

Ear/Tail Physics

Ear and tails are the easiest to implement! To demonstrate , I will be using Bone Dynamics Pro. You can use the free lite version (honestly what I use).

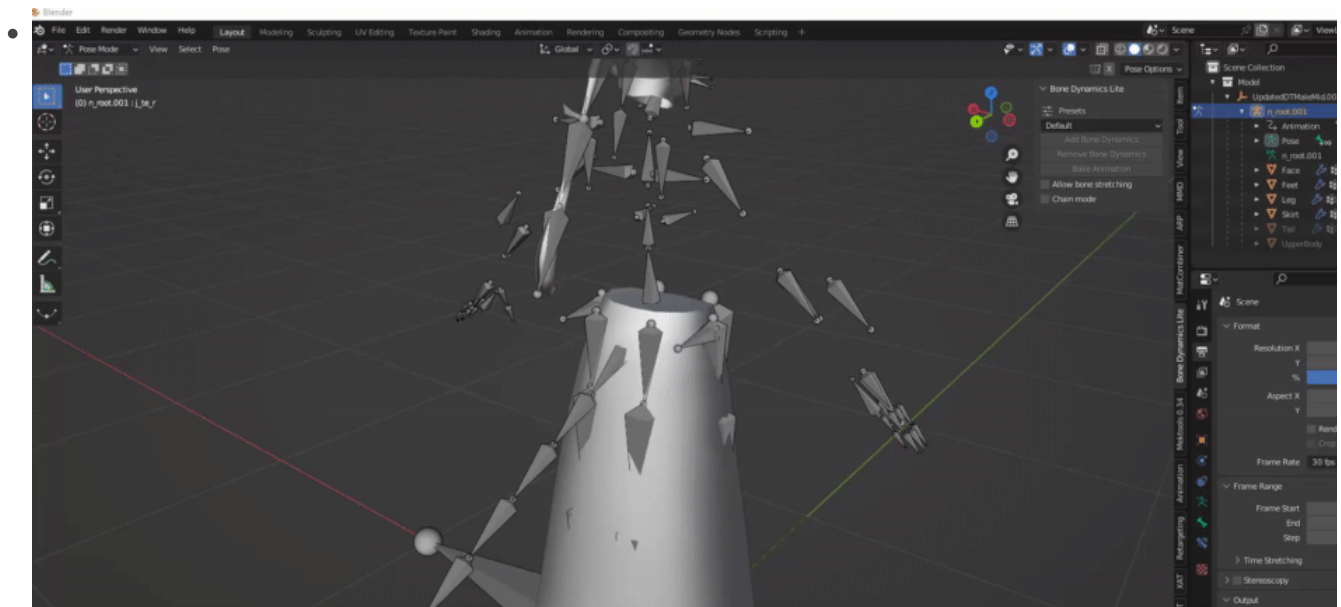
With working with ear physics , you will essential double your work flow. If you want to include ear physics option and a static ear option (for non elezen, mitoque and lalafel), youll have to create a version for static ear too.

As with anything involving Blender, please make sure you are saving frequently!!

1. Select your armature and go into pose mode.
 - Default short cut key to pose mode is Ctrl + Tab (for windows atleast)



2. Rotate camera behind and disable the UpperBody and Tail Mesh so we can see the bones more clearly.
3. Navigate to the Bone Dynamic Lite Tab and enable "Chain Mode"



4. For Tail and hair, I usually use the organic preset. Very smooth and feels natural to me. Feel free to test other presets!

- If you are using BD Pro, you are able to make your own preset and adjust parameters to your liking.

5. We'll have to select the bones from the beginning to end. In this example we're starting with `n_sippo_a`.

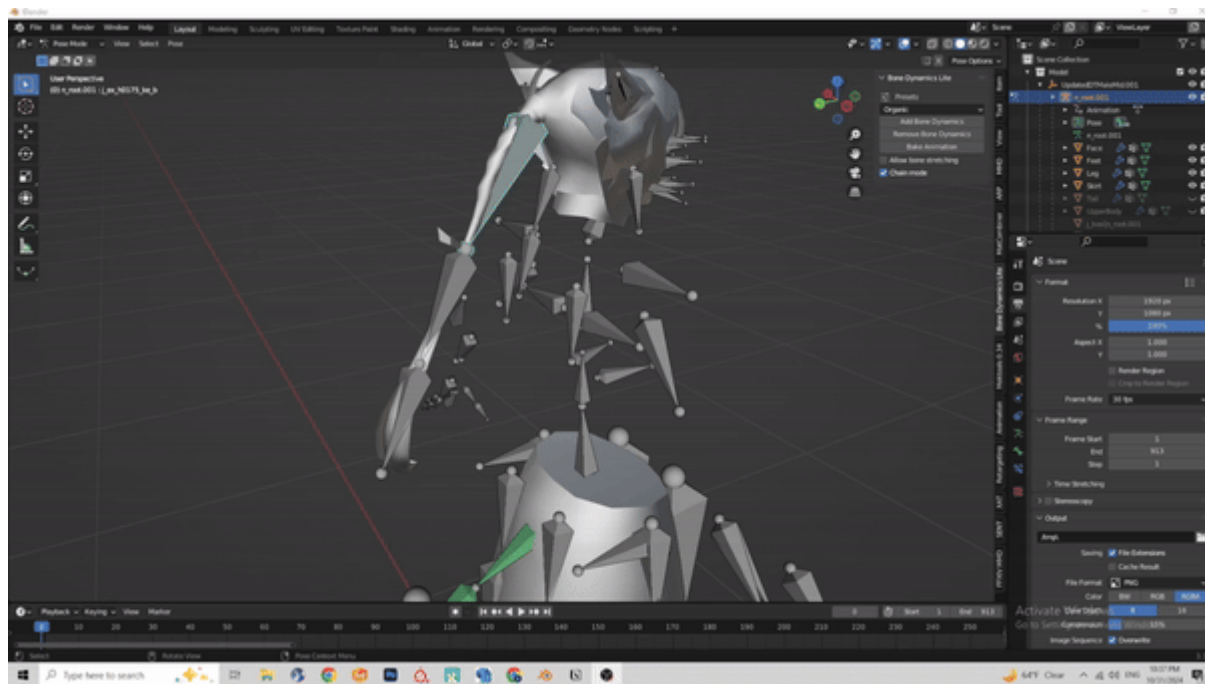
6. With the bone selected, click on the add bone dynamics option. This will change the bone to a green color



7. Repeat previous step until you have reached the end of the tail

8. The process is the same for the hair. Hair bones are:

- `j_kami`
- `j_ex` (this is if your hairstyle has a pony tail)



9. Here is a little preview of the physics. Not too bad!



10. Now for ear physics. This is where things get a bit weird. Lalafels, Elezen and mitoques use the `j_mimi` bones, viera use a completely different ear bone (`j_zerc`). So (in theory atleast) ear physics using the `j_mimi` bones will not be compatible with viera ear bones.

11. Ear bones can be a little hard to see sometimes

