightings-A.ma

Just a few lights, for viewing model with lighting in Maya viewport.

2.4.11 workspace.mel

Maya Project definition file, for setting up maya project so the textures can be linked properly.

2.4.12 Lantern.ma

Referenced by “Pose - Holding Lantern.ma”

2.5 Blender

Blender is used for creation of the hairs (using the addon [Hair Tool for Blender](#)). Hairs in Blender scene are in the form of curves and can be manipulated (twist, adjust width, etc) easily with the curve tool operations in Blender. The hairs is later exported into Maya to be further modified before reaching the final state.

In Shenya Version 2, a few Blender scenes used in rendering the images shown in Artstation and Rabbit Heart website are added.

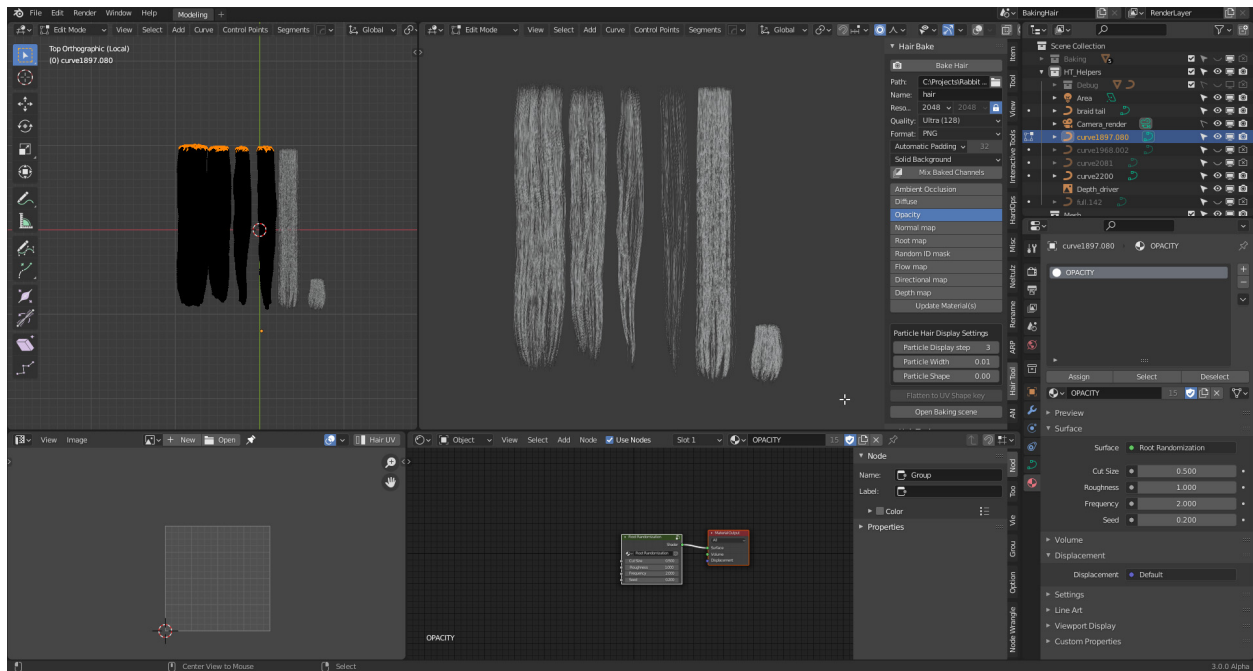
Please be aware that Megascans assets is used to create the environments but Megascans assets are not allowed to be distributed so in the Blender scene you will find decimated geometry with pink textures. To restore the scene you will need to download the Megascans assets and reimport them to the Blender scene.

File List in Blender Folder

- Shenya Hairs.blend
 - Shenya Poses.blend
 - Shenya Pose - Sketchfab.blend
 - Shenya Pose - Sitting on Stairs.blend
 - [textures] ... textures used in lighting (from Pro Lighting Studio) ...
-

2.5.1 Hair Texture Bake.blend

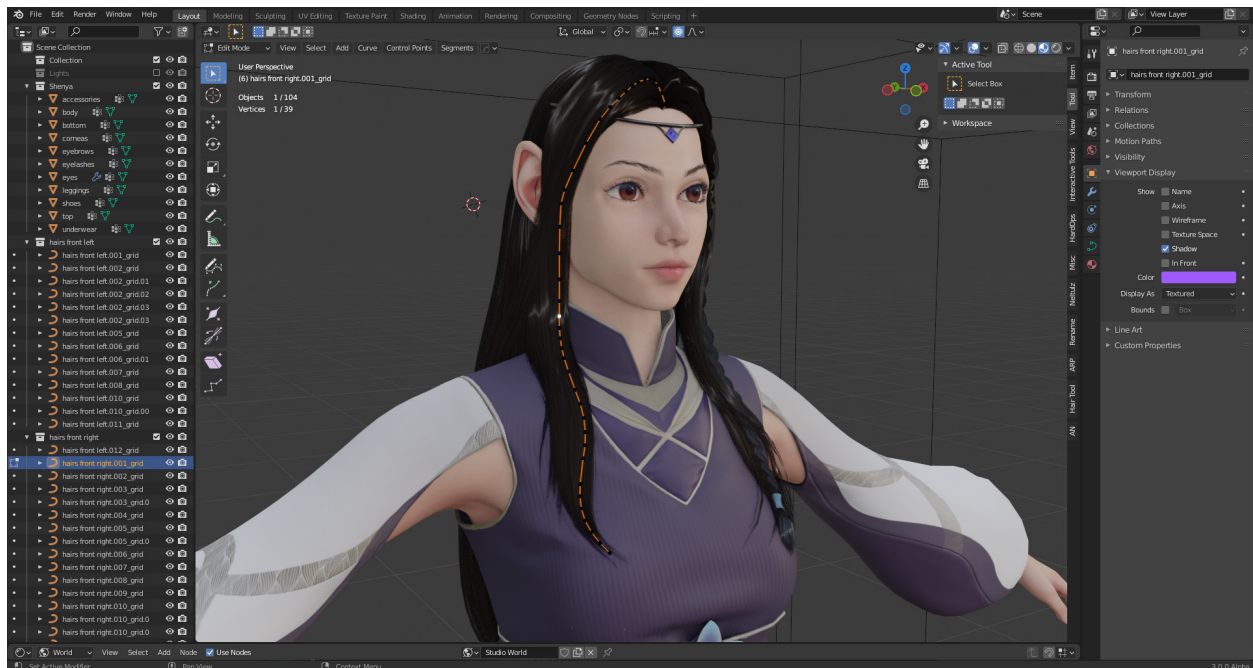
This Blender scene is used to bake out all the various texture for hairs (diffuse, opacity, normal, height, ao, etc). The functionality is provided by [Hair Tool for Blender](#).



