

# Blender and MakeHuman

How to use Mocap data from Motive in Blender with characters created in MakeHuman.

## Install MakeHuman and create a character

<http://www.makehuman.org/>

## Install the MHX2 addon in Makehuman and Blender

- Download the makehoman plugins  
[http://download.tuxfamily.org/makehuman/releases/1.1.1/makehuman\\_plugins\\_for\\_1.1.1.zip](http://download.tuxfamily.org/makehuman/releases/1.1.1/makehuman_plugins_for_1.1.1.zip)
- Add the 9\_export\_mhx2 directory to the MakeHuman plugins directory. On osX probably:  
/Applications/MakeHuman.app/Contents/Resources/plugins/
- Download blender plugins  
[http://download.tuxfamily.org/makehuman/releases/1.1.1/blender\\_plugins\\_for\\_1.1.1.zip](http://download.tuxfamily.org/makehuman/releases/1.1.1/blender_plugins_for_1.1.1.zip)
- Add the directories makewalk, maketarget, mkeclothes and import\_runtime\_mhx2 directory to the blender addons folder. On osX probably: ~/Library/Application Support/Blender/2.79/scripts/addons
- In blender go go File/User Preferences..
- Select Add-ons, then in Categories select MakeHuman
- Check MakeHumna: Import-Runtime: MakeHuman Exchange 2 (.mhv2)
- Check MakeHuman: MakeWalk
- Save User Settings

Now export an mhv2 from makehuman, import it into blender using the “Override Exported Data” and select Rig type: Game. Now open the MakeWalk Tab in the Tool Shelf and click Load and Retarget to load a .bvh file exported from motive. In MakeWalk: Edit Actions use GlobalEdit to make set the animation onto the ground,...

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