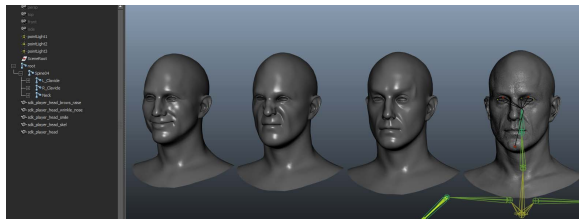


This article covers how to create and implement animated Blendshapes for CRYENGINE.

Blendshapes or morph targets - both terms are exchangeable - are different 3D mesh shapes of a model with the same mesh topology. They are primarily used for character facial animation or as correctives of a model to fix a specific (bad) deformation state. Usually, they are 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 will concentrate on Blendshapes used for animation and how to get them into CRYENGINE.

- [Tutorials](#)
 - [3dsMax](#)
 - [Maya](#)
 - [CRYENGINE](#)



Tutorials

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

- [3dsMax](#)
- [Maya](#)
- [CRYENGINE](#)