2.5.2 Shenya Hairs.blend

Hairs for Shenya, created in Blender 2.93.3

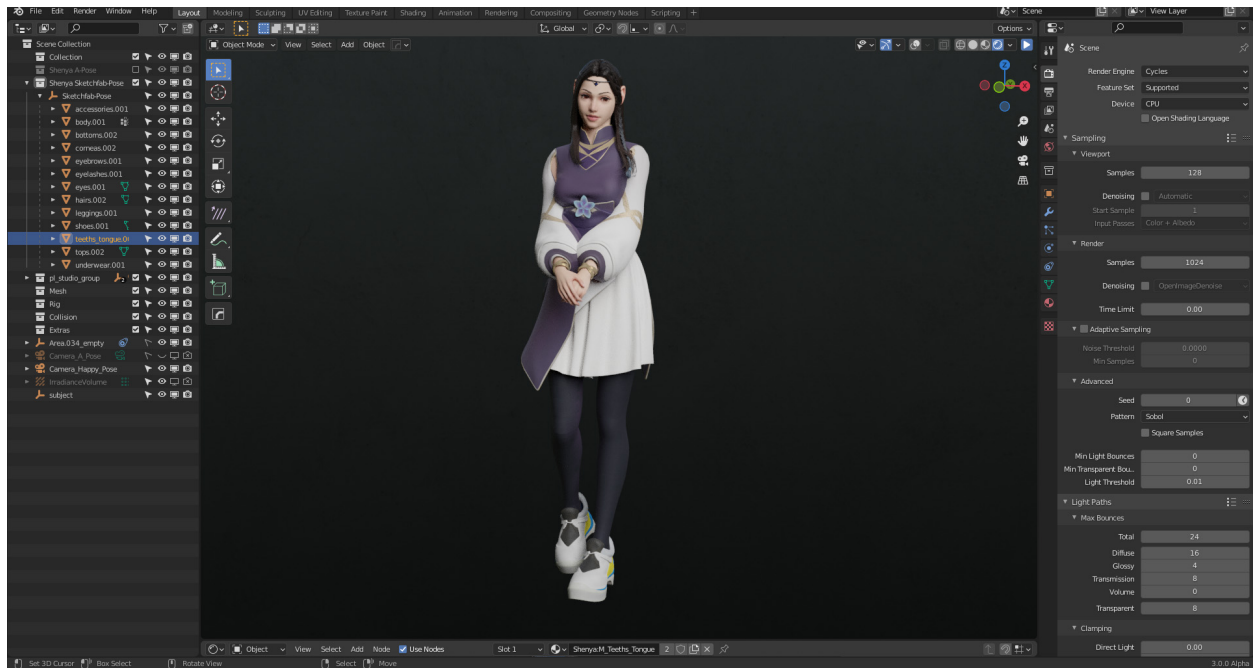
[Hair Tool for Blender](#) is used for creating the hair (not required to be installed to open the file).



Note: Please be aware that hairs from Blender is not the exact same as the one in Final Maya file. The hairs in Final Maya File has some modifications: reduce edge loops for polycount optimizations, uv adjustment after reducing edge loops and also some shape adjustment to fix some geometry intersections and refinement on the shape of the hair).

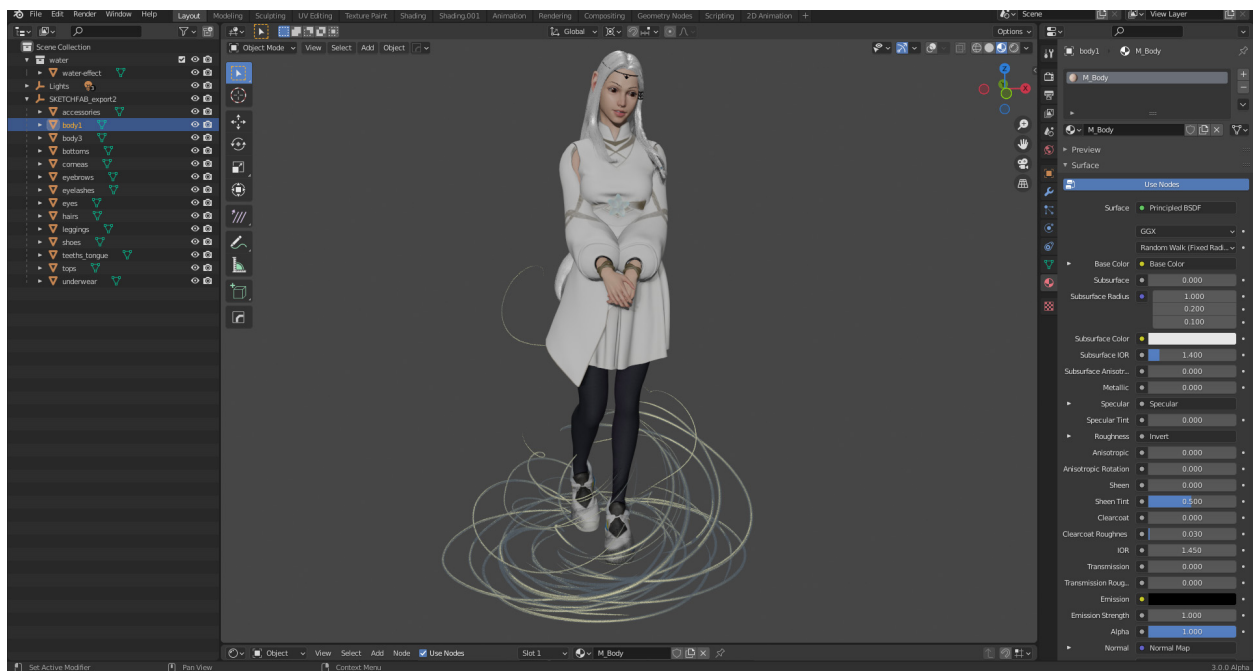
2.5.3 Shenya Poses.blend

Cycles test render using Blender addon [Pro Lighting Studio](#)



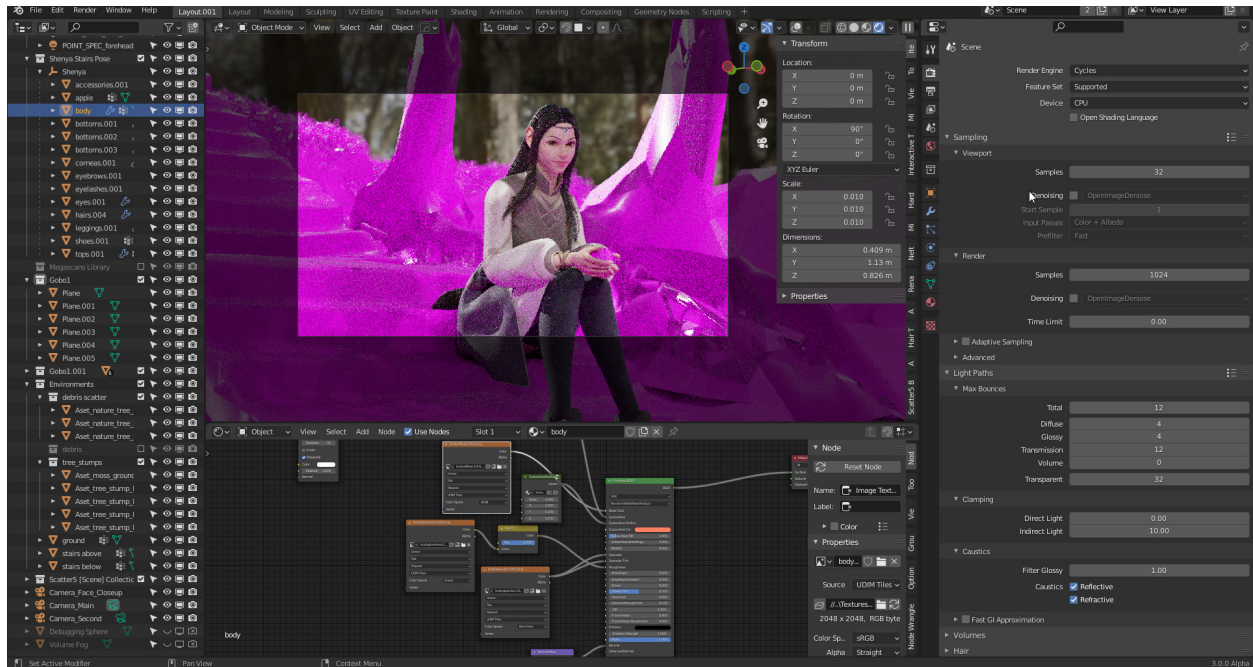
2.5.4 Shenya Pose - Sketchfab.blend

Eevee test render.



