



SHULKER SON RI

Entertainer007 Edit v.2.0.0

User Manual

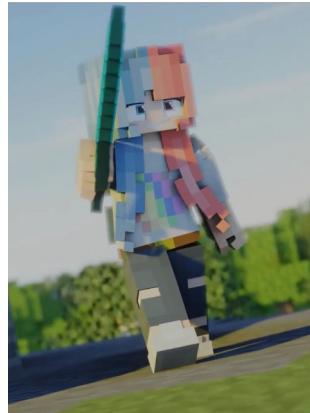
v.2.0

Entertainer007

Entertainment625

March 2021

A little Summary about the Rig



There's a lot of Minecraft Character rig out there that aims to give the user a good experience and quality. These rigs come with many different styles and features that give the user many options. And that's also the aims of this rig, to give the user a good quality rig with many features and options to gives the best experience and overall amazing result.

This Rig is a customized version of DarthLilo's Shulker Box R1.0.1 Rig. Shulker Box R1 is an amazing advanced Rig created with many features and a good quality body model. This rig is a continuation of the now-discontinued LACM Rig (Lilo Advanced Character Model).

With that said, what's is this rig? And why it was created?

This rig aims to improve the already good Shulker Box R1 with many new features and fixes to improve the overall experience. This rig also carries all the features from the original version with some tweaking. And this rig also developed for the latest version of Blender and keep updates over time adjusting to the latest version of the software.

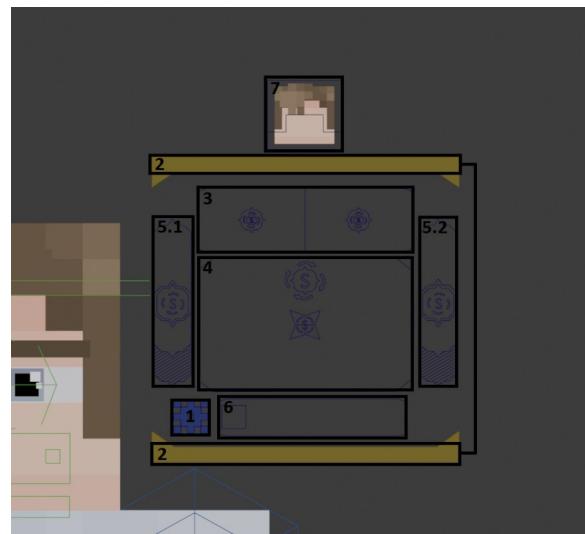
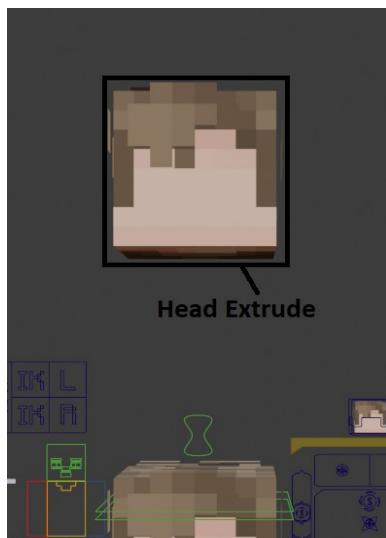
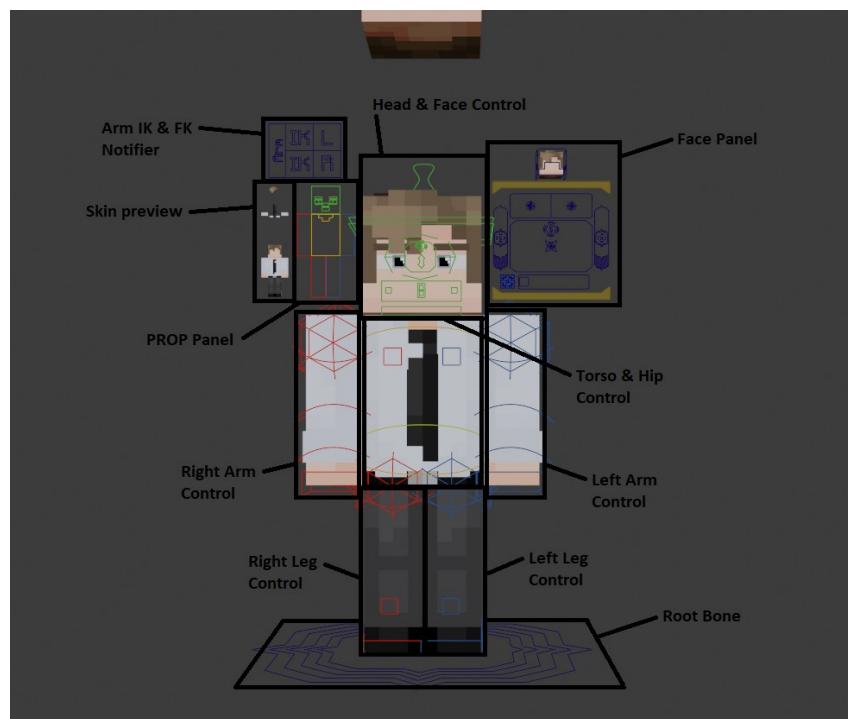
Disclaimer

This rig is not originally made by me. This Rig is based on the original Shulker Box R1.0.1 by DarthLilo. So all credits were to go to the original creator. I'm just customizing and improving this rig.

Table of Contents

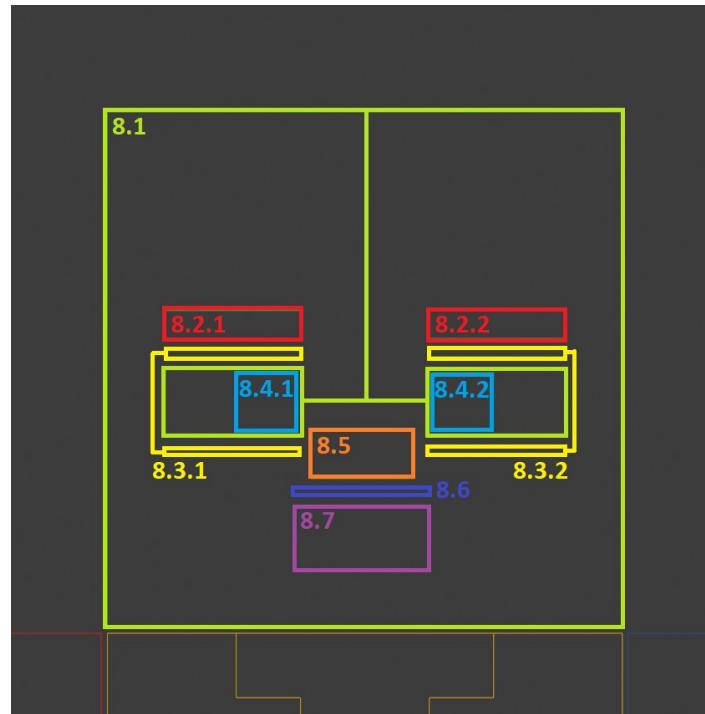
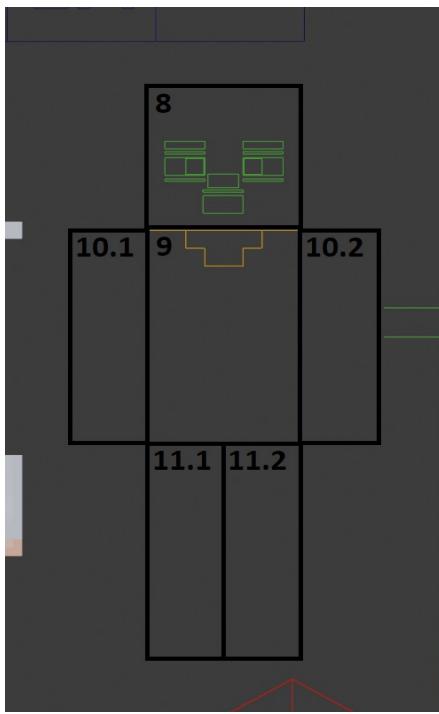
- Rig Diagram
- Getting Started
 - Appending the Rig
 - PROPs Panel introduction
 - Face Panel introduction
 - How to Pose & Animate the Rig
 - Pose Mode & Basics
 - Item Parenting
 - Reference List

