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What is a Chibi model in MikuMikuDance? How do I make a Chibi model? Can I use PMDE / PMXE to make a Chibi model?



LearnMMD's

Silent Headset

Presents

How to make a Chibi Model for MMD!



Hello everyone, welcome to Silent Headset and co.'s PMDE tutorial!
 Hosted today by yours truly, Silent Headset!

Hiiro? She's currently bringing Youmu to the clinic for her routine check-up.

Today, we're going to talk about **chibi models**. This topic has been floating for a while at our editorial desk, so today I'll show you how to make your own chibi character models.

??? : "Hello, anyone home?"

What the-? You didn't tell us you'll come home today!

Tetsuya : "Aha! Good to see you again SH!"

Everyone, this is the president of our group, Tetsuya.

Tetsuya : "Please accept my apology for my little band of misfits' behavior, dear readers!"



Prez, what's that supposed to mean?....

Tetsuya : "Well, you guys are without a doubt the most annoying authors on LearnMMD, right?"

W-well...I know that we're quite different from the others in term of presentation, but....

Tetsuya : "By the way, I'm kinda hungry. Guess I'm off to the kitchen"

(Sigh...) Forgive me for that little disturbance. He hasn't shown his face since the 2nd article so please bear with him.

Anyway, let's start, shall we?

First off, what is a “chibi character”?

Well, there are a lot of different interpretations, I'll quote one from Wikipedia:



Wikipie-tan by Kasuga

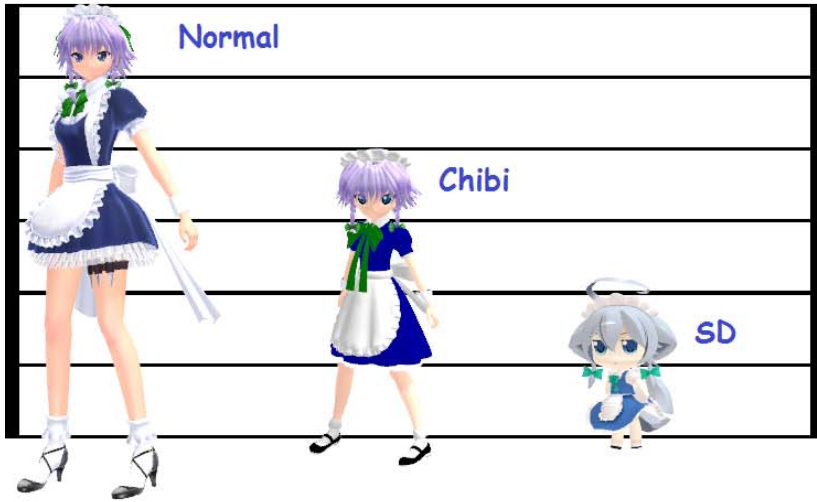
“**Chibi** (ちび or チビ) is a Japanese slang word meaning "short person" or "small child". The word has gained currency among fans of manga and anime. It means someone or some animal that is small in stature. It can be translated as "little", but is not used the same way as *chiisana* [小さな] (tiny, small, little in Japanese) but rather cute.”

“In English-speaking anime and manga fandom, the term *chibi* has mostly been conflated with the "super deformed" style of drawing characters with oversized heads or it can be used to describe child versions of characters. Chibi style is usually used in depicting scenes which are cute and/or humorous, and it is extremely rare for it to be used for an entire anime series.”

So in a nutshell, chibi is a deformed state of a normal character that portrays him/her/it with a cuter, childlike form.

Making a *chibified* MMD model is quite an easy task, if you know what you're doing. Make sure you have all the ingredients needed; the sugars, spices, and everything nice.

But first, let's dig a bit deeper, here's a bit comparison on normal and chibi characters. I'll be using Sakuya Izayoi models for this.



Size Comparison

The normal height for standard characters is usually around 6-7 heads, meaning that the overall body height is 6 or 7 times the height of their own head

Chibi characters usually ranges around 3-4 heads, which means the head alone took 1/3 or 1/4 of their overall height

Super-Deformed characters (super-chibi if you want to say so,) is VERY short, within the 1.5-2 head units range



Details

Normal sized characters have a (relatively) detailed look, especially on their facial features, which displays their 'supposed' age well



Being a "younger" incarnation of their respective characters, chibis usually have a more childish face, rounder head, bigger eyes, and slightly less detailed look, especially their clothes (there's nothing wrong with making a chibi model with super accurate details though)



As for SD characters.....