2.5.5 Shenya Pose - Sitting on Stairs.blend

Note: *About the pink textures*



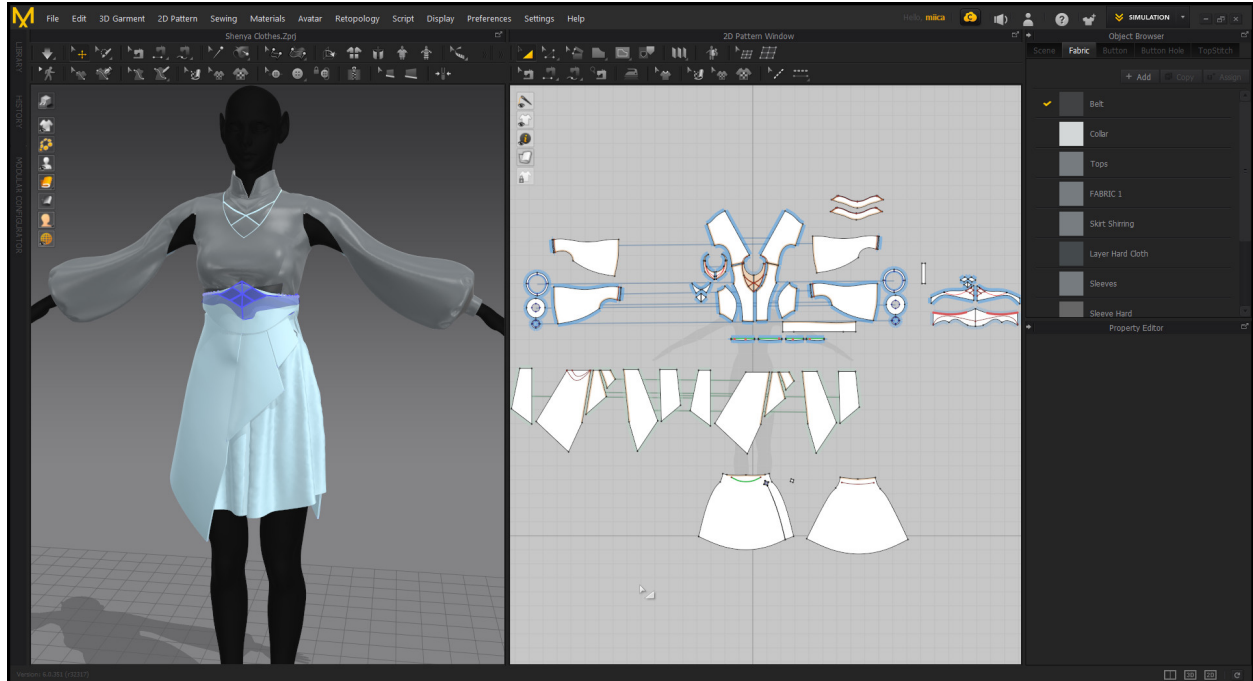
2.6 Marvelous Designer

Clothes for Shenya, created in Marvelous Designer.

File List in Marvelous Designer Folder

- Shenya Clothes.Zprj
- Shenya Clothes.png

2.6.1 Shenya Clothes.Zprj



2.7 Substance Painter

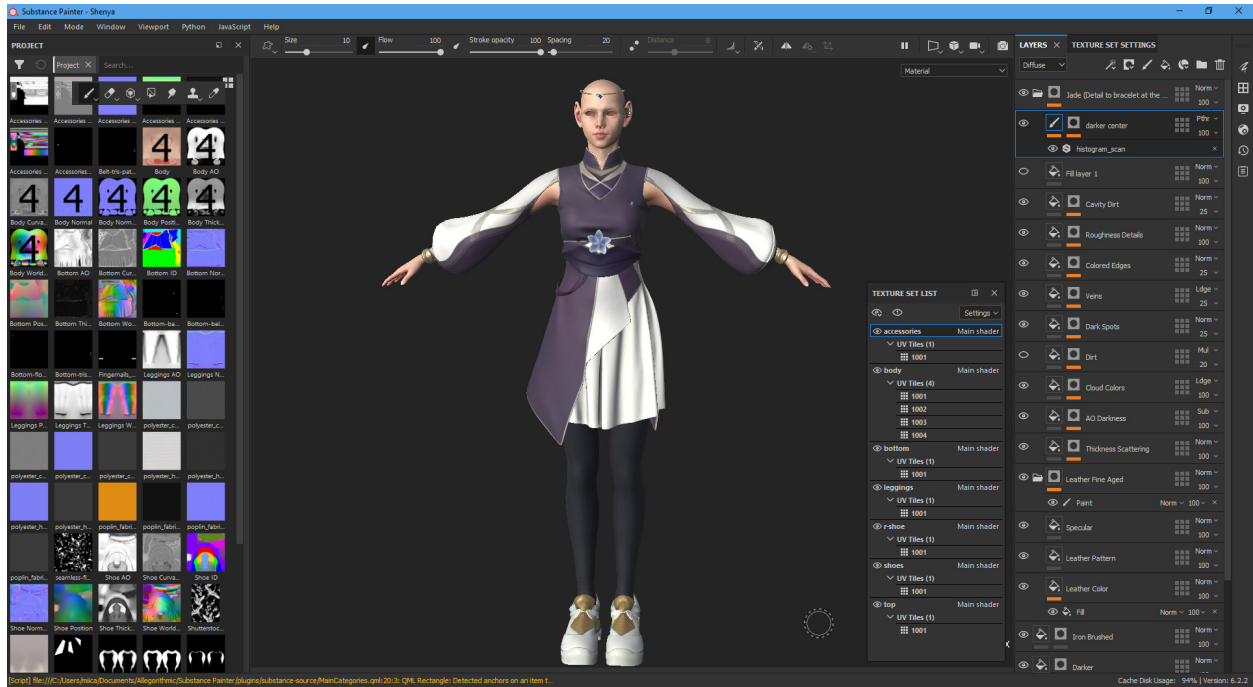
Textures for Shenya is created using Substance Painter 2020.

Note that it is created using “PBR - Specular Glossiness (allegorithmic)” template. Later in production as I try to put my characters into Unreal engine, I found out Unreal engine use Metallic PBR shading and specular glossiness type of textures simply doesn’t work well for the engine. Converting the textures into Metallic PBR has a high priority and is one of the main focus of the next update.

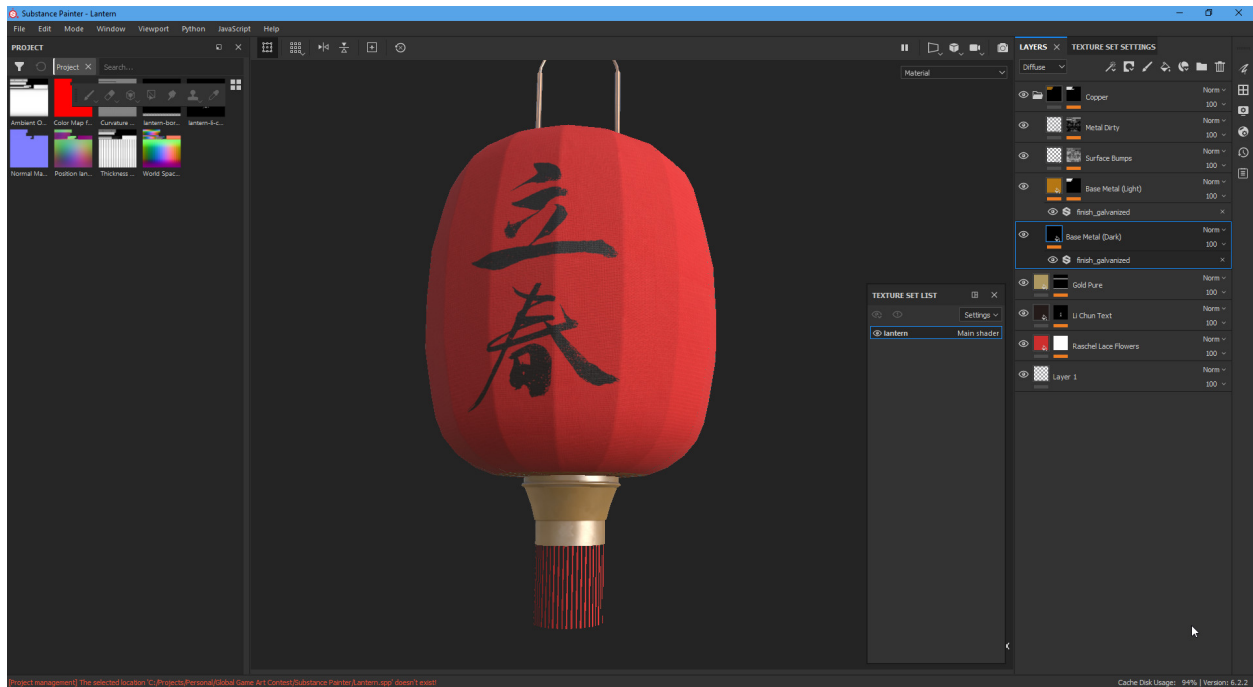
File List in Substance Painter Folder

- Shenya.spp
- Lantern.spp

2.7.1 Shenya.spp



2.7.2 Lantern.spp



2.8 Marmoset Toolbag

Marmoset Toolbag 4.02 is used to render some of the images seen on the Rabbit Heart website and Artstation. The Ray Tracing feature of Marmoset Toolbag 4 produce great looking result.