Rig Diagram



- 1.) Face Panel PROP
- 2.) Face Panel Border
- 3.) Eyebrows/Eyelids Control
- 4.) Mouth & Emotion Control
- 5.) Eye Blink Control
 - 5.1.) Left Eye Blink Control
 - 5.2.) Right Eye Blink Control

- 6.) UNUSED CONTROL
- 7.) Material



8.) Head PROP Panel

- 8.1.) (Main) Head PROP Panel
- 8.2.1.) Right Eyebrow PROP Panel
- 8.2.2.) Left Eyebrow PROP Panel
- 8.3.1.) Right Emotion PROP Panel
- 8.3.2.) Left Emotion PROP Panel
- 8.4.1.) Right Eye PROP Panel
- 8.4.2.) Left Eye PROP Panel
- 8.5.) Nose PROP Panel
- 8.6.) Mustache PROP Panel
- 8.7.) Mouth PROP Panel

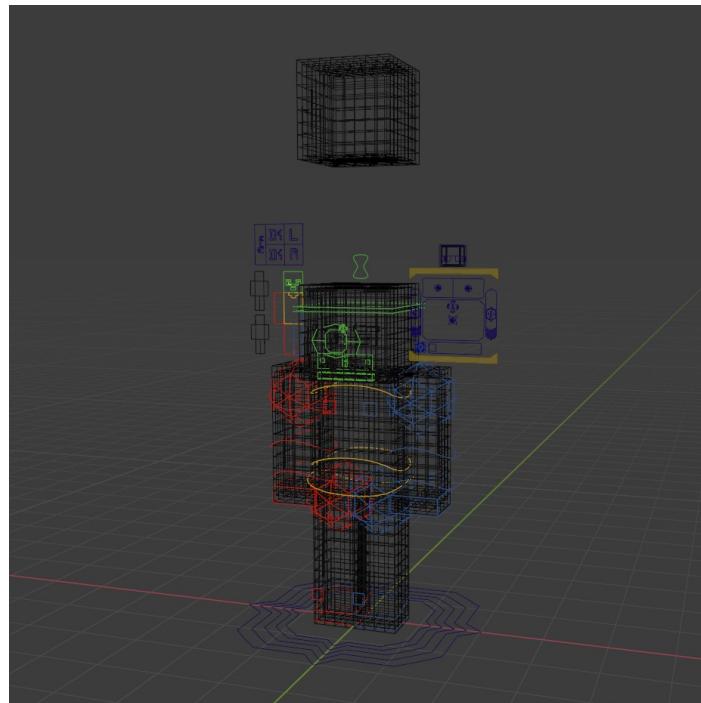
9.) Body PROP Panel

10.1.) Left Arm PROP Panel

10.2.) Right Arm PROP Panel

11.1.) Right Leg PROP Panel

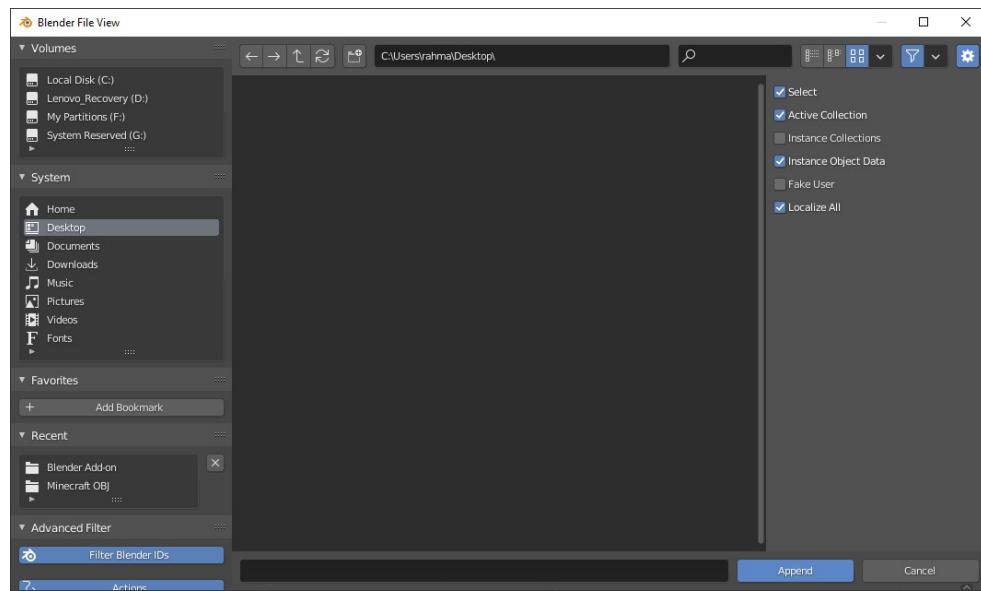
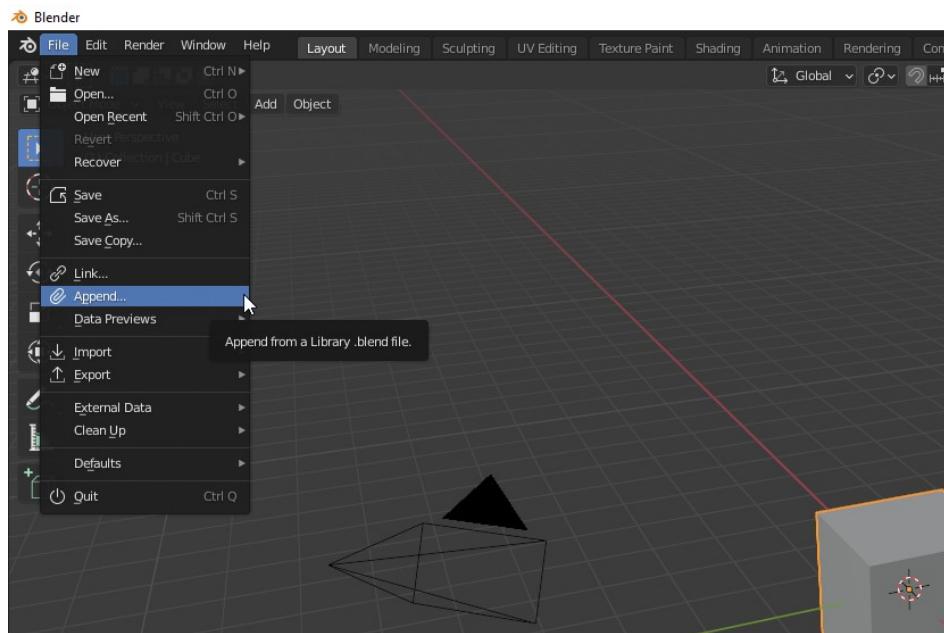
11.2.) Left Leg PROP Panel



