Sheik X Overwatch Character Rig

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Intro

Thank you so much for downloading the Sheik X Overwatch character rig. This reimagining was lovingly created by Shayleen Hulbert and Jack Hamilton in a coffee shop. What we wanted to create was a new perspective on Sheik, to show the strength that we are familiar with but to give them the limelight they deserved. Mixing them into the Overwatch world only felt natural and Jack created the perfect concept marrying classic Sheik elements with the newer sci-fi environment.

Rigged by Perry Leijten, Sheik has taken on a whole new lease of life and we hope that you enjoy your time in their world and come to love Sheik the same that we all have.

If you would like any references on how the weapons are held or some presentation examples, please visit https://www.artstation.com/shayleenhulbert to see some renders of Sheik.

Sheik's Bio

In the Overwatch universe, Sheik is a fearless non-binary hero, a lone wolf raised and trained by their guardian Impa in their small seclusive encampment.

The Sheikah Clan have long been in hiding from the world after vowing to keep their sacred technology away from selfish hearts. Their Clan has remained a myth for many years, long distant branches tell stories of their advanced culture, but they have been widely accepted as old folk tales. Thus they have lived undetected and peaceful lives until they were long forgotten.

A surprise attack by Talon looking for new ways to advance their own weapons leaves the Sheikah hideout in ruins. With their sharp skills in sheikah magic and the combative arts, Sheik works alone, abandoning their true identity to regain peace for their people and take back their sacred artifacts.

How to install the plugins

please add the plugin for your maya version to the correct folder before loading the rig.

in the plugins folder included with this rig you will find folders corresponding to certain maya versions,
locate the folder with the same version as the maya you will be using

for windows: RigSystem.mll
for OSX: RigSystem.bundle

On Windows, the default plug-in location is: drive:\Program Files\Autodesk\Maya<version>\bin\plug-ins

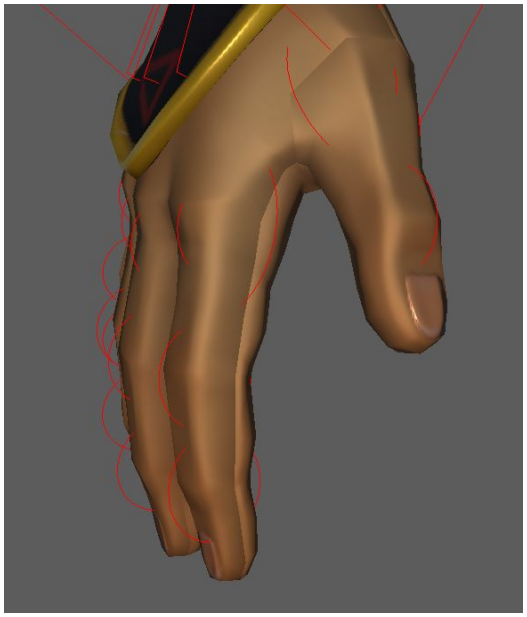
On Mac OS X, the default locations are:
/Applications/Autodesk/maya<version>/Maya.app/Contents/MacOS/plug-ins and
/Users/Shared/Autodesk/maya/<version>
(Maya checks both of these locations for valid plug-ins.)

before opening the rig in the scene, these plugins need to be loaded
in maya main menu bar go to: windows > Settings/Preferences > Plug-in Manager
if the plugin is places in the correct folder you can search for RigSystem.mll and it will be listed, if not make sure the plugin is in the correct folder
you can also browse for the plugin using "browse"

the plugin needs to be "Loaded" for it to work, use "Auto load" for the plugin to be automatically loaded next time you start Maya.

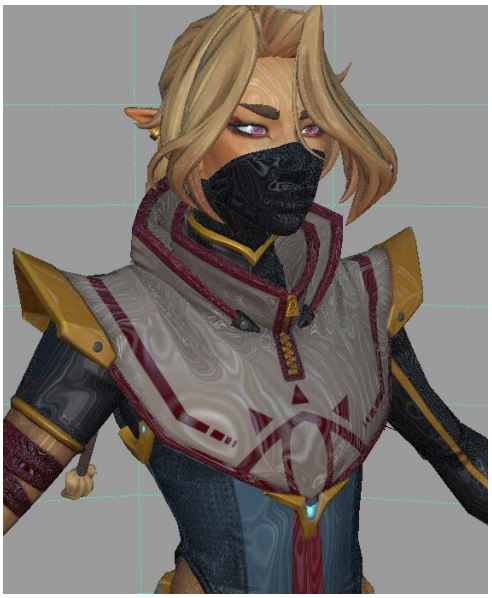
Now you can open the rig without problem!