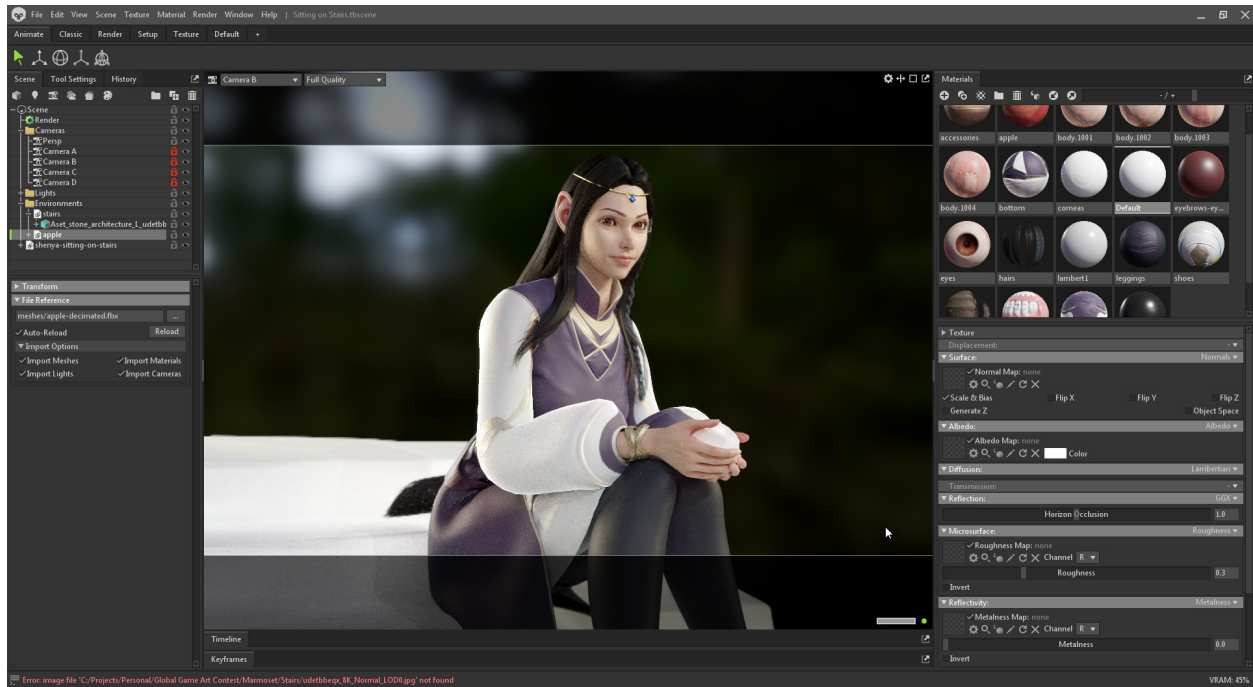
The Sky Light in the marmoset toolbag scene is using an hdr from [HDRI Haven](#). The hdr image (Ninomaru Teien) is provided and located inside folder Marmoset/hdr/Ninomaru Teien.

File List in Marmoset Folder

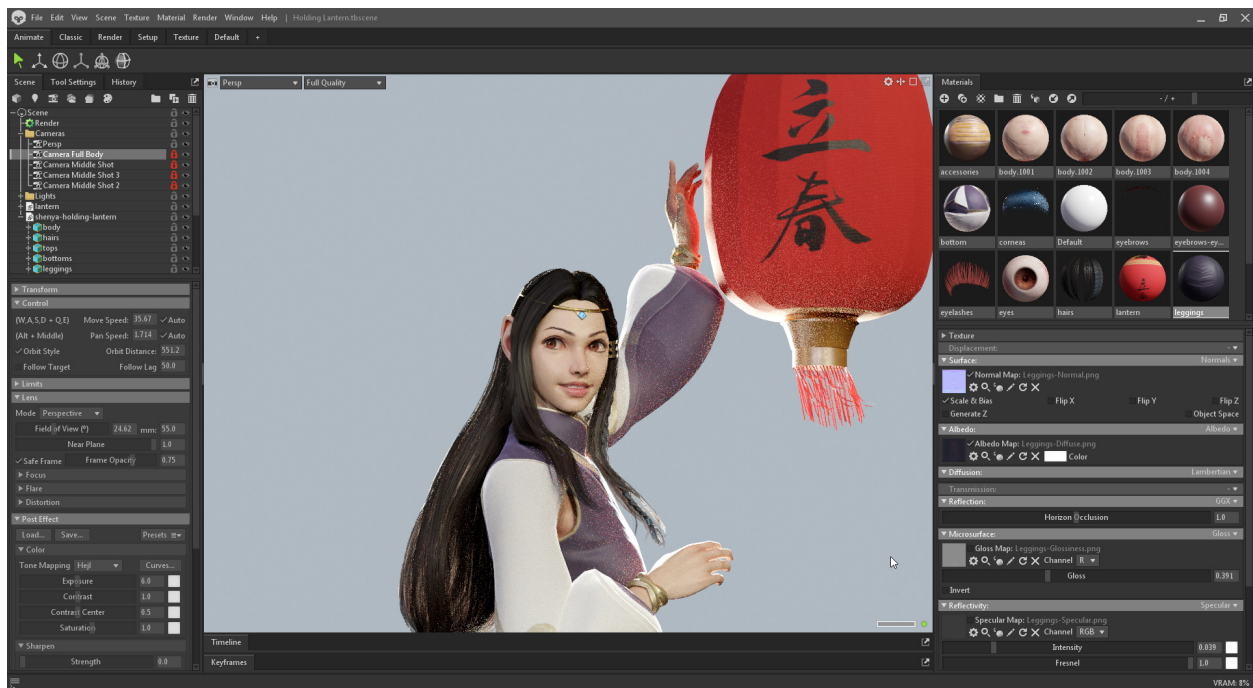
- Stand Poses.tbscene
 - Holding Lantern.tbscene
 - Sitting on Stairs.tbscene
 - Shenya (Marmoset-3).tbscene
 - **[hdr]** ... hdr image Ninomaru Teien used for the Sky Light ...
 - **[meshes]** ... fbx files that get loaded into marmoset scene ...
 - **[materials]** ... materials for Marmoset Toolbag 4 ...
-

2.8.1 Sitting on Stairs.tbscene

Please note that the stairs and apple in the rendered images on the website and artstation are being replaced with a decimated one in this Marmoset scene because Megascans assets are not allowed to be distributed.