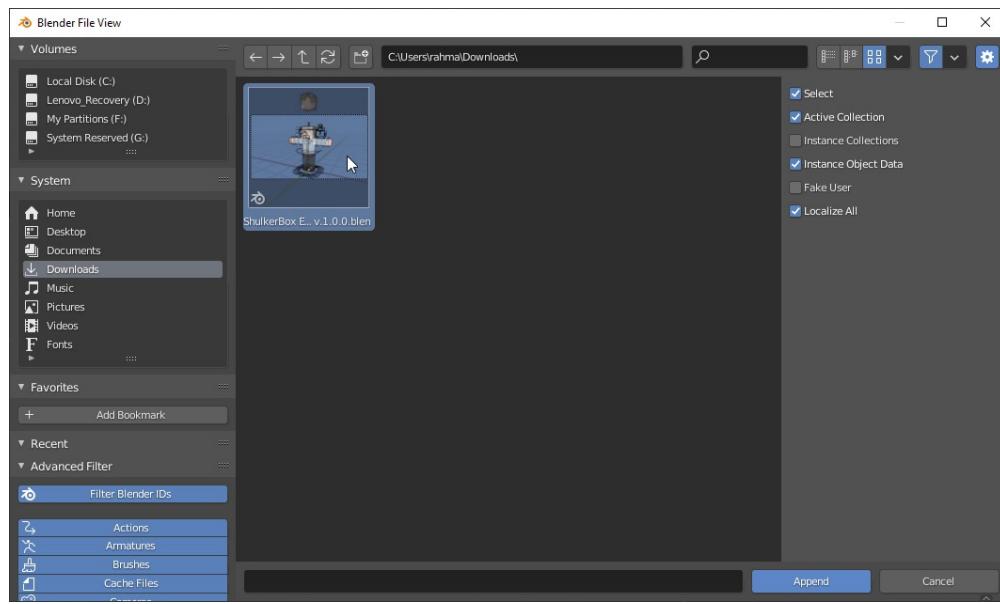
Getting Started

A.) Appending the Rig

1.) First, Click on file and then Click Append. A window then should pop up.

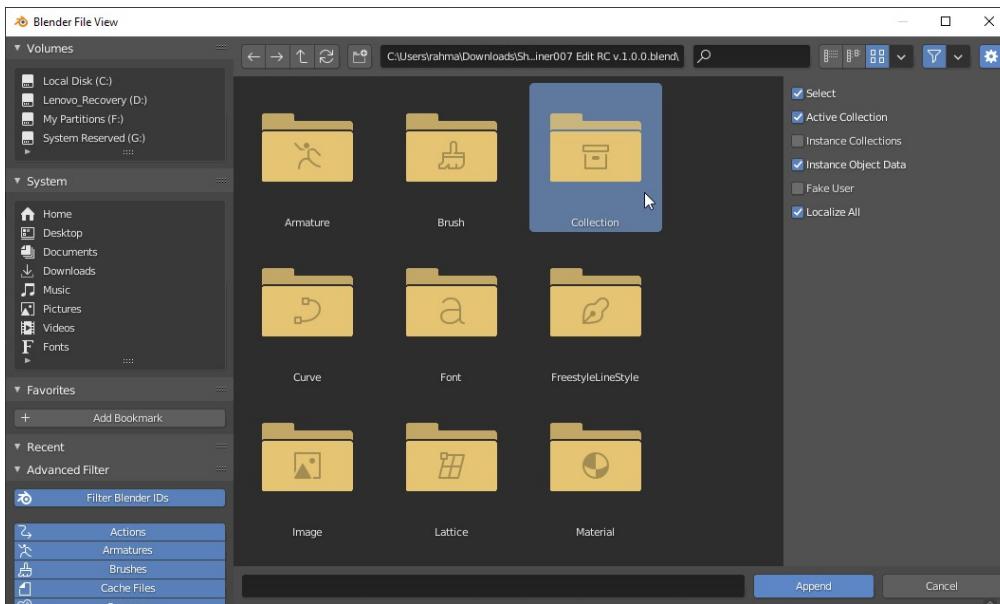


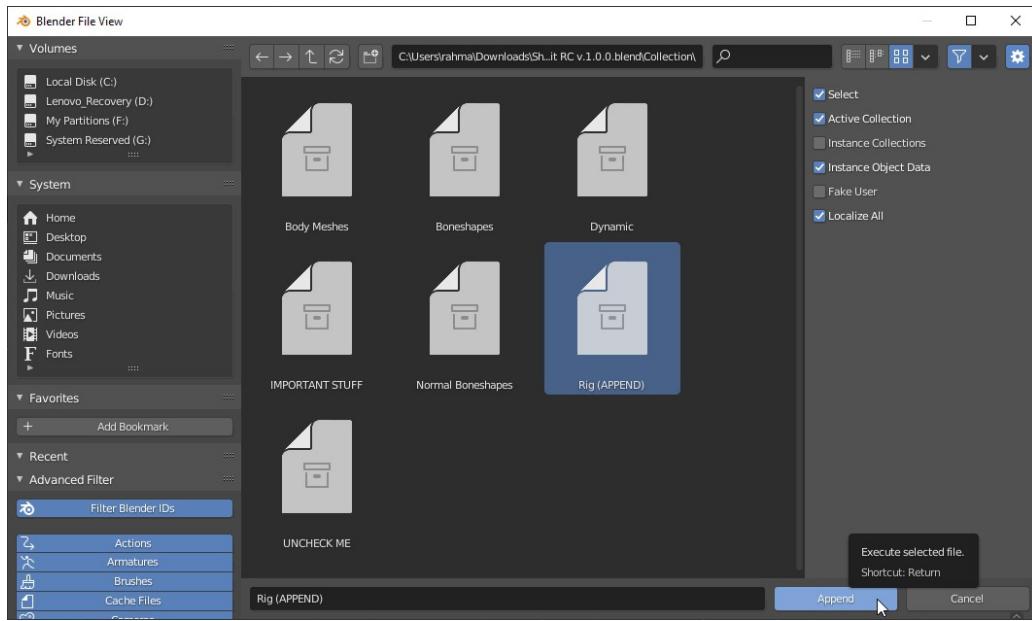
2.) Then, look for your Rig's Blend File.



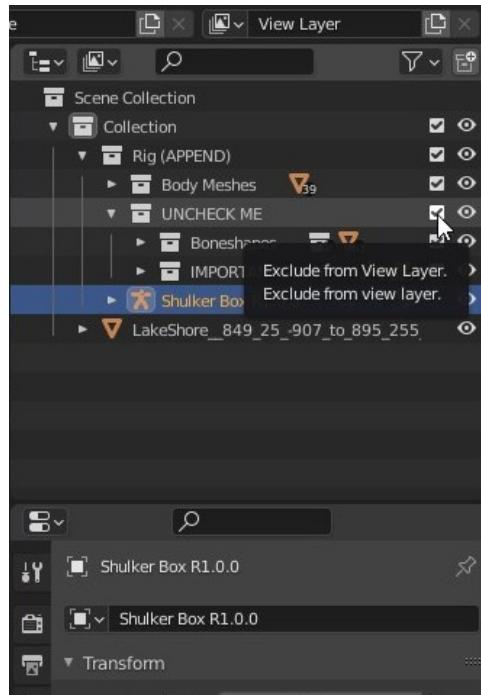
Double click it and it should show all the files inside.

