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<http://bhbn.free.fr/spip.php?article26>

Make Human !

- Blog -



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Make Human !

For a project in my lab, I am using the great [Make Human](#) software for one of its most useful feature; change the weight of a character by just moving a slider!

But this was not all I needed, so I started to work with MH and add a 'measurement' feature. This little contribution is on its way to become usable, hopefully soon...