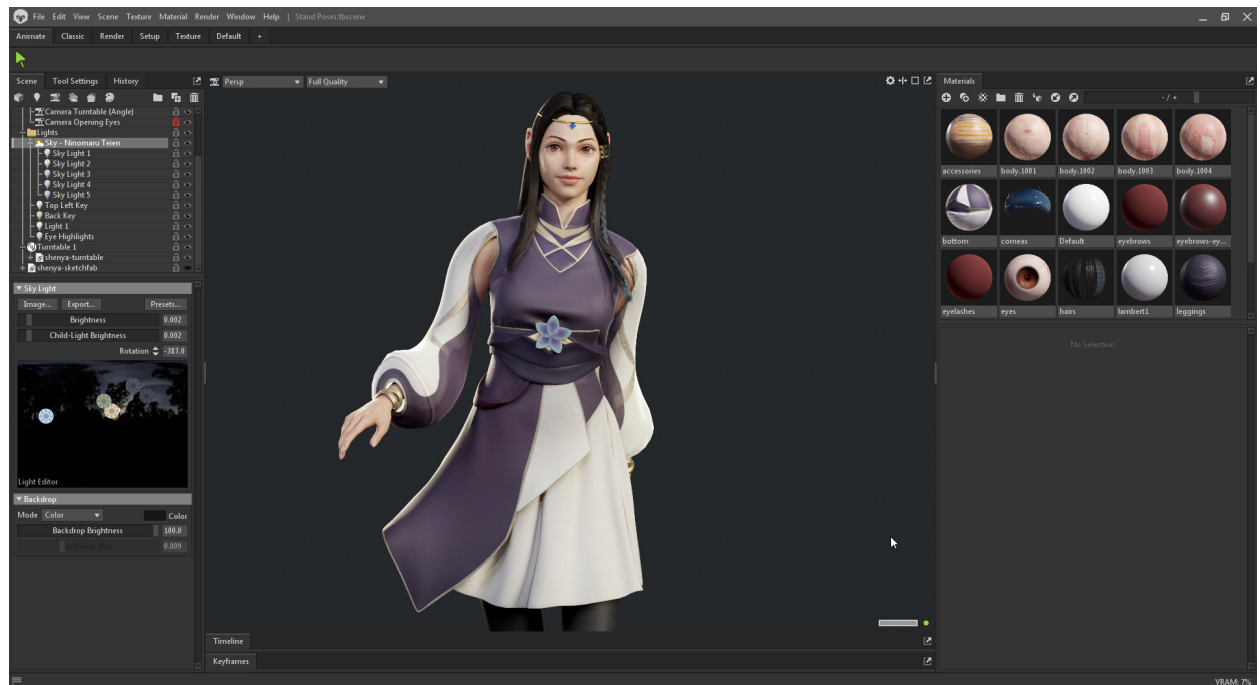
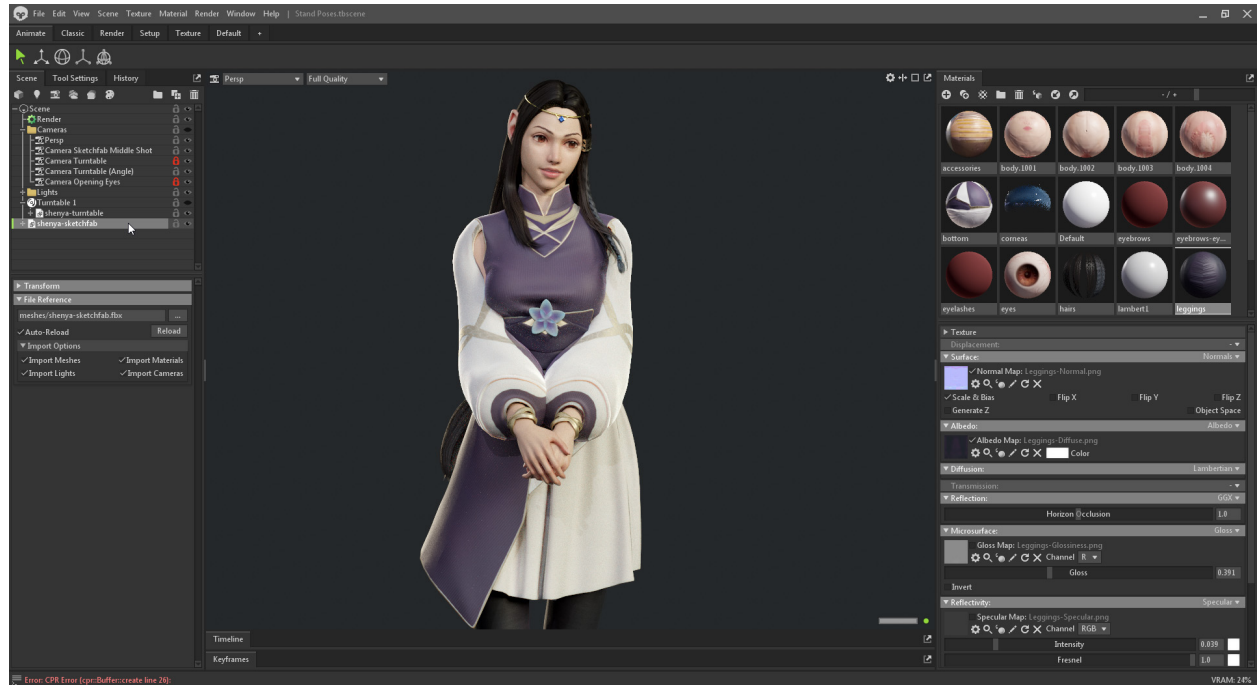


2.8.2 Holding Lantern.tbscene



2.8.3 Stand Poses.tbscene

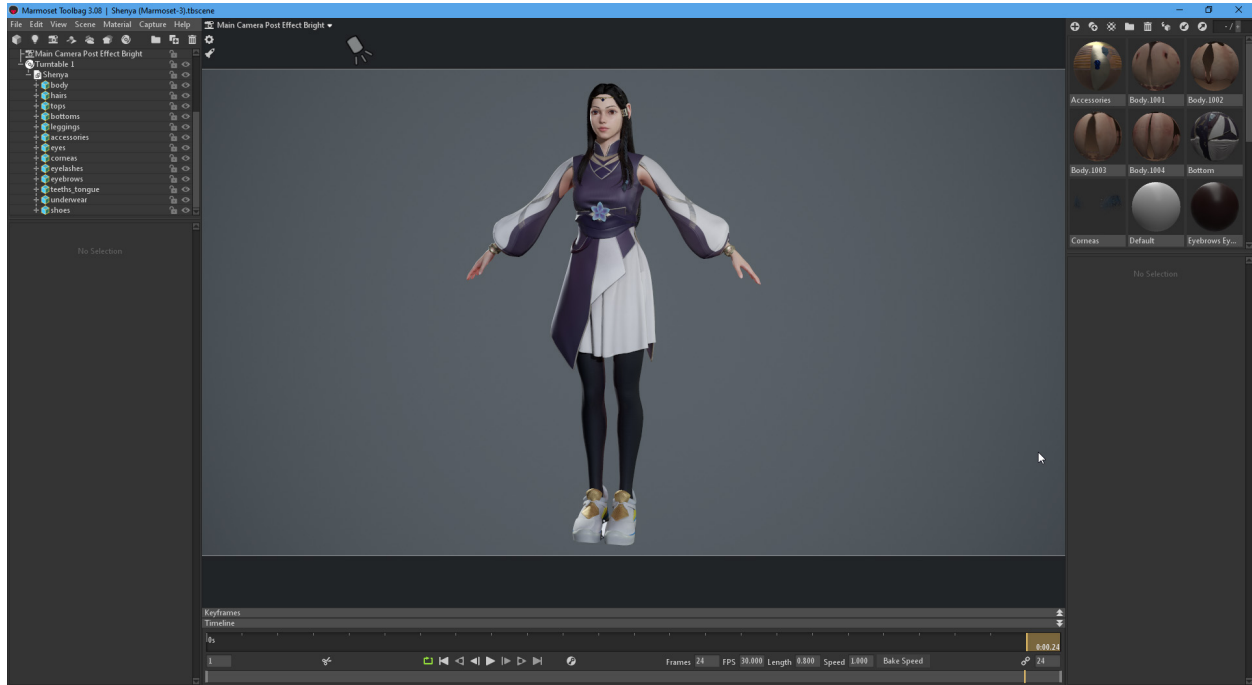
This scene contains two poses.



2.8.4 Shenya (Marmoset-3).tbscene

This particular Marmoset Toolbag scene use Marmoset Toolbag 3.08 to showcase the model without using the more advanced Ray Tracing feature in Marmoset Toolbag 4.

It is a lightweight scene with simple light setup.



2.9 mGear

Shenya is rigged with mGear 3.6 but updated to mGear 3.7.9 for the first release. In Version 2, the rig is again updated to use the latest version 4.0

mGear is required for the rig to work (See [Why does animator need mgear installed](#))

You can download mGear 4.0 at [github](#).

2.9.1 Install mGear

As of mGear 3.7.8, installation is easy as drag and drop.