3.) Next, click on the Collection Folder and select the file named "Rig (APPEND)" and click on append.



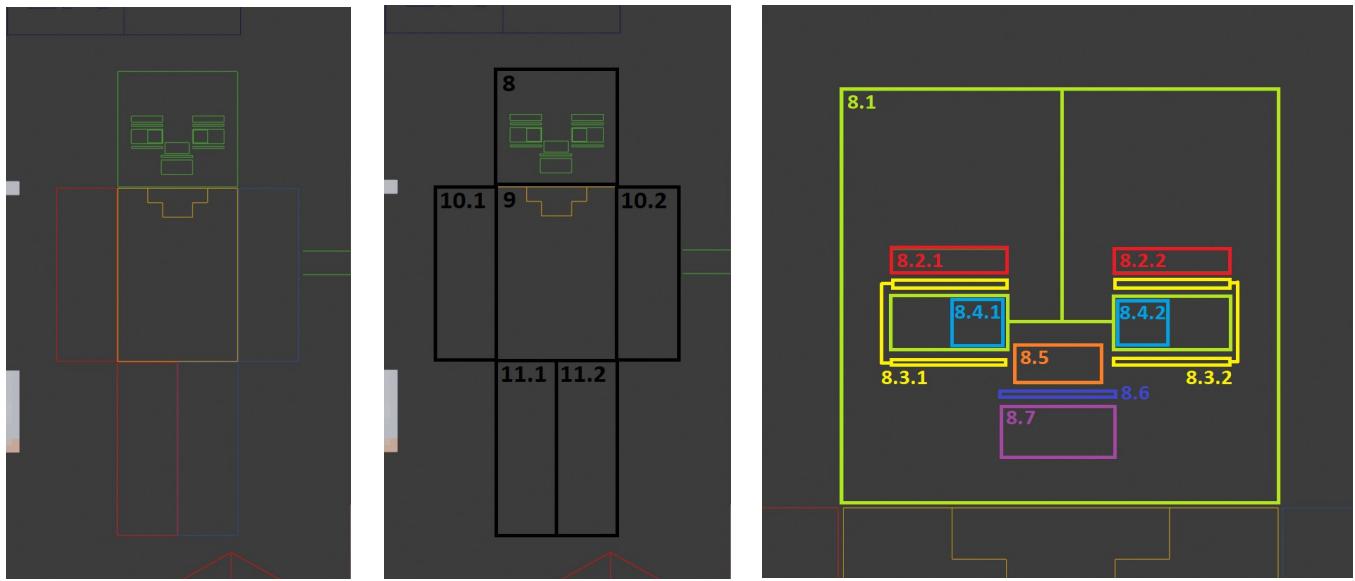


4.) Before using the rig, make sure to uncheck the "UNCHECK ME" collection to hide all the boneshapes.



5.) And finally, enjoy the rig.

B.3 PROP Panel introduction



The PROP panel is used to store all of the Rig's custom properties used for controlling, modifying, and customizing the rig. Each custom property stored at its own PROP panel. And each PROP panel has its own category. For example, the Mouth PROP panel consists of Bevel Mouth, Cartoon Teeth, Teeth Switch, and Tongue. But the Mouth PROP panel doesn't have the nose properties, that one is stored in the Nose PROP Panel.

Here's the list of all Custom Properties at each PROP Panel.

8/8.1 Head PROP Panel

- 2nd Layer Toggle
(Enable/Disable 2nd layer both on the render & viewport)
- Advanced Face Control
(Enable/Disable Advanced Face Controls)
- Anti-Lag
(Enable/Disable Subdivisions for Performance (But less detail))
- Basic Face Control
(Enable/Disable Basic Face Controls)
- Blush
(Enable/Disable Blush effect)
- Dynamic Face
(Enable/Disable Dynamic Face)
- Emotion Switch
(Switch between different Quick Emotion control mode)
- Eyelash Switch
(Switch between different Eyelash style)
- Lattice Deform
(Enable/Disable Lattice Deform)

- Monobrow
(Enable/Disable Monobrow)
- No Face
(Enable/Disable Face)
- Quick Emotion
(Enable/Disable Quick Emotions control)
- Texture Deform
(Enable/Disable Texture Deform on Face)

9.0 Body PROP Panel

- 2nd Layer Toggle
(Enable/Disable 2nd layer both on the render & viewport)
- Bendy Hair
(Activates customizable Bendy Hair feature)
- Body Stretch
(Enable/Disable Body Stretch)
- Flip Bone
(Enable/Disable Flip Bone)
- Hip
(Slide between different Hip sizes)
- Upper Chest
(Slide between different Breast sizes)

10.1/10.2.0 Left/Right Arm PROP Panel

- 2nd Layer Toggle
(Enable/Disable 2nd layer both on the render & viewport)
- Alex Model
(Enable/Disable Alex Arm)
- Arm Stretch
(Enable/Disable Arm Stretch)
- Easy Parent
(Enable/Disable Easy Parent bone)
- Finger Control
(Switch between different Finger Control)
- Finger Rotate
(Switch between 90°/120°/180° Finger Rotate)
- Hybrid IK+FK Pivot
(Enable/Disable Hybrid IK+FK Pivot)
- IK
(Enable/Disable IK Control)
- Parent Tree
(Enable/Disable Parent Tree)
- Smooth Bend
(Enable/Disable Smooth Bend)
- Thumfbill
(Enable/Disable Thumfbill)

11.1/11.2.0 Right/Left Leg PROP Panel

- 2nd Layer Toggle
(Enable/Disable 2nd layer both on the render & viewport)
- Ankles
(Enable/Disable Ankles)
- Hybrid IK+FK Pivot
(Enable/Disable Hybrid IK+FK Pivot)
- IK
(Enable/Disable IK Control)
- Leg Deform
(Slide between different leg sizes)
- Smooth Bend
(Enable/Disable Smooth Bend)

8.2.1/8.2.2.) Right/Left Eyebrow PROP

- Emotion Tracker
(Enable/Disable Emotion Tracker)
- Eyebrow Switch
(Switch between different Eyebrow styles)
- Eyebrow tracker
(Enable/Disable Eyebrow Tracker (Can Only Be Used On The Same Eye Tracker Mode [1=1/2=2]))

8.3.1/8.3.2.) Right/Left Emotion PROP

- Tear Height
(Customize the Height of Tears effect)
- Tears
(Enable/Disable Tears effect)
- Tired
(Enable/Disable Tired effect)

8.4.1/8.4.2.) Right/Left Eye PROP

- Eye tracker
(Switch Between Different Eye Tracker)
- Eyeshape
(Slide between different Eyeshapes)
- Top/Both Eye Blink
(Switch Between Top/Both Blink Control)

8.5.) Nose PROP

- Nose
(Enable/Disable Nose)