How to set up the materials in Maya



If you see this bug, it means that all the normals have been smoothed between versions. Please take the “uv hard edge” txt from the plugin folder and run it through the MEL command line for each mesh. This should fix it!

We also have a known issue with version 2020 where the stingray shader looks like this:



This unfortunately is a Maya bug with Stingray and isn't something we have been able to fix but have noticed that rebuilding the texture as a Arnold or Blinn material it all works fine but you may not be able to use the pack RMA file correctly. We suggest just using the flat shaded BC map for colour until Maya has fixed this problem.

The materials are using a Stingray shader with channel packed textures to help with performance. Unfortunately, Maya isn't great with channel packed textures so it needs a little work around to make them work! It does reset every time you open the file so to reduce frustration i would only do this when you want to render something!

To set up the channel pack to use the R,G,B channels individually you need to:
1: Click on the material node parent (eg. M_Sheik_Body
2: In the property editor, click on the "open shader FX" button to open the node editor
3: Find the node for the "metallic map" and follow its tree to the "metallic map switch"
4: in the switch, click on the statement "true" this should open new options in the property editor under "attributes"
5: In attributes set the "component swizzle" to "g" for the G channel
6: Do the same thing for the AO map and set it to "b" for the B channel

The packed maps are set up as
Roughness - R
Metallic - G
AO - B

Check they are all correct for the body, face and weapons. The hair doesn't have an RMA map as it uses a specular workflow instead.

I'm sorry it's a bit of a work around, it was the only way I could find for it to work.

Rig Notes

Additional information on the controls and attributes by Perry

== *Spine:*
spine consists out of 3 spines:
- ik spine
- fk spine (controls behind back)
- fk reverse spine (controls behind back)

all controls have attributes to blend towards each of these spine functions
all spines have the ability to stretch
ctrls of the hood have the ability to switch between head and torso space

== *Legs:*
ik/fk switch on all controls
ik contains:
- soft distance, value between 0 and 10 to solve the pop
- stretch
- slide, slide the knee between hip and ankle
- twist, override on the polevector

foot control has a switch between character and hip space
polvector can move between hip and foot space
footrollCtrl.rollweight allows you to blend the toe movement

== *Arms:*
ik/fk switch on all controls
ik contains:
- soft distance, value between 0 and 10 to solve the pop
- stretch
- slide, slide the knee between hip and ankle
- twist, override on the polevector

fk shoulder control can switch between character and torso rotation

wrist can live in multiple spaces
each finger has an "allCtrl" which manages the main finger rotations, it also holds visibility attributes

== *head:*
main head control toggles detail visibility on the face
low: no controls
mid: only face controls
high: shows hair + face controls
eyes have a specific blink control

iris and pupil scale separately
lip controls hold separate attribute to show inner mouth controls
lip controls have close lip function and can flatten top and bottom lip

== *hairs:*
all hairs have a switch to rotate with the head or the body

== *weapons:*
dynamic parent switch
select main control, ctrl + middle mouse click to activate space switch menu
retains the position when switching parent this way

== *layers:*
weapons and weapon controls are joined together in layers
mask is also on a seperate layer

Extras

Luke Davenport has kindly created a picker tool for the rig that you can download for free and use! The only thing it doesn't control is the hair and kunai.
You can get it here:
https://github.com/Midnaut/Acid-Picker
And see the original tweet here:
https://twitter.com/midnaut/status/1278242947394269184?s=20
Please send your support!

Credits

Concept art by Jack Hamilton -
artstation.com/jackhammer
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Character modelling, texturing, posing and renders by Shayleen Hulbert -
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The character rig is built by Perry Leijten -
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And a special thanks to the amazing rig testers!
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Thinh Ngo - thinhngo.com/ - twitter.com/Thinh_Anim