2.9.2 Rig Features

mGear comes with some handy tools for working with the rig, like:

Hotkeys

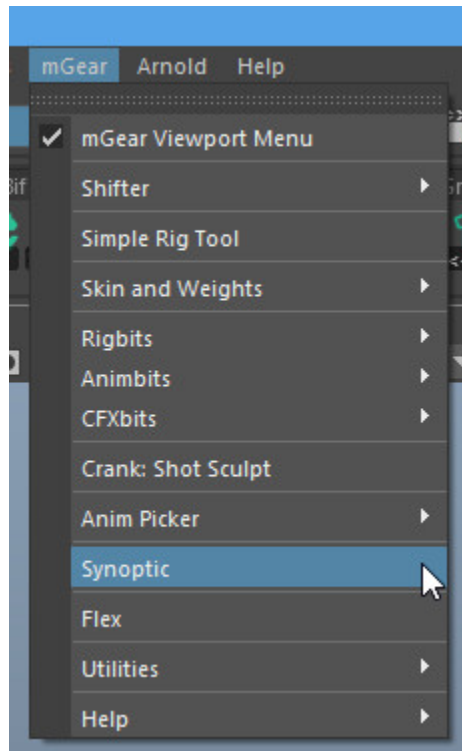
You can assign hotkeys to some commands in Maya Hotkey Editor.

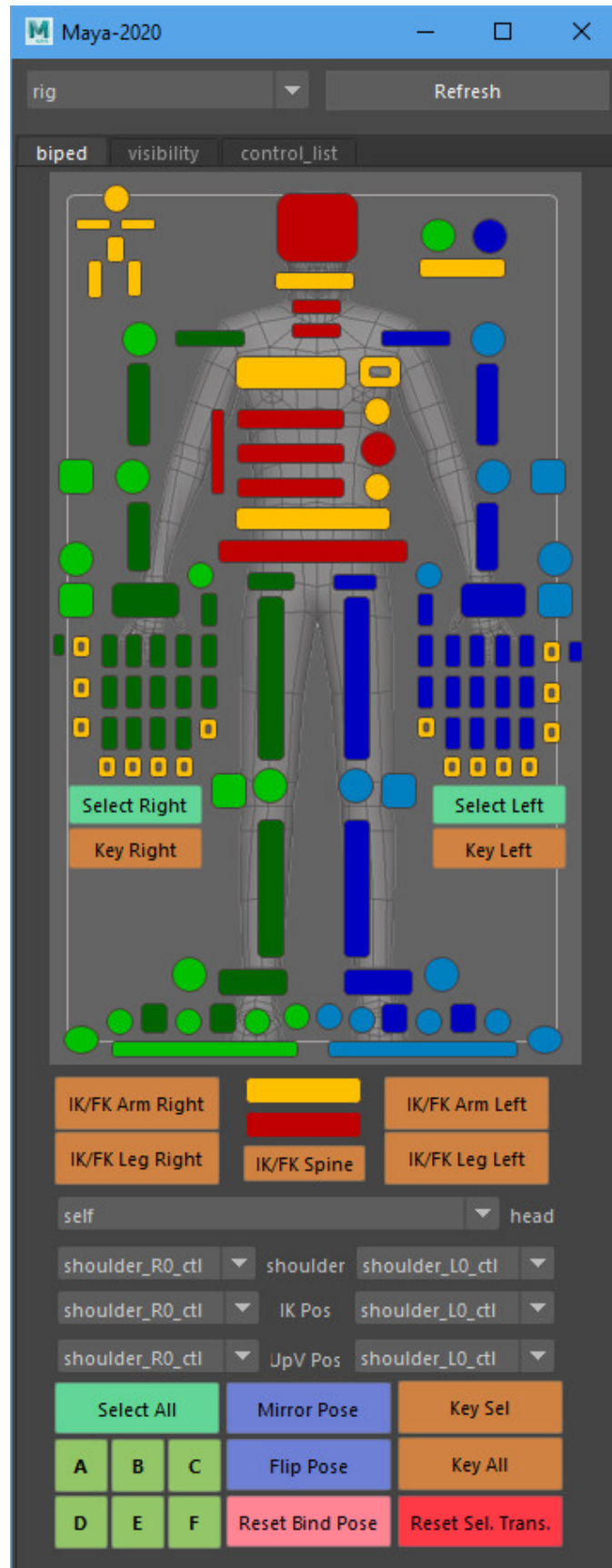
▼ mGear		
M Gear Duplicate Sym	mGear_duplicateSym	
M Gear Duplicate	mGear_duplicate	
M Gear Frame Center	mGear_frameCenter	
M Gear Reset SRT	mGear_resetSRT	
M Gear Toggle Visibility	mGear_toggleVisibility	
M Gear Toggle Wireframe On Top	mGear_toggleWireframeOnTop	
M Gear Toggle Shaded Wireframe	mGear_toggleShadedWireframe	
M Gear Align 2Transforms	mGear_align2Transforms	
M Gear Inspect Property	mGear_inspectProperty	M
M Gear Inspect Property Tab 2	mGear_inspectPropertyTab2	
M Gear Build From Selection	mGear_buildFromSelection	Ctrl+Alt+Shift+M
M Gear Walk Transform Child	mGear_walkTransformChild	
M Gear Walk Transform Parent	mGear_walkTransformParent	
M Gear Walk Transform Left	mGear_walkTransformLeft	
M Gear Walk Transform Right	mGear_walkTransformRight	
M Gear Walk Mirror	mGear_walkMirror	
M Gear Reset Camera Persp	mGear_resetCameraPersp	
M Gear Walk Transform Child Add	mGear_walkTransformChildAdd	Ctrl+Alt+Shift+PgDown
M Gear Walk Transform Parent Add	mGear_walkTransformParentAdd	
M Gear Walk Transform Left Add	mGear_walkTransformLeftAdd	
M Gear Walk Transform Right Add	mGear_walkTransformRightAdd	
M Gear Walk Mirror Add	mGear_walkMirrorAdd	

- M Gear Walk Transform Child Add can be particularly useful for selecting child controls (like hair controls).

Synoptic (for Animators) (WARNING: DEPRECATED, USE ANIM PICKER INSTEAD)

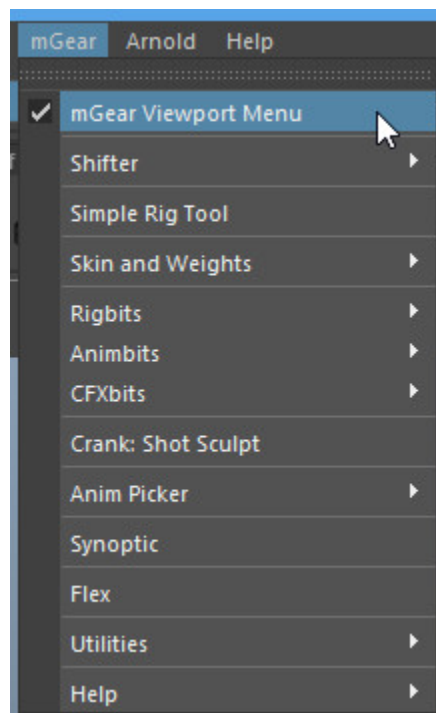
Note that Synoptic is not in development anymore. It is replaced by Anim Picker.

