

SHULKER BOX RI

Endertainer007 Edit v1.0.0

User Manual

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Entertainment625

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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.

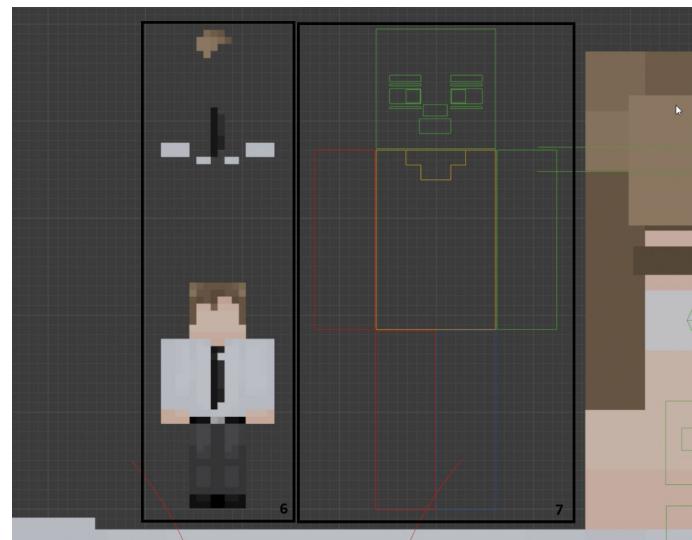
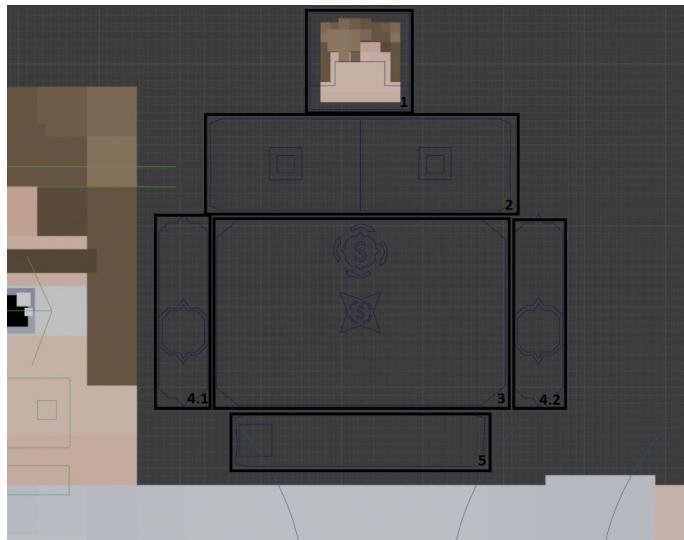
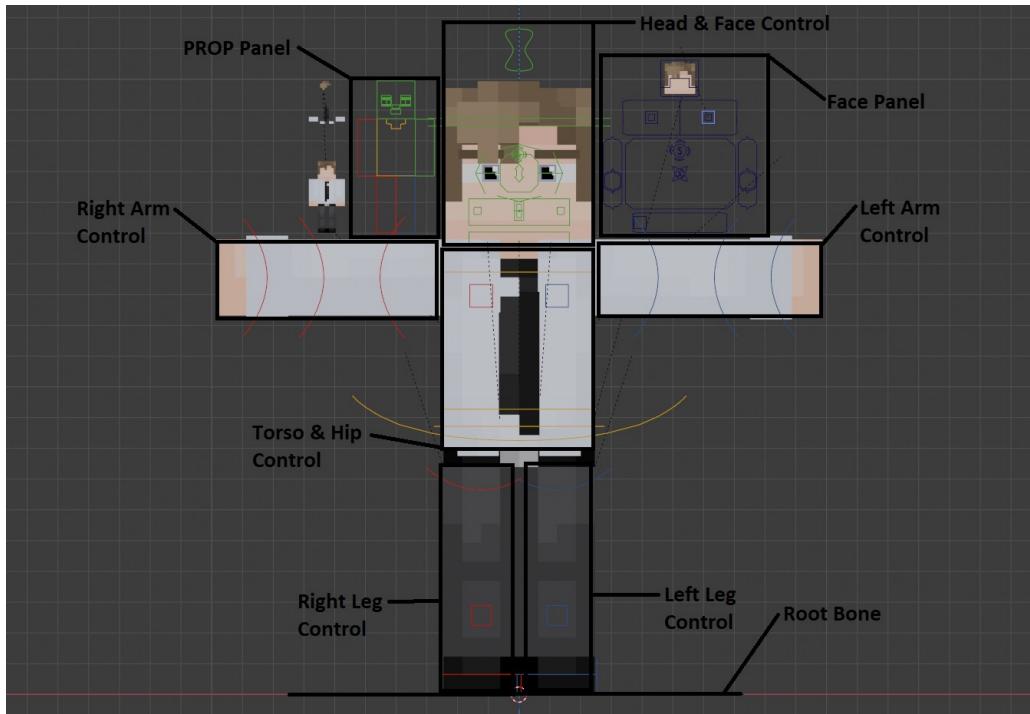
Disclaimer

This rig is not originally made by me.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.