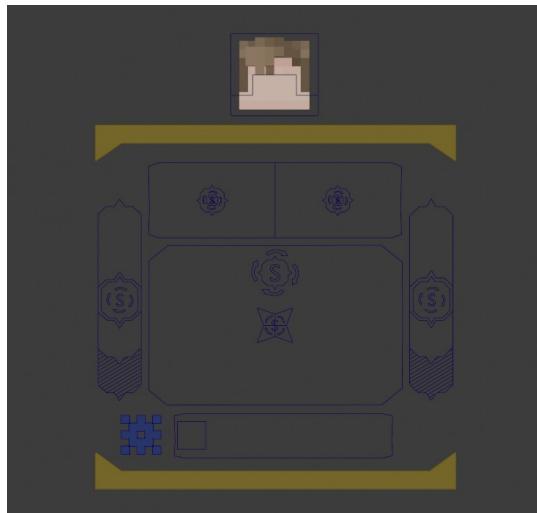
8.6.) Mustache PROP

- Mustache
(Enable/Disable Animatable Mustache)
- Mustache Tracker
(Enable/Disable Mustache Tracker)

8.7.3 Mouth PROP

- Bevel Mouth
(Slide between different Bevel Mouth)
- Mouth Type
(Switch Between Different Mouth Types)
- Cartoon Teeth
(Enable/Disable Cartoon Mouth effect)
- Teeth Switch
(Enable/Disable Teeth)
- Tongue
(Enable/Disable Tongue)

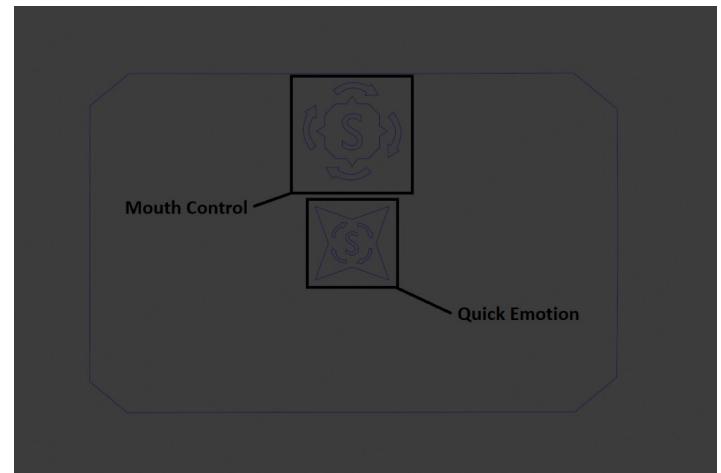
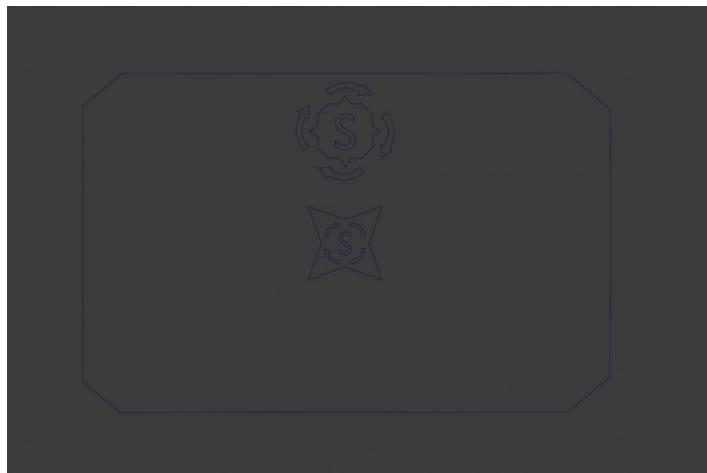
C.) Face Panel introduction



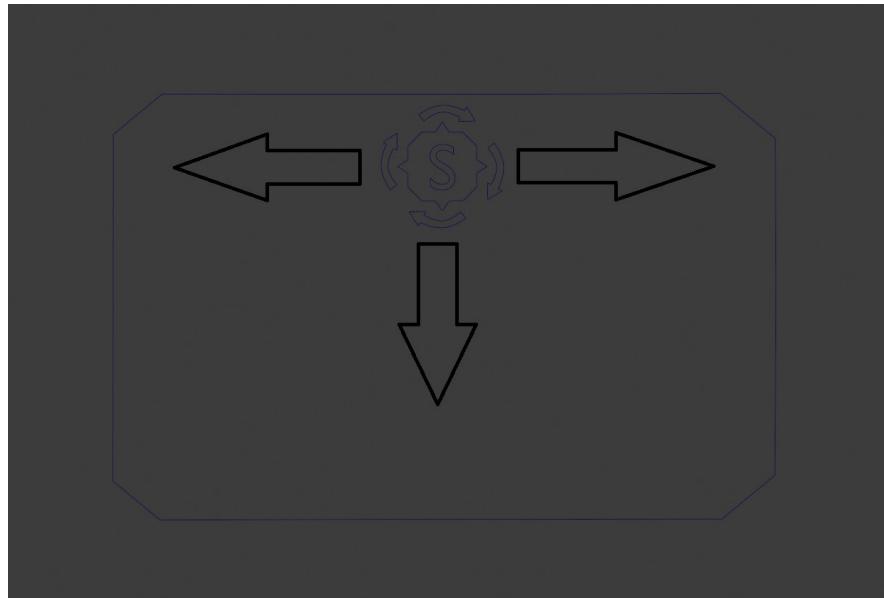
The Face Panel is used for an easy way to manipulate facial features like eyes, mouth, eyebrows, etc. These panels are consist of the Mouth/Emotion Control panel, L/R Eyes Blink Control Panel and the L/R Eyebrows/Eyelids Control Panel. There's also the Material bone and an Unused control (No feature has been planned yet).

Now Let's see how each control works.

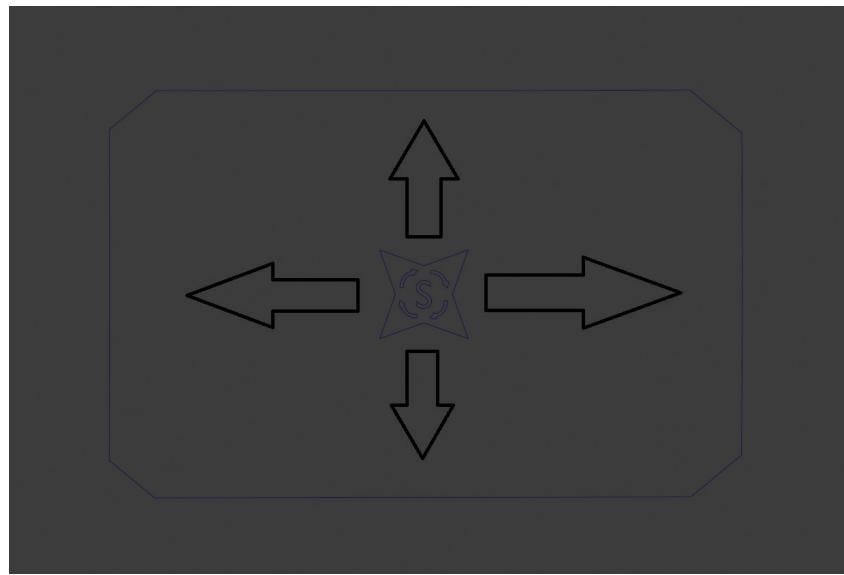
1.) Mouth & Emotion Control Panel



The Mouth & Emotion Panel is used for an easy way to control either the mouth with the Mouth Control or the Emotion Control with the Quick Emotion Control. Both controls have the same way to control.