 They're pretty much just a dango with face and a body...



So let's make a model!!

But first, I have something to say.

First of all, treat a chibi character as you would a child actor. That means “adult/mature scenes” are absolutely forbidden. Violence in its pure form is also a huge NO, and do try to keep slapstick jokes to a minimum level of violence. In the end, YOU and YOU ALONE are responsible of the artworks you've created. Please don't turn my good intentions of writing a tutorial into a mean to achieve your own forbidden desires.

Second, when making a model, do respect the original model's author if you're using their parts.

Third, most of the time, the author of a model of a famous character, like Vocaloid or Touhou models, will also release various versions of their models, including chibi models. So if you think you can't make a good enough model for your use, you can spend a few minutes to browse around the web and search for a “professional made” models. Or alternatively, ask someone who's more knowledgeable than you (Once again, sorry AZ ^^;) Not that I discourage you to make one on your own though! In fact, if you want to chibify your own OC/selfie model, making it yourself is pretty much the easiest way. That chibi-Sakuya model up there? I can't find a pro-made one so I decided to make one myself. Still pretty rough, but that's good enough for me. The SD “Inu-Sakuya” is made by Aoi Kiba though and classified as a professional-made in my list.

Let's start, first stop...

SHOPPING!!

No, I am not kidding. You'll need a lot of parts to make a model, and chibi models are not different. Since sometime just squashing your existing model in PMDE/PMXE alone is not enough.

I'm pretty sure you know the [MMD-Mall](#) right? They pretty much have everything you want available for download. Go and grab a few things from there, but for this project, I'll give you guys some pointers.

For chibi models:

- Faces. Yeah that's right, go grab a child-like face for your model!

For SD models:

- The whole SD base, such as a Nendroid base.

For aesthetic purpose:

- Emotion packs for additional expression
- Small accessories like ribbons, just to add that +1 on cuteness ~~and to resist all status effects.~~

You can however, skip the shopping altogether and resort to your default MMD models. I usually use Rin's head for chibi models. *Read here to learn how to separate parts from a model.*

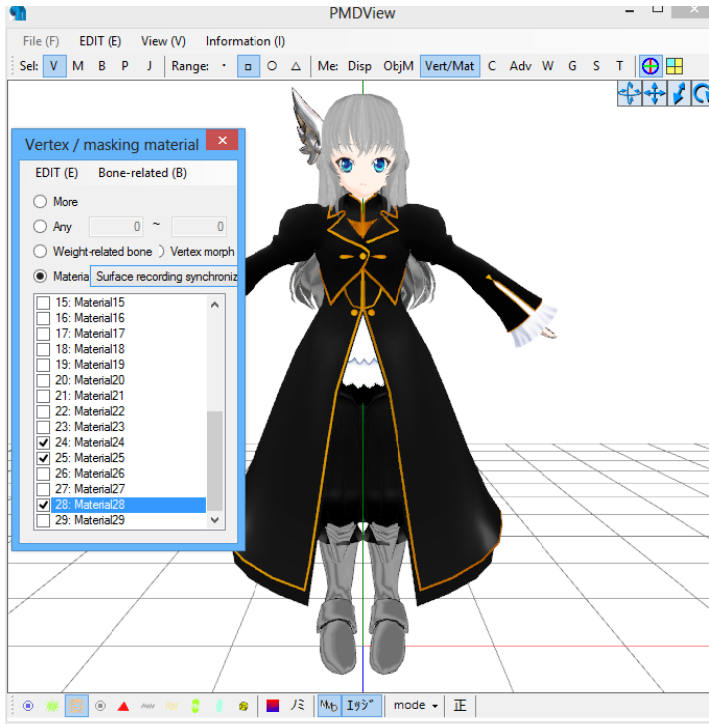
Got all the ingredients you need? Good! Don't forget to note their respective authors though. You'll need to credit them later on!

Double-click on that PMXE icon!! Let's start!!