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Rig Diagram



1.) Material

2.) Eyebrows Control

3.) Mouth & Emotion Control

4.1.) Right Eye Blink Control

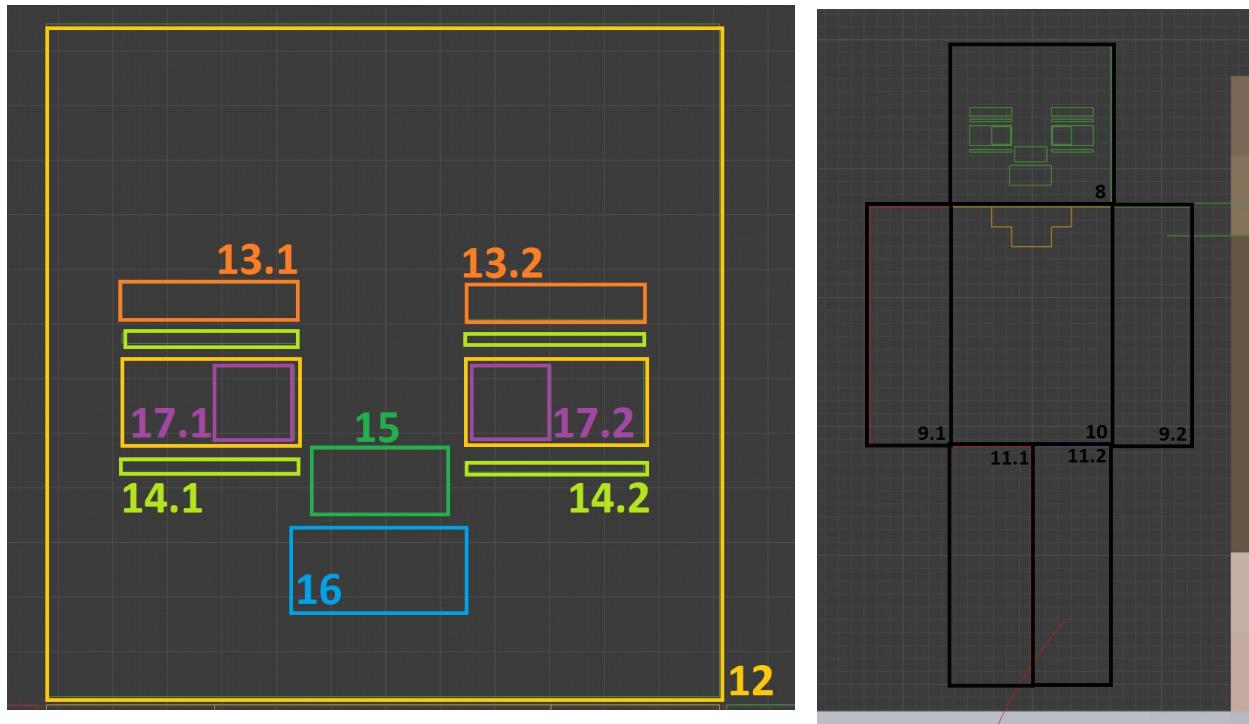
4.2.) Left Eye Blink Control

5.) UNUSED CONTROL

7.) PROP Panel

8.) Skin Preview

(Toggleable with Material)



