

THE PROBLEM:

The base head that I used to create my blendshapes off of had frozen geometry, which does not match our rig file, nor other blend shapes that were made. This caused the problem of the hero_head flying away when blendshapes were applied in our compiled blend shapes file, as the head was trying to match the movements applied.

THE SOLUTION:

- In order to fix this problem you need your **blendshapes** and the non-frozen hero_head file.
- Step One:
 - Open your **blendshapes** file and import the non-frozen **hero_head** geo.
- Step Two:
 - Duplicate the **hero_head** and name it **hero_head_origin** (this is for easy recognition).
- Step Three:
 - Move the **hero_head_origin** to x: 0, y: 0, z: 0
- Step Four:
 - In vertex mode, select three points on your **blendshape head**. These should be points that HAVE NOT BEEN MOVED from the original head (I used points on

the back of the head, knowing my FV blendshape did not move or alter these at all) and try to select points that are a bit spaced out.

- Step Five:
 - On the **hero_head_origin**, ALSO select three vertices. These points MUST be the SAME point that have been selected on the **blendshape head**. If they are not the SAME POINTS this method WILL NOT WORK.

- Step Six:
 - Once the same three points are selected on both the **hero_head_origin** and the **blendshape head**, go to: **Modify > Snap Align Objects... > 3 points to 3 points**. This will align your **blendshape head** perfectly to the **hero_head_origin**.
 - Make sure you select the points on the **blendshape head** FIRST and THEN on the **hero_head_origin**, so that the **blendshape head** is moving to the **hero_head_origin**.

- Step Seven:
 - Once all of your **blendshape heads** are lined up to the **hero_head_origin**, delete the **hero_head_origin**.

- Step Eight:

- Select all of your blendshape heads, and go to **Modify > Freeze Transformations**.
This will make it so that the origin of your **blendshape heads** match your **hero_head**.

- Step Nine:

- If you have followed this properly, you can now apply your blendshapes to the **hero_head** as normal, selecting all of your blendshapes and then your **hero_head** and going to **deform>blendshapes**. When you activate your blendshapes, you will see now that the problem of your head flying away has disappeared.

This will also apply to blendshapes that have been zeroed out, meaning you no longer have to start from scratch on blendshapes that you have completed, due to an error in your workflow!