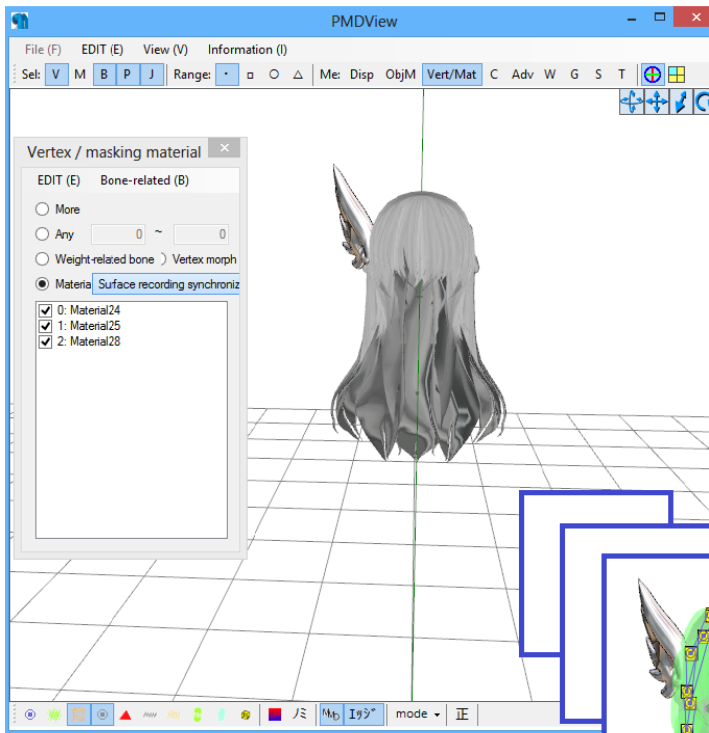
Note that this is how I make my chibi models, other authors/ tutorials may have a better way or giving different advice. It's entirely up to you on how you make your own model and whose tutorial to follow, as long as it ends up as a folder of kawaiiiness inside your MMD model storage.

Step #1: Get the hair!

It's probably just me, but I prefer to keep the original model's hair to be used on the chibi. You may choose to create a new hair altogether if somehow this doesn't suit your taste.



If you've read my previous articles, you'll be familiar with this step. Locate the material of the hair with the vert/mat button. If your model has some hair ornaments (hairpin, ribbon, etc.) you can choose to select them as well, or leave them and separate them from the model later.



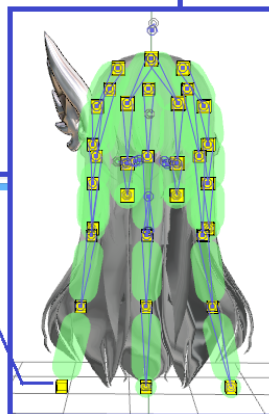
Now delete all other material except the ones for the hair (shift-delete) It should look somewhat like this when done.

Next, delete all bones, physics, and joint from the model EXCEPT those for the hair.

Also, don't delete the bones for the neck and head, but delete any physics connected to those. There's a reason for this.

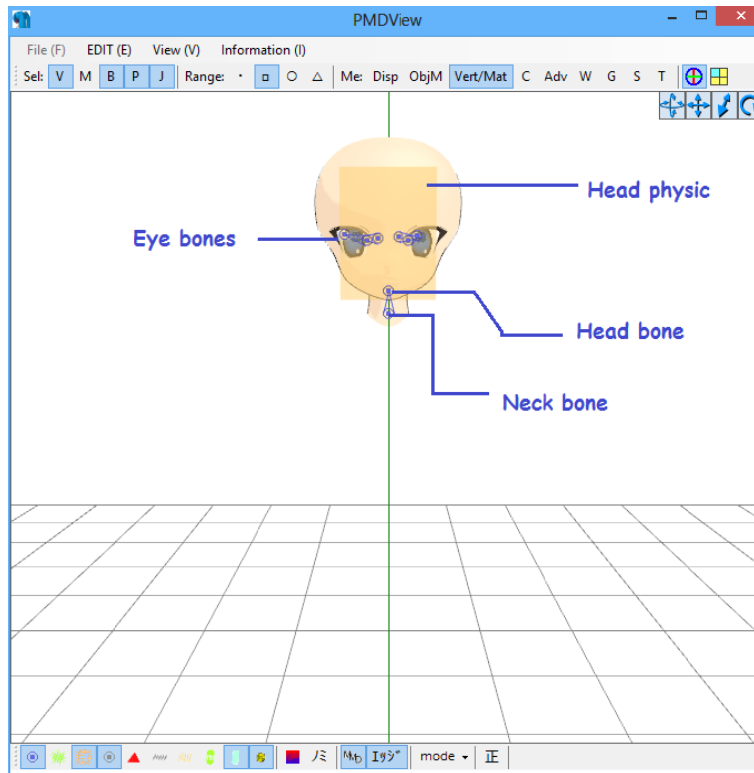
Here's what the result should look like.

Save this as a separate model (hair.pmd or something)



Before you say anything, I didn't accidentally delete a bone from here. There's no bone right there from the start. Weird, but still okay

Step #2: Prepare the head!



