Update Log

**V001\_002** 2019-11-04

* Pulled Back COG control for easier selection
* Added attribute in CN\_fk\_Bip001\_Pelvis to allow for isolating hip movement from the upper body
* Updated Hair Skin Weights
* Brought in finger controls for easier selection
* Added cup controls to hands
* fixed skin weights on sleeve (were getting finger influence)
* Unlocked Jaw translates
* Removed excess tongue geo for reduced clipping
* Additional face controls for Eye Spec, crevice geo and flesh portion of brow
* Added macro control for tongue curl
* Fixed vis switch connections on cloak, waist geo and macro face controller
* Added Eye Dilation
* Added vis switch for body controls and core control
* Added pivot control to arrows
* added controls for manual hand constraints
* constrained bow to left hand
* Fixed orientation of left hand anchor joint

**V001\_003** 2019-11-05

* Fixed Pivot control on arrow

**V001\_004** 2019-11-08

* Adjusted clavicle pivot. Joits were moved back for better forward and back deformation
* local world space switch added to eyes

**V001\_005** 2019-12-13

* Added more polygons to cape for smoother deformation
* fixed UVs on book to remove blank pages
* added dark zelda textures

**V001\_006** 2019-12-17

* Added long hair look (toggle under CN\_Settings)
* Added sub toe controls (CN\_Bip001\_LegSettings\_L and CN\_Bip001\_LegSettings\_R)
* Added world space toggle to fk thighs
* Added fbx with no props

**V001\_007** 2020-04-04

* Added dark mode toggle
* world and local space for ik arms
* added extra control to cloak shoulder to seperate front and back