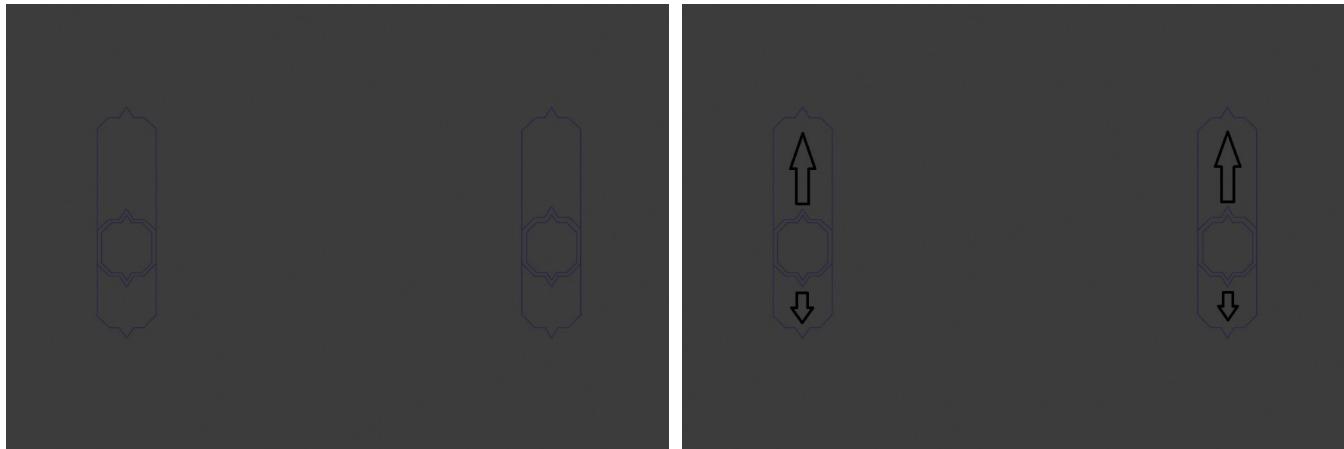
The Mouth control can be moved along the Y-axis and can be rotated and scaled. And each way of controlling creates a different result. For example, Moving the Control down opens the mouth, and rotating the control counterclockwise creates a smile.



Same as the mouth control, the Quick Emotion control can be moved along the Y-axis and can be rotated and scaled. And just like the Mouth Control, each way of controlling

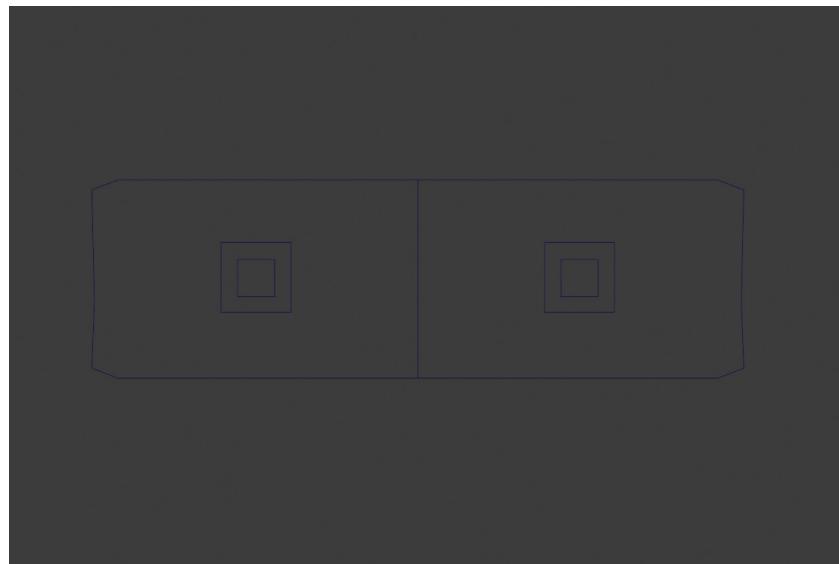
creates a different result. For example, Moving the Control to the right creates an angry emotion, and rotating the control clockwise raises the top side of the eyelid.

2.) Left/Right Eye Blink Control

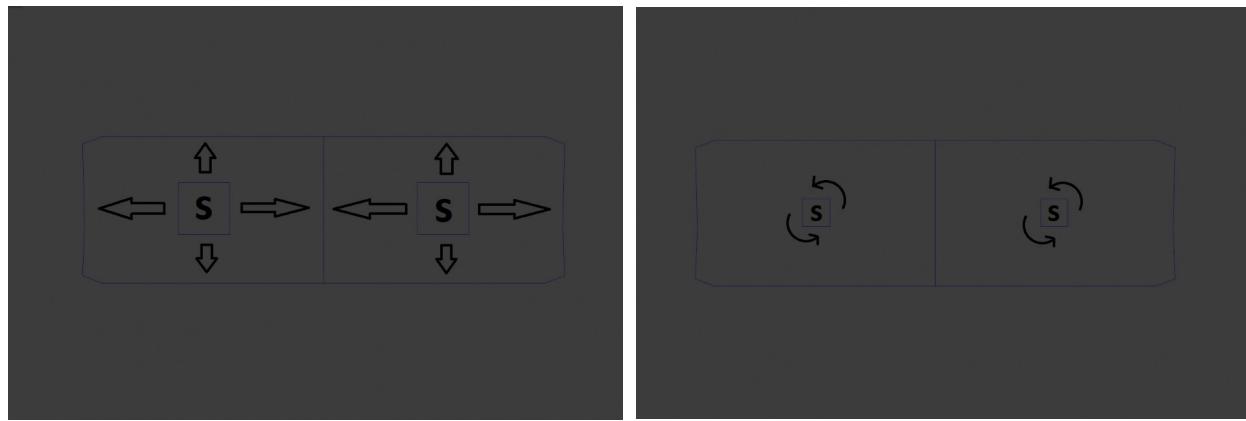


The Left/Right Eye Blink Control is used for an easy way to create a blinking effect. The control can be moved up and down along the Y-axis to either open or close the eyelids. The control also has a marker for the rest pose.

3.) Eyebrows/Eyelids Controls



The Eyebrows/Eyelids Control is used for an easy way to manipulate the eyebrows movement and the eyelids shape. There are two controls, the larger one for controlling the Eyebrows and the smaller one for controlling the Eyelids, and each control is controlled differently.



The Larger control can be moved along the Y-axis and be scaled, and the smaller control can be rotated and scaled.

4.C Material bone & Unused Control

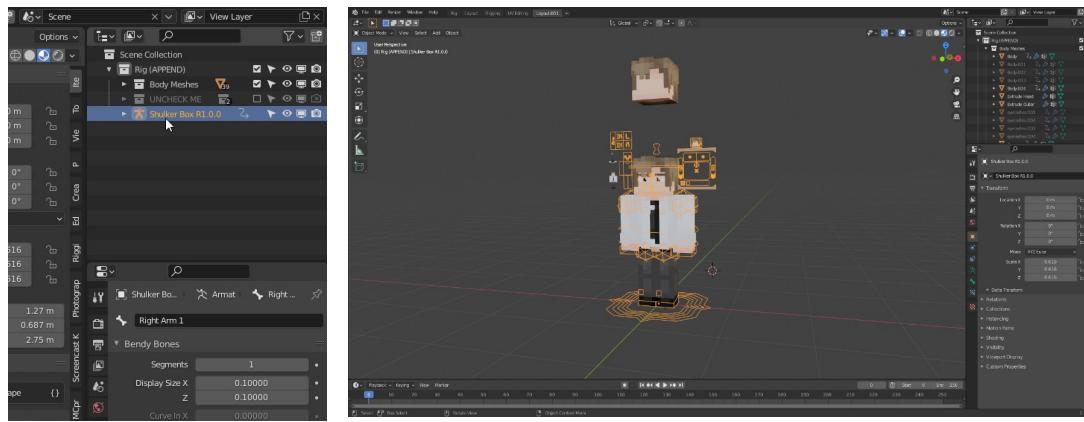
The last thing left is the Material bone and an unused control. The Material bone contains the Skin Preview properties and used for enabling/disabling the Skin Preview. While the Unused Control is, uh well, an unused control. It was there since the original release and right now there's no feature planned on using this control.