Let's load that head or face you've prepared beforehand. You might want to change the eye texture to match your original model.

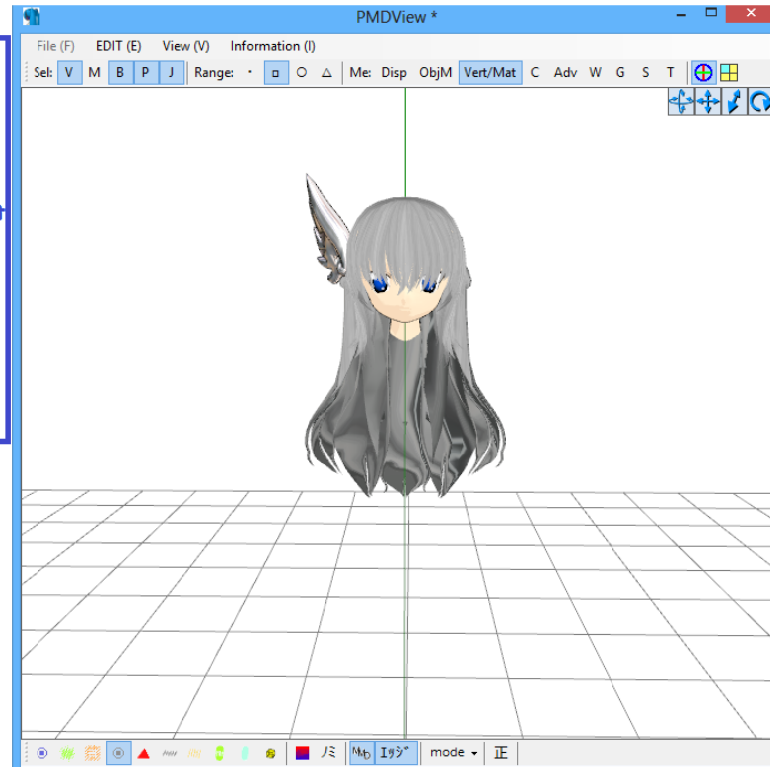
I'm using Animasa's Rin head for this. You can see that she's clean from unnecessary bones, physics, and joints. Keep in mind that the head physics, and the bones for neck, head, and eyes shouldn't be deleted. Everything else is to be deleted

Now use 'File-> Import-> Add PMD model' to add the hair.

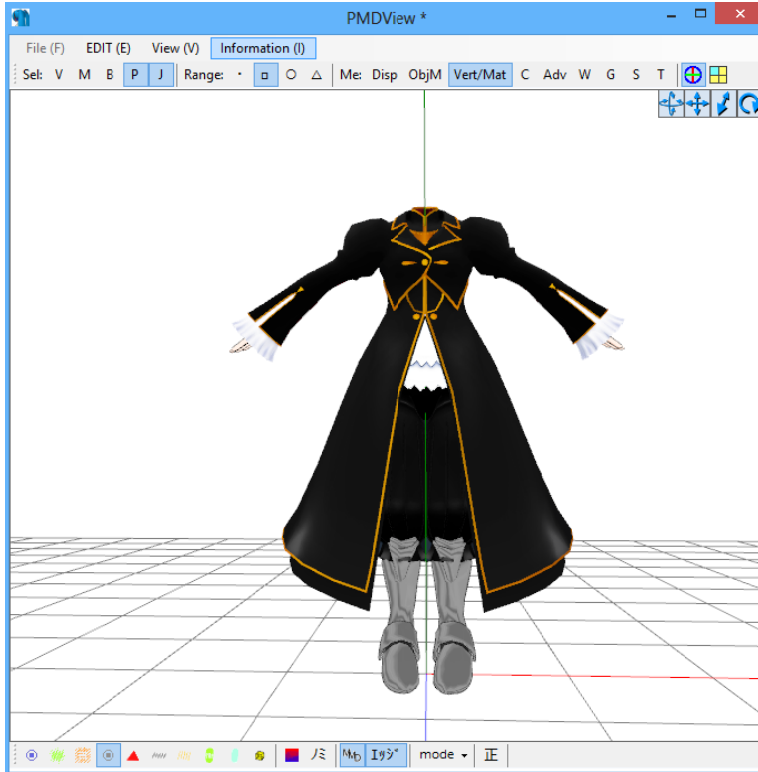


You might want to adjust the hair first using a head dummy to make sure it's positioned correctly

