

Use Mod Creator to add a new forward kinematics group to the object.

▼ Forward Kinematics

List (1 item)

AddClear

General

Group NameRoot-

List (4 items)

AddClear

General

Transform NameRoot Base-

TransformBone.001 (Transform)⊙Read Resting Angle

Resting Angle

X-0.2956142Y-0.01724761Z0.03785678W0.9544012

Movable Target Scale1

Mirroring

Mirror TransformNone (Transform)⊙

☒ Mirror X Axis☐ Mirror Y Axis☐ Mirror Z Axis

General

Transform NameRoot Middle-

TransformBone.002 (Transform)⊙Read Resting Angle

Resting Angle

X0.1736537Y0.5470928Z0.1769029W0.7995244

Movable Target Scale1

Mirroring

Mirror TransformNone (Transform)⊙

☒ Mirror X Axis☐ Mirror Y Axis☐ Mirror Z Axis

General

Transform NameRoot Head-

TransformBone.003 (Transform)⊙Read Resting Angle

Resting Angle

X0.2695008Y-0.1369056Z-0.4878243W0.8189344

Movable Target Scale1

Mirroring

Mirror TransformNone (Transform)⊙

☒ Mirror X Axis☐ Mirror Y Axis☐ Mirror Z Axis

General

Transform NameRoot Tip-

TransformBone.004 (Transform)⊙Read Resting Angle

Resting Angle

X0.1713835Y-0.6257746Z-0.09870576W0.7545137

Movable Target Scale1

Mirroring

Mirror TransformNone (Transform)⊙

☒ Mirror X Axis☐ Mirror Y Axis☐ Mirror Z Axis

General Information

Forward Kinematics can be used for any studio objects that contain bones, allowing the user to rotate individual bones in the Studio.

When setting up FK, you need to create at least one group and assign transforms (nodes) to it.

Within the Studio, users can toggle/mirror/reset groups or transforms individually, so having "Left Side" and "Right Side" groups, with the same bone layout but mirrored, would allow users to make changes on one side and mirror them to the other.

You can specify the resting angle manually for each transform or click the *Read Resting Angle* button, which reads the current angles and puts them in the UI.

Specifying a mirror transform is not required, you can also specify multiple axis(s) that are used for mirroring.

Root Settings

Setting	Values	Description
Group Name	string	Give a name to this group of FK nodes.

Transform Settings

Setting	Values	Description
Transform Name	string	Give a name to this FK node.
Transform	transform	Assign a bone transform which is used for this FK node.
Resting Angle	vector3	Rotation that is applied as an initial pose or when resetting.
Movable Target Scale	float	Size multiplier of the clickable target to select the FK node.
Mirror Transform	transform	Assign a bone transform that mirroring would apply to.
Mirror X/Y/Z Axis	bool	Select axis(s) that are mirrored when requested.