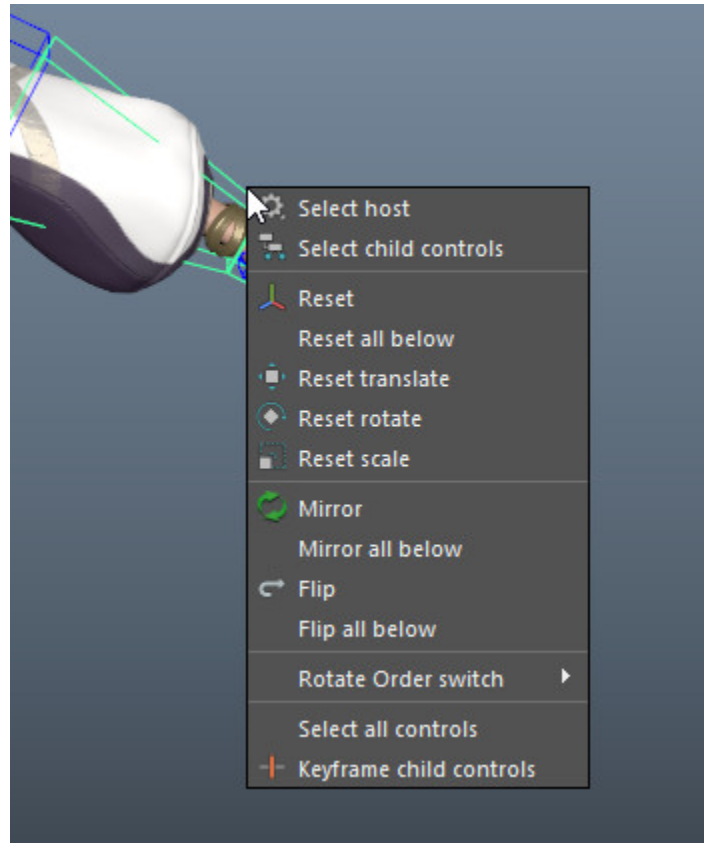




- For selecting controls
- Basic operations
- Space Switcher (ik/fk switch, etc)
- Animation transfer IK/FK

Viewport Menus





After enabling the Viewport Menu from mGear's menu, you can access it by selecting any mGear control and right click (hold).

2.10 mGear Customize Rig

If you like to customize the rig, this section might be some help.

2.10.1 Rebuild Rigs

Before building the rig using guide, you need to set an environment variable to point to the location of custom scripts:

You can add the following line to maya.env (located under C:\Users\<username>\Documents\maya\2020)

```
set MGEAR_SHIFTER_CUSTOMSTEP_PATH=C:\Projects\Personal\Global Game Art Contest\
↪Marketplace\Project Files\Maya\rig-build
```

or run the following Python command inside Maya:

```
import os
os.environ['MGEAR_SHIFTER_CUSTOMSTEP_PATH'] = 'C:/Projects/Personal/Global Game Art_
↪Contest/Marketplace/Project Files/Maya/rig-build'
```

Note: Replace the path above to point to the correct location on your system.

eg. if the project files are extracted to to D:\Downloads\Shenya, the path then becomes D:\Downloads\Shenya\Maya\rig-build

2.11 Changelog

2.11.1 v2.0

2021-08-20

File Organization

- Textures moved from `\Project\Maya\sourceimages` to `\Project\Textures`

Maya's project configuration file "workspace.mel" has been moved to `\Project\`, previously you would set Maya project at `\Project\Maya\` but now changed to setting the Maya project at `\Project\`

Rendered Images

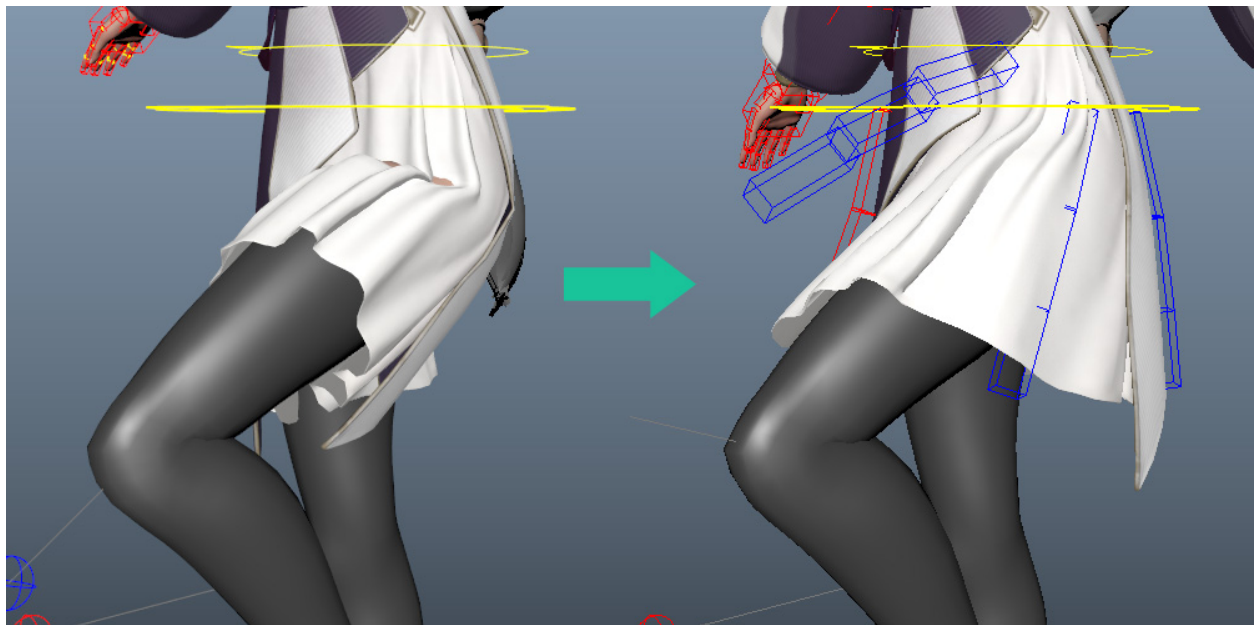
- Added 14 rendered images from Blender and Marmoset Toolbag. They are inside a new folder "Images".

Rig

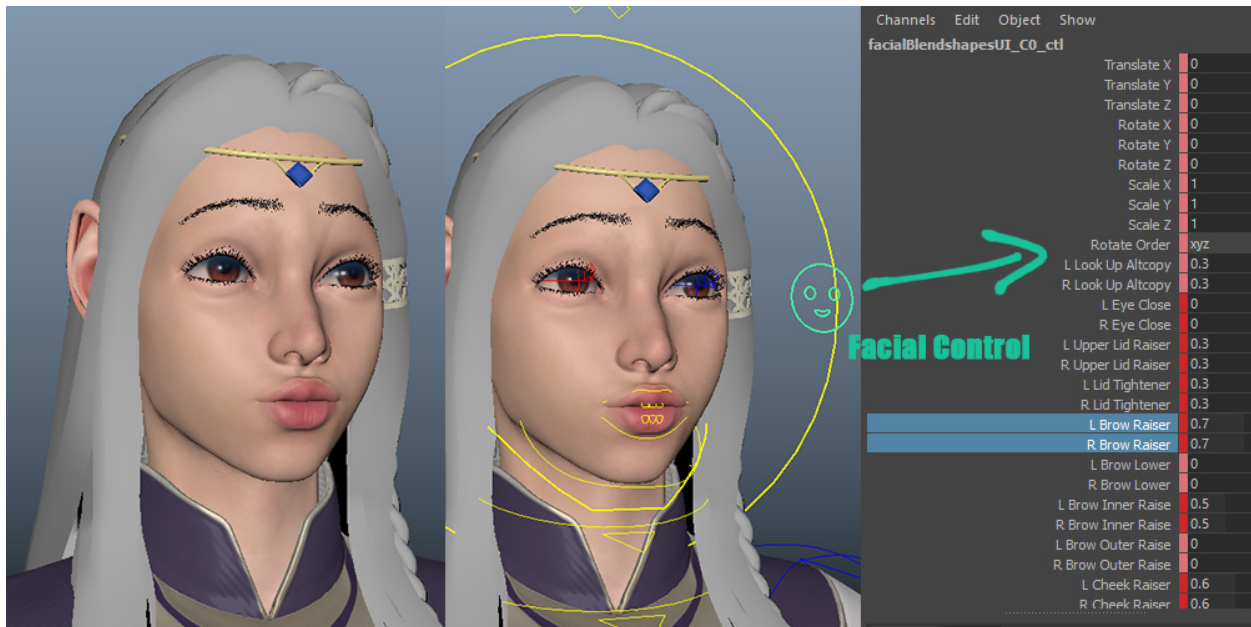
- Rebuilt mGear rig with new version 4.0.0

Also adjusted the shapes of some of the controls

- Added skirt rig



- Added Facial Blendshapes (FACS based)

