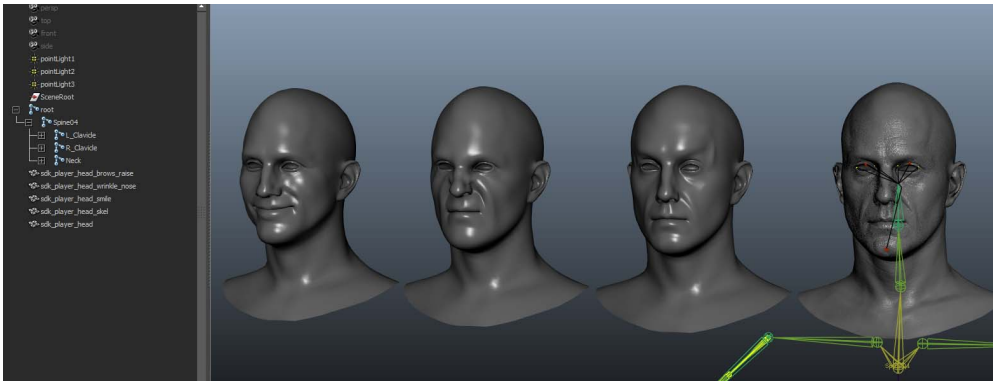


This article covers how to create and implement animated Blendshapes for CRYENGINE.

Blendshapes or morph targets (the terms are interchangeable) are 3D mesh shapes of a model with the same mesh topology. They are primarily used for character facial animation or to fix a specific (bad) deformation state. They are usually either modeled by artists or by scanning physical models, like a human actor's face, and post-processed by software and artists to extract the geometry data. In this tutorial series we concentrate on Blendshapes used for animation and how to get them into CRYENGINE.



## Tutorials

We continue on to the asset setup in 3dsMax and Maya, to take advantage of the Blendshapes technology, or you can jump straight to the CRYENGINE section of the tutorial.

- [Tutorial - Animated Blendshapes - 3dsMax](#)
- [Tutorial - Animated Blendshapes - Maya](#)
- [Tutorial - Animated Blendshapes - CRYENGINE](#)