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Subject: how can I 'bake' a rig?

Posted by [KKralowec](#) on Tue, 13 Nov 2012 18:54:16 GMT

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Hello there!

I am going to be modeling some figures for 3d printing, and I'll use either Blender or Maya to do the modeling (not sure which one yet). These'll be about 10 different zombies, in different poses, and I'll probably be using a rig to pose them. I saw on the tutorial pages that one should 'bake' the poses, to make sure the pose of the rig will be preserved in the printed figure, but I can't seem to easily figure out how to do this in Blender or Maya. Anybody have any experience/guidance on this?

K

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