Building the Hip Sway

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Year One – 3D Animation

Academy of Interactive Entertainment
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Sway those Hips Baby

Since when do quadruped's sway their hips anyways? All creatures sway their hips slightly (or not so slightly) as they walk. The hips sway from side to side in response to the legs moving forward or dragging back.

Before you start: Build your Spine Controls!!

Before you can have a hip sway, you need to have a spine (and spine clusters) so go do the **Rigging a Spine with an IK Spline-FK switch** tutorial!!

Step 1: Preparing the end of the Spine

Parent Constrain the second to last cluster in your spine curve (which you built following the above tutorial) to the last cluster at the bottom of your spine.
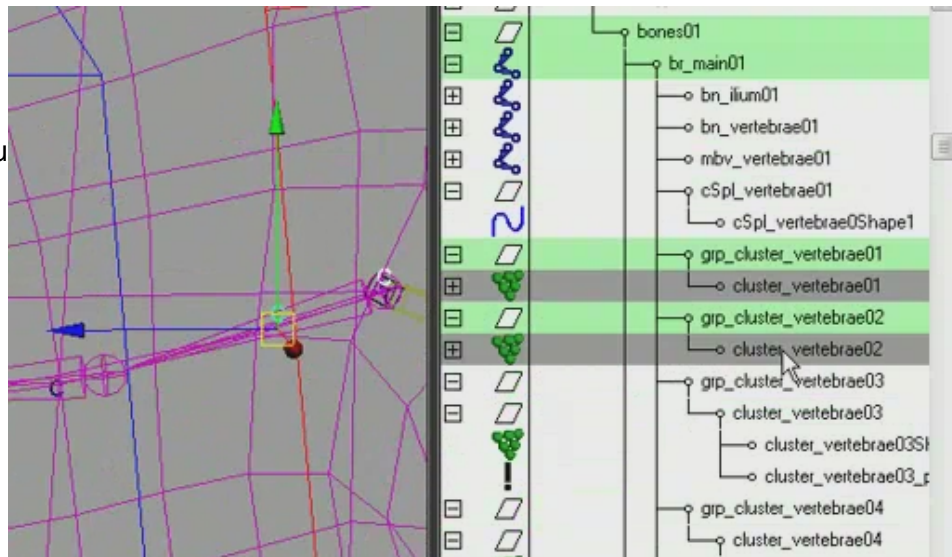
Step 2: Create a Control for the Hip Sway

a) Create a Control Curve and name it Hip Sway. Snap it to the Main bone and Freeze Transformations.

Step 3: Connect the Spine and Ilium to the Hip Sway Control

a) Parent Constrain the last cluster in your Spine IKSpline and the ilium joint to your newly created Hip Sway Control.

Step 4: Connect the Hip Sway Control to the rest of your rig

a) Parent the Hip Sway Control to the End Spine Control you created in the Spine tutorial