Once you're satisfied with the result, save it as yet another model (like "Chibi-Head.pmd")



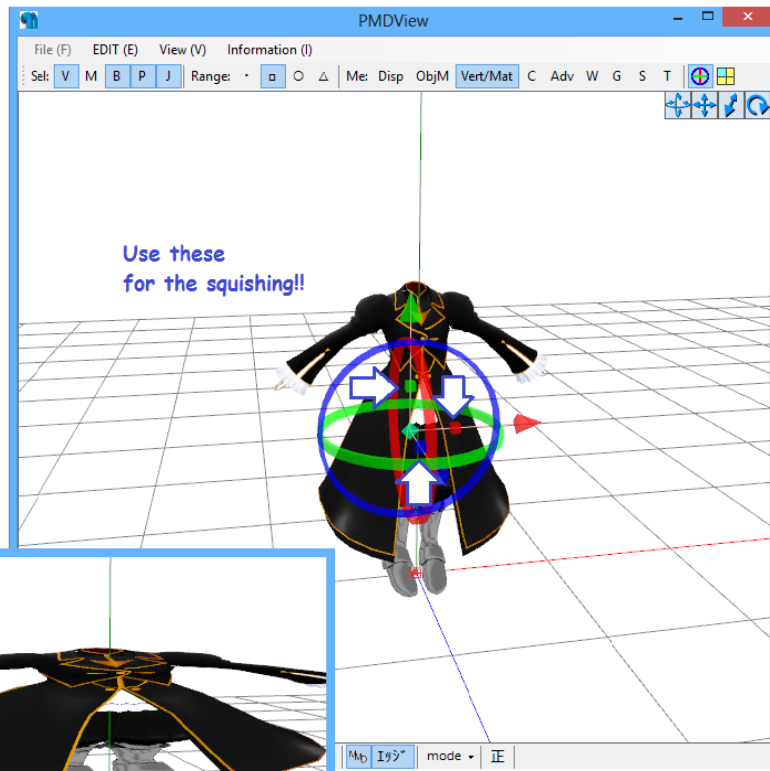
Step #3-a: Squash the body a bit (!?)



First, since we already got a custom head, you can delete the model's head and hair, along with the hair and it's physics and joints. You should also delete the bones for the hair, but don't erase the head bone. It's rather vital.

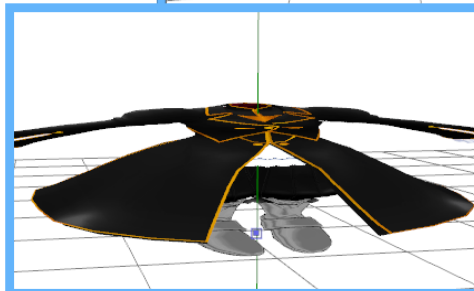


Now here's a rather fun part, select V,B,P, and J selection button, Hit Ctrl+A on your PMDView window and SQUISH your character into the desired size. You can also use the resizing plugin



Whoops!!

Pay attention to the proportion as well, dont squish it too far like this



Step #3-b: Make a whole new body (!??)

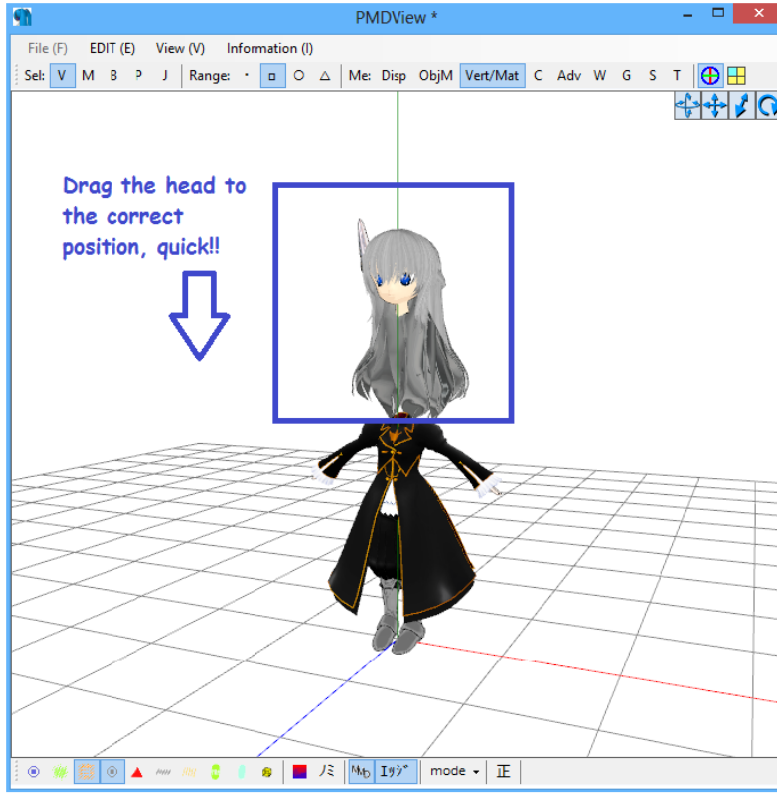
Sometimes, the original model might be too shapely for the squashing method to work. In this case, you can choose to create a whole new body for your model. Your choice, really....



