Smart Ik/Fk switching:

Select any control in that Ik/Fk system and press the button, system knows which mode its in and switches automatically to the other system. Can select multiple systems and it will switch each individually.

Template based rigging:

Rigs are built by a modular fully scripted rigging system. Once a template is built for a specific

type of character, that template is reused and just positioned to the new character. New

templates can be created by hand or with template creation tools built into the modules.  
  
Rigging modules:

The scripting rigging system is more like an object oriented programming language than a rigging script. Rigging modules are made and reused in new rigs. If you have a new type of character that needs a tail, and you don’t have a tail module, you write it and then it can be used in any new template.

Configurable Twist joints:

Add as many or as little twist joints as needed.

Ik/Fk System:  
 All Ik/Fk systems are built from the same system. The difference between an arm and a

leg is just the system built on the end of the chain.

Ik system features:

squash and stretch

Ability to adjust the mid joints bias position in the chain

Soft Ik, a setting that removes popping from the system when the limb gets straight.

Multiple translation spaces, can have the Ik control follow many parts of the body.

Fk system features:

Root Fk control can be switched to different spaces, parent (default like

A normal control), COG, world space, and local space.

Meta data:

Rig has built in custom meta data system. Meta data can be queried to return information about

the rig. Queries include the systems involved in the rig, controls that can be keyed, controls in  
 just specific systems, plus many more.

Tools:

Rigs built with the meta system support tools already built and future tools written with   
 the meta system in mind.  
 Currently there is a batch retarget tool which can take animation from other skeletons  
 and apply it to the rig. An exporter by WMD that has options on how to export animations.  
 Current tool in development is a scene manager to help manage rigs and animations in scene