4.D How to Pose and Animate

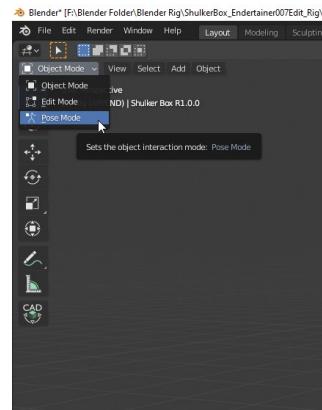


After you familiarize yourself with the rig, it's time to bring on the drama and learn to pose the character and animate them.

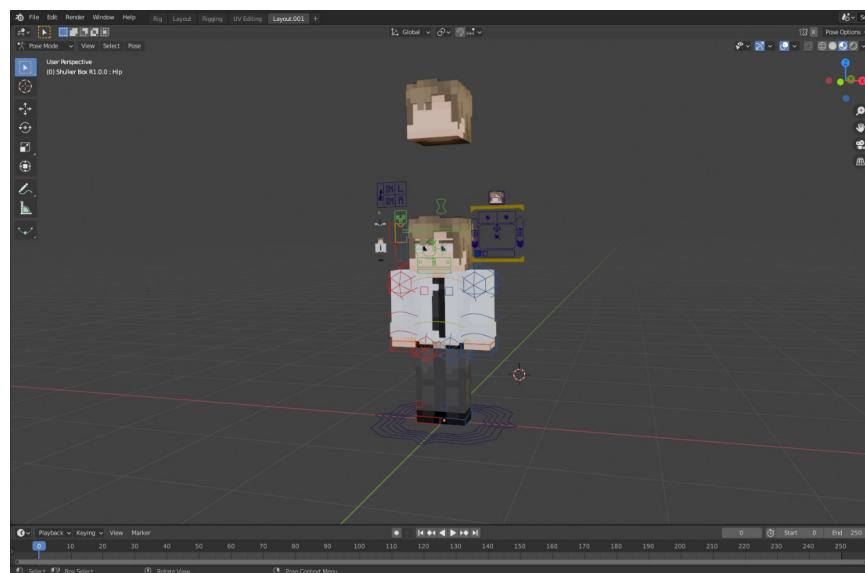
> Pose Mode & Basics



First, select the Armature object. You can just click on the Armature in the viewport or selecting "Shulker Box R1.0.0" in the outliner.

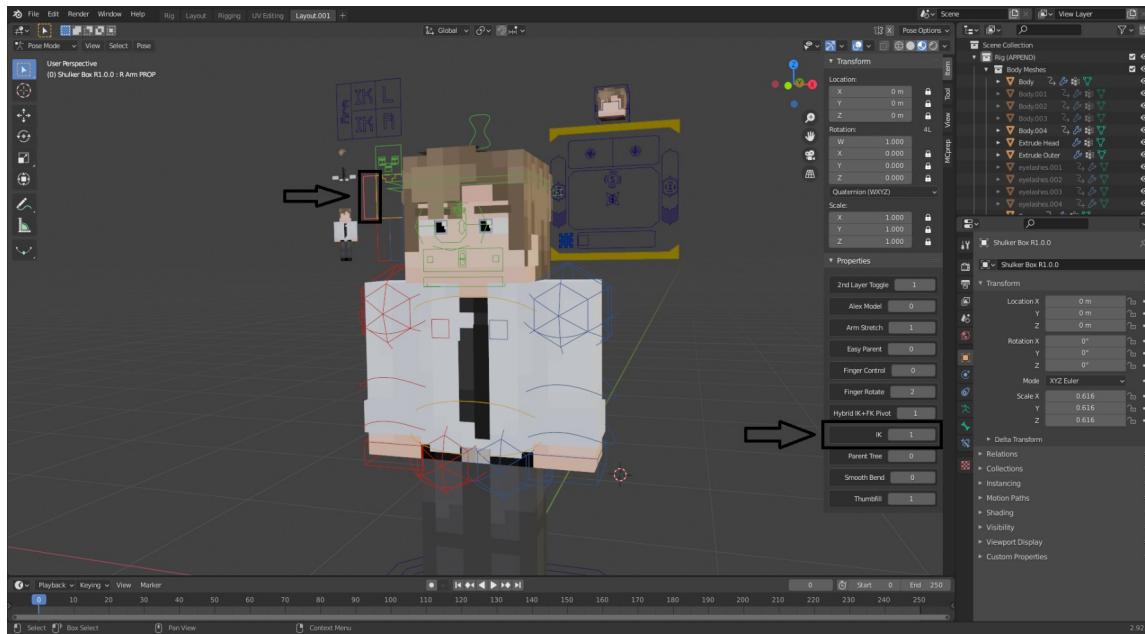


Then change from Object Mode into the Pose Mode. Or press **Ctrl+Tab**.



You'll see that the Armature now has a color. And you now can freely translate, rotate and scale the controls just like any 3D object, with the exception of some control that has some limited controls.

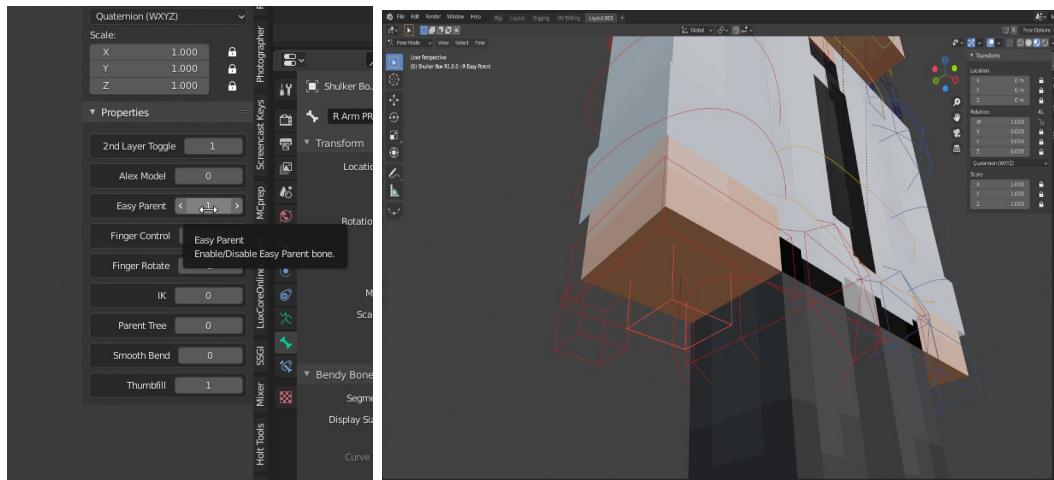
You can also change some properties with the PROPs Panel. For example, you can enable the right arm IK control by changing the IK property in the R Arm PROPs panel from 0 to 1 to enable it.



