

26.9.14 Editors - Properties Editor - Modifiers Properties Tab - Lattice - Modify modifiers

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Lattice - Modify modifiers

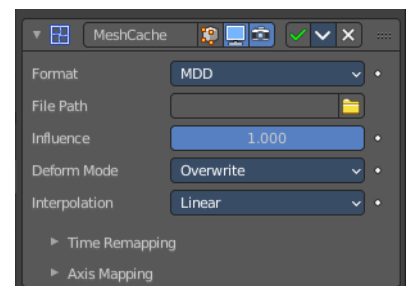


Mesh Cache

The Mesh Cache modifier allows you to apply animated mesh data to a mesh. And deform it when playing back.

This works in a similar way to shape keys. But uses external files, and allows to interchange between applications.

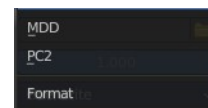
Tip! Both MDD and PC2 depend on the vertex order on the mesh remaining unchanged. This is a limitation of this method, so take care not to add/remove/reorder vertices once this



modifier is used.

Format

The input file format (currently .mdd and .pc2 are supported).



File Path

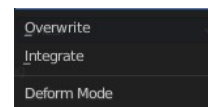
Path to the cache file.

Influence

Factor to adjust the influence of the modifier's deformation.

Deform Mode

This setting defaults to Overwrite which will replace the vertex locations with those in the cache file.

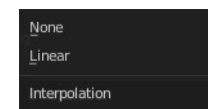


When you want to mix a mesh cache file with shape keys, then you can select the Deform option which integrates deformations with the mesh cache result.

Note that this feature is limited to making smaller, isolated edits and will not work for larger changes such as re-posing limbs.

Interpolation

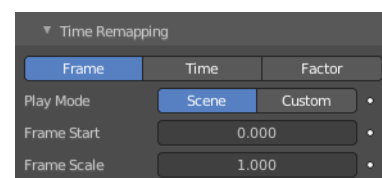
The blend mode between frames. Use linear when the frames in the cache file do not match up exactly with the frames in the blend-file.



Time Remapping

Frame / Time / Factor

How time is calculated.



Play Mode

How playback operates.

Frame Start

Play the cache starting from this frame.

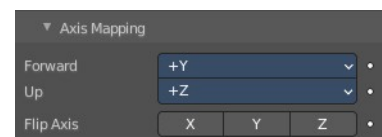
Frame Scale

Scale time by this factor (applied after the start value).

Axis Mapping

Forward/Up Axis

The axis for forward and up used in the source file.



Flip Axis

Allows you to flip the coordinates on an axis.