Making a new body is basically just making a whole new model from the start, so instead of explaining it in this article, [let me point you here](#) since we've already covered that in the past.

Either way, save the body as "Chibi-body.pmd" or any name you like.

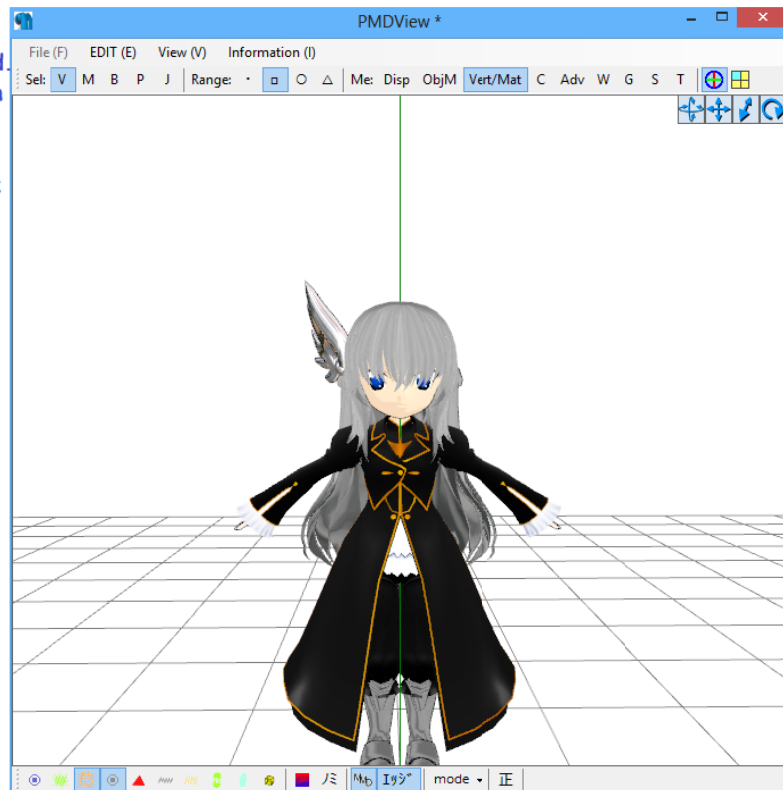
Step#4: Glue everything together



As usual, it's important to make sure that everything is in perfect position before attempting the final assembly. So open that "Chibi-head.pmd" and then import the dummy for the chibi body. Reposition the head (and probably adjust the size of the neck, since most likely it's too big for the body). Delete the dummy and then save the head

Now open the "Chibi-body.pmd" and import the head. Everything should already be in correct position when loaded. And if you follow my advice on not deleting the head and neck bones, you've just saved yourself a lot of time re-weighting the bones and vertexes!

Finally, save the completed model!



Step #5: Open MMD and release the Embodiment of Cuteness!!

Now launch MMD and see the fruit of your hard labor in action!

Health notice: “ *Over-exposure to the cuteness of chibi models may result in the increase of blood sugar level and lead to various sickness like diabetes and nosebleed. Please consult your doctor before attempting to use chibi models*”

Nah, of course I'm joking

Make a Super-Deformed model...



Making an SD model is pretty much the same, apart from their mini size and sometimes needle-like arm and legs.



Keep in mind that the style of both Chibi and SD characters are not entirely set in stone and always vary from author to author, so don't worry to add your own style and twist to them!!



Sigh....Okay let me repeat this first....

Dear readers, this concludes today's article about making chibi models. Don't forget to be responsible about your artwork, and always Keep the faith MMD....



Credits:

- Sakuya Izayoi by Arlvit
- Inu-Sakuya by Aoi Kiba
- Tokiko by cresato
- Awesome House by Shiruhane
- Wikipe-tan by Kasuga

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