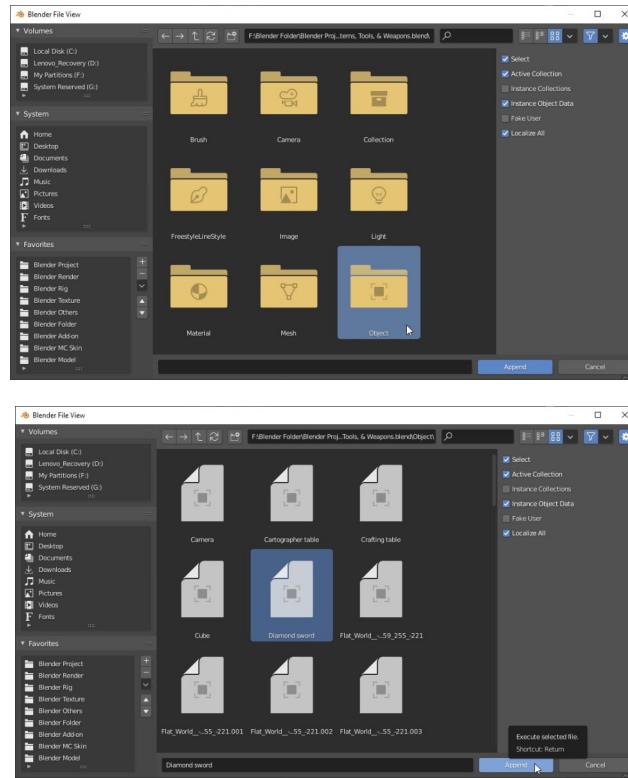
You can also reset the rig by selecting the control and use Alt+G or Alt+R or Alt+S.

> Item Parenting

You can also add items to the character's hand by using the Easy Parent Feature. First, select whatever Arm PROPs Panel that you want and enable the Easy Parent properties from 0 to 1. Then you'll see this bone on your rig's hand.

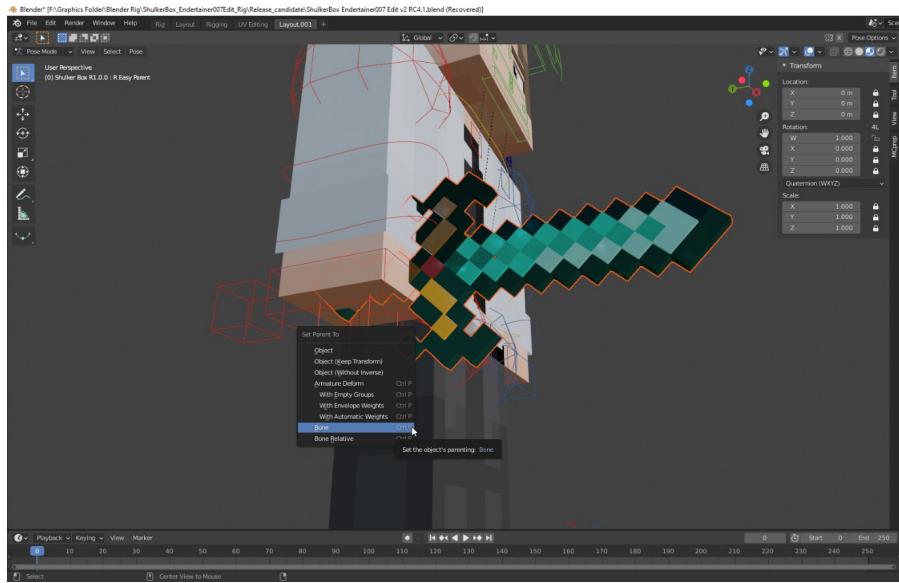


Now you can just append any item you want. For example, I have a Diamond Sword that I want to append. To do that, just follow the same way you append the rig. But instead of going into the collection folder, you go into the Object folder and find your item there.

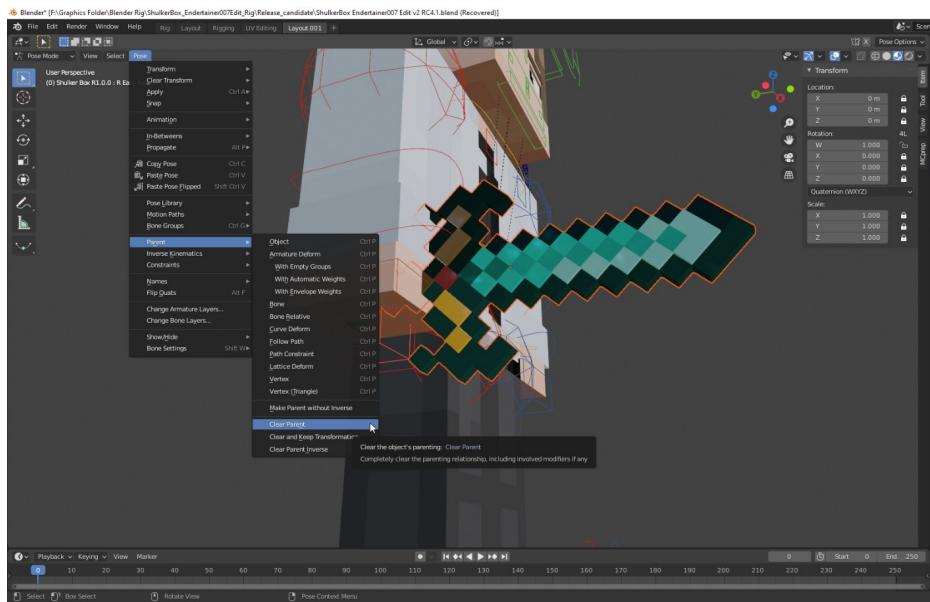


After that, you can place your item in the character's hand. Then, select the item and the Armature and go to Pose Mode. In Pose Mode select the Easy Parent bone, press **Ctrl+P**, and select Bone in Set Parent To menu.





To clear the parent, just reselect the item and the Armature and go to Pose Mode. In Pose Mode select the Easy Parent bone, go to the Pose menu, select Parent, and then select either Clear Parent, Clear and Keep Transformation, or Clear Parent Inverse.



Reference List

Shulker Box R1.0.1 (Original Version)

https://cdn.discordapp.com/attachments/739306825039609866/776542013784588308/SB_R1.0.1.zip

How to Pose Rigs in 1 minute | Blender 2.8 Minecraft Animation Tutorial #8

https://www.youtube.com/watch?v=0l--8Xa0A4g&list=PL8X_CzUEVBfaa9PD9UWm4Hd0CxUhI62Zb&index=9

Images From:

LACM V1.3 (UPDATE) [Free Minecraft Rig]

https://www.youtube.com/watch?v=Kq2iL4BPNiY&ab_channel=DarthLilo

LACM V1.4 [FREE MINECRAFT RIG] (Plus a tutorial)

https://www.youtube.com/watch?v=qRBdDK26biM&ab_channel=DarthLilo

Music That calms me

<https://www.youtube.com/watch?v=d0w4w9WaXcQ>