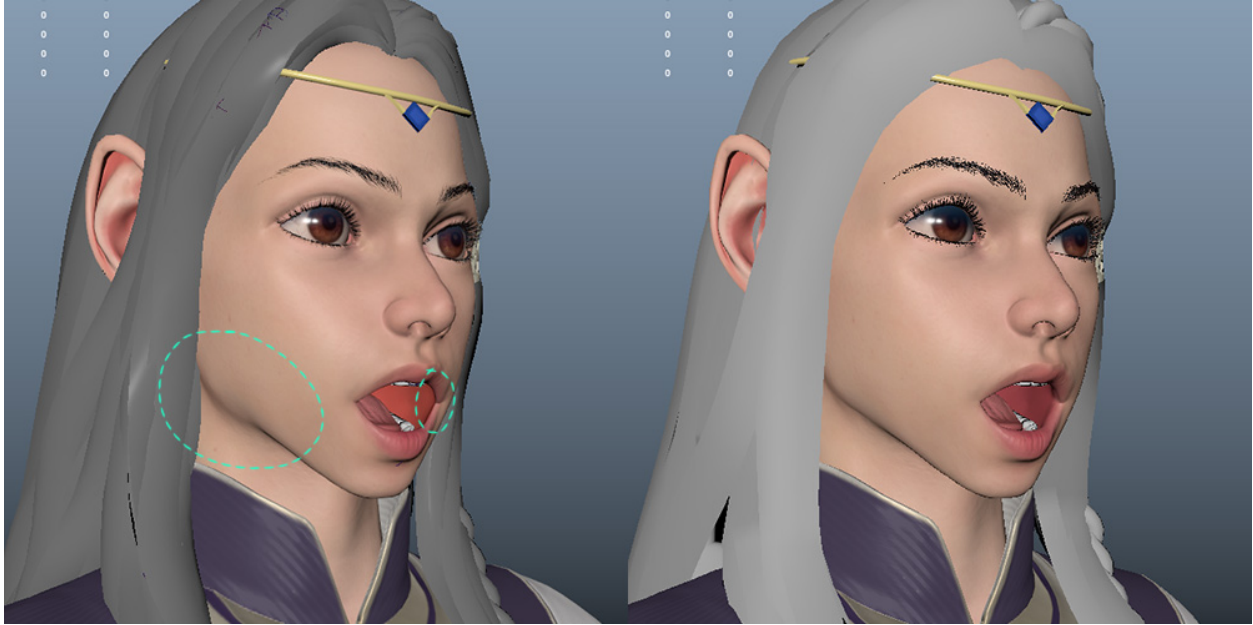


List of blendshape targets (each splitted to left side and right side): look_left, look_right, look_up, look_down, look_up_altcopy, eye_close, upper_lid_raiser, lid_tightener, brow_raiser, brow_lower, brow_inner_raise, brow_outer_raise, cheek_raiser, nose_wrinkler, nostril_dilator, nostril_compressor, smile, corner_puller, corner_depressor, upper_lip_raiser, lower_lip_depressor, chin_raiser, chin_depressor, dimpler, pucker, pucker, funneler, lip_pressor, lip_suck, lip_stretch, cheek_puff, lips_puff, lips_seal, mouth_narrow, mouth_push, mouth_slide

- Added Corrective shape when knee bend
- Added Corrective shape to tops when shoulder down

Model

- Subtle changes to facial features (very subtle on the cheeks and eyelids looking upwards more), also lowered the hairline slightly
- Fixed Jaw and added more thickness to corner lips (area in the mouth)



- Updated body's shape and topology

Topology: Added some edge loops to the area between the brows, the breast and the back (for slightly more resolution to play with when doing brows expression, etc)

Shape: Elbow is moved towards lower-arm (lower-arm is now shorter than upper-arm). Butt cleavage is moved lower (previously is too high and deep)

Topology and shape is also updated in Zbrush, the normal map is rebaked (though it wasn't very noticable)

- Update underwear shape



- Update Hairs
- lower polycount (V1: 17928 Tris, V2: 13680 Tris)
- filled some inner areas
- adjusted shape around the hairline

Blender

- Added 3 Blender scenes with lighting (Note: model is not rigged but brought in as fbx (mesh without skeleton) from Maya)
- Updated Blender hairs (BlenderShenya Hairs.blend)

Others

- Megascans assets are used as props in some of the rendered images. They are not allowed to be distributed so I replace the geometry in scenes with a heavily reduced mesh. Megascans Textures also not included.

2.11.2 v1.0

2021-03-31

First Release

MODEL HIGHLIGHTS

3.1 Basic Maya Rig

- Rig created using [mGear Rigging Framework](#)
- Facial Expressions (FACS based) (no separate controller yet, it's all in one controller)

Note:

- Requires mGear to be installed (free)
-

3.2 Full Body Base Mesh Included

- Base Mesh for Maya and Zbrush
- Quad topology

Note: Body's uv is spreaded into 4 UDIMS.

3.3 PBR Textures

Textures are created using Specular / Glossiness Workflow in Substance Painter. (Metalness / Roughness textures will be provided soon.)

GEOMETRY PARTS

Model Parts	Tris	Polys	Remarks
Body	30072	15076	All Quads. 4 UDIMs (Head, Torso, Arms, Legs)
Hairs	13680	6840	
Tops	7589	3888	
Bottoms	15072	7693	
Shoes	7460	4512	
Leggings	2450	1236	
Accessories	5636	3068	Forehead Ring, Hair Bracelets
Eyes	1280	680	
Corneas	760	400	(for reflection and eye shadows)
Teeths Tongue	1226	1224	
—Total—	85225	44617	
Eyebrows	45720	22860	(! Very High Poly)
Eyelashes	43020	21510	(! Very High Poly)
Underwear	510	256	(Placeholder)

SOFTWARE VERSIONS AND FILE FORMATS

- Maya 2020.4 (.ma)
- Zbrush 2021.1 (.ztl)
- Marvelous Designer 10 (6.0.351) (.Zprj)
- Substance Painter 2020.2.2 (6.2.2) Build 661 (.spp)
- Blender 2.93.3 (.blend)
- Fbx (.fbx)
- Obj (.obj)
- Textures (.png)
- Marmoset Toolbag 4.02 (.tbscene)

TEXTURES

- PBR - Specular Glossiness (more about it [here](#))
- Body texture consist of 4 UDIMs x (diffuse + glossiness + specular + normal) (total of 16 textures)
- About 10 texture set (more about textures [here](#))
- File format is PNG

Others:

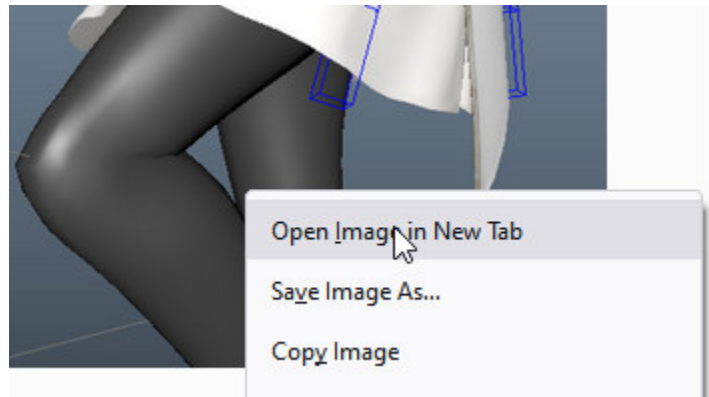
- Eyes has diffuse, specular, normal and height
- Hairs has diffuse, normal, opacity, depth, flow and ao
- Teeths and Tongue are sharing one texture (and they are NOT part of they body texture).
- Lantern is also using PBR and exported as png
- There's a layer of mesh on top of eye and covering it, it's mesh is named Cornea but the texture is using "eyes-shadows.png". (Sorry about the naming inconsitency, will be fixed in future updates)

SUPPORTS

For any Issues / Requests / Inquiries / Suggestions, feel free to reach me at miicaneo@gmail.com or if you prefer to be anonymous, you can also leave a comment at <https://rabbit-heart.my/contacts/>

Note:

Right click “Open Image in New Tab” to see the image in full resolution



About the video “Project Files Preview” on Youtube (old)

A promotion video has been created for the first release of Shenya and released on Youtube, however in Version 2 there are quite some changes made, to prevent confusion, the youtube video is now hidden from public (It is accessible only by link).