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ManuelBastioniLAB: the free and open source character editor for Blender

About

ManuelBastioniLAB is an advanced addon that turns Blender in a powerful laboratory for humanoid characters creation. Free and Open Source.

Current version: **1.6.1**, released in January 20th, 2018

Development progress: [Lab status](#)

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Funding the lab

The development of the lab is a hard work. It requires hundreds of hours spent in modelling, researching, coding and testing. It's fundamental to have enough funds to work full time on it and to buy specific and powerful hardware. To improve the web experience of our users, we removed all advertising banners and cookies from this site, deciding to rely on a new funding way that will be available **VERY SOON**.

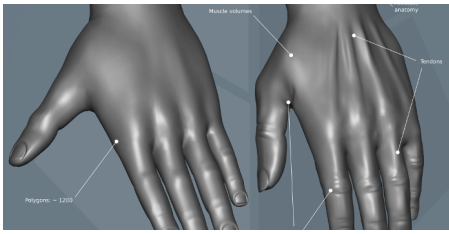
Lab News

08 May 2018



Video preview of new weights transfer algorithm. [\[See the video\]](#)

30 April 2018



Modelling the new base meshes: realistic hands. [\[See the image\]](#)

15 April 2018



New site, no cookies, no advertising, max usability! [\[Read more\]](#)

29 March 2018



Modelling the new base meshes: realistic teeth. [\[See the image\]](#)

Lab overview



100% Open Source and Free

The lab is based on the **18 years experience** gained during the realization of various 3d graphics projects and collects algorithms, prototypes and python scripts developed by Manuel Bastioni and donated to the world under Open Source license.

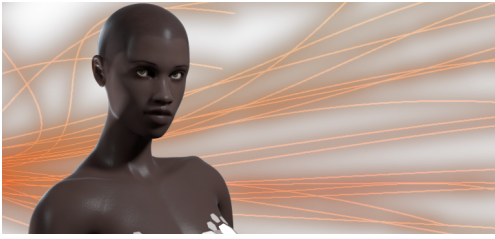
Max usability

With few clicks in Blender 3D now you can

- create human characters
- set the phenotypes
- modify physical parameters
- assign expression
- choose the pose

The software is free and available for [download](#).





Technology

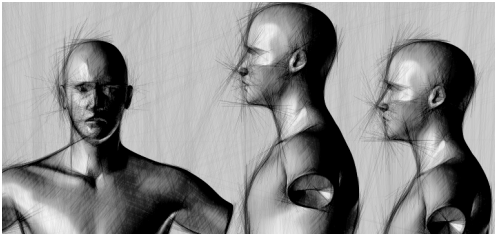
The lab includes a powerful skin shader editor that automatically creates the displacement maps according to the character **meta parameters** (muscle, tone and age values).

Fuzzy logic algorithm for interpolation permits to mix the parameters in real-time.

Not only for realistic humans

The lab includes a complete human anthropological phenotypes library.

Anyway it's not only a tool to create photorealistic characters: it can generate a variety of special characters, like anime, elves and more.



In the search of perfection

The models are in constant evolution. Topology and anatomy are improved in each release.

The topology is optimized in order to be perfectly subdivided in subsurface mode. It includes teeth, tongue, eyelashes, gum, and eyes.

Ready for animation

Models include a standard skeleton and a well tested rigging, developed in order to match most of external applications and motion capture files. The lab provides a library of poses for a one-click pose. Version 1.6 also includes a versatile muscle system designed with the standard Blender bending bones, so that finalized characters can work even without the lab. Also version 1.6.0 provides the Inverse Kinematic controllers for the base skeleton.



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