8.) Head PROP Panel

9.1.) Left Arm PROP Panel

9.2.) Right Arm PROP Panel

10.) Body PROP Panel

11.1.) Right Leg PROP Panel

11.2.) Left Leg PROP Panel

12.) Head PROP

13.1.) Right Eyebrow PROP

13.2.) Left Eyebrow PROP

14.1.) Right Emotion PROP

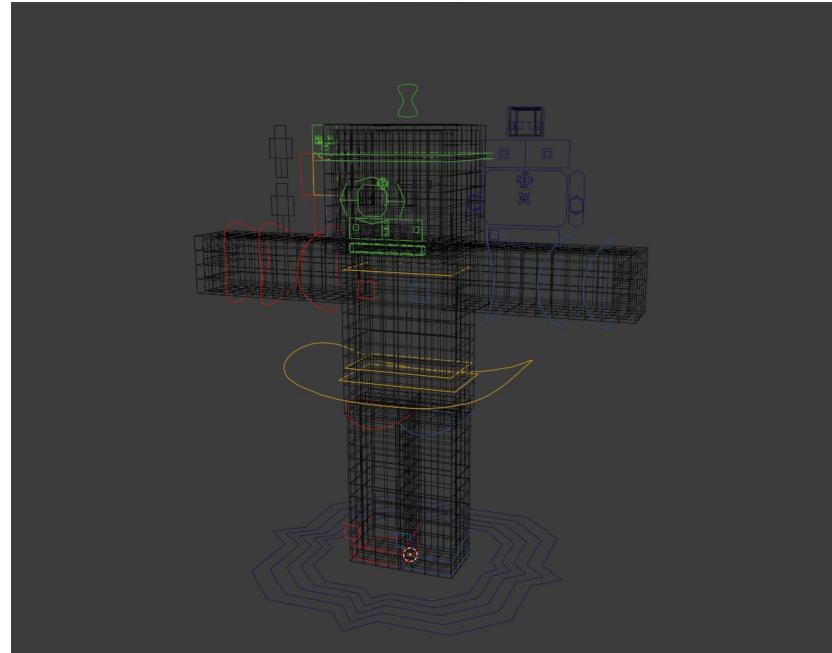
14.2.) Left Emotion PROP

15.) Nose PROP

16.) Mouth PROP

17.1.) Right Eye PROP

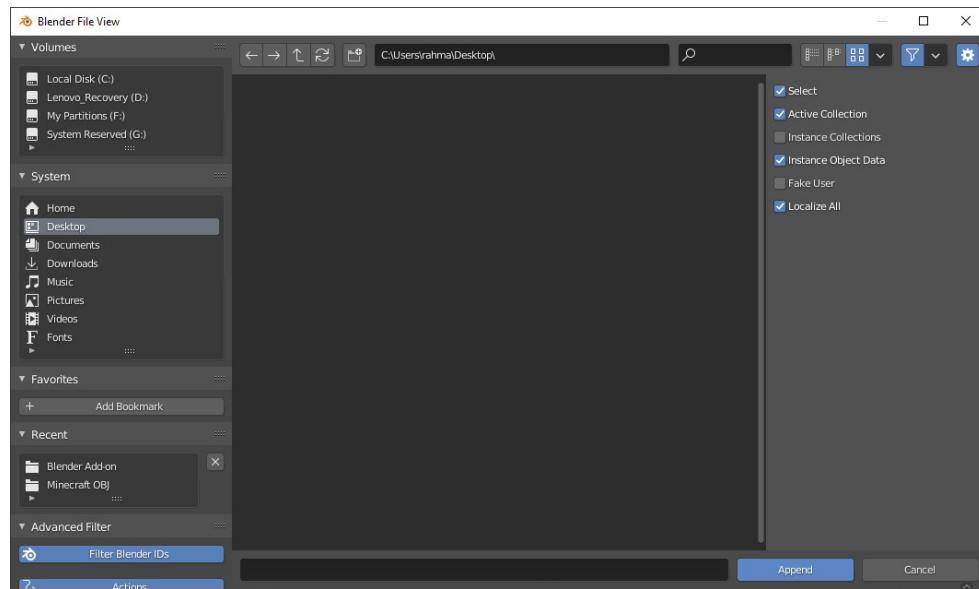
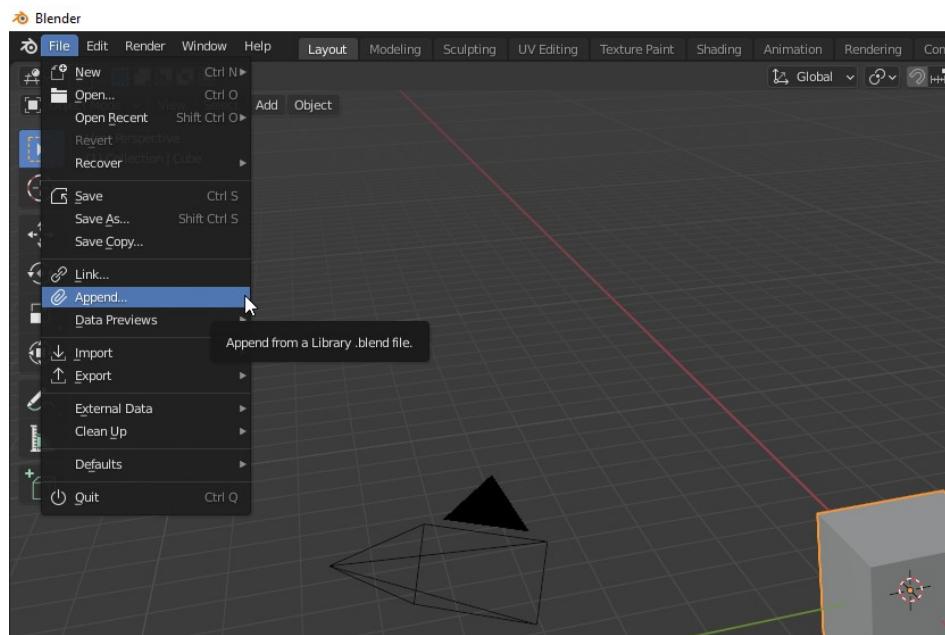
17.2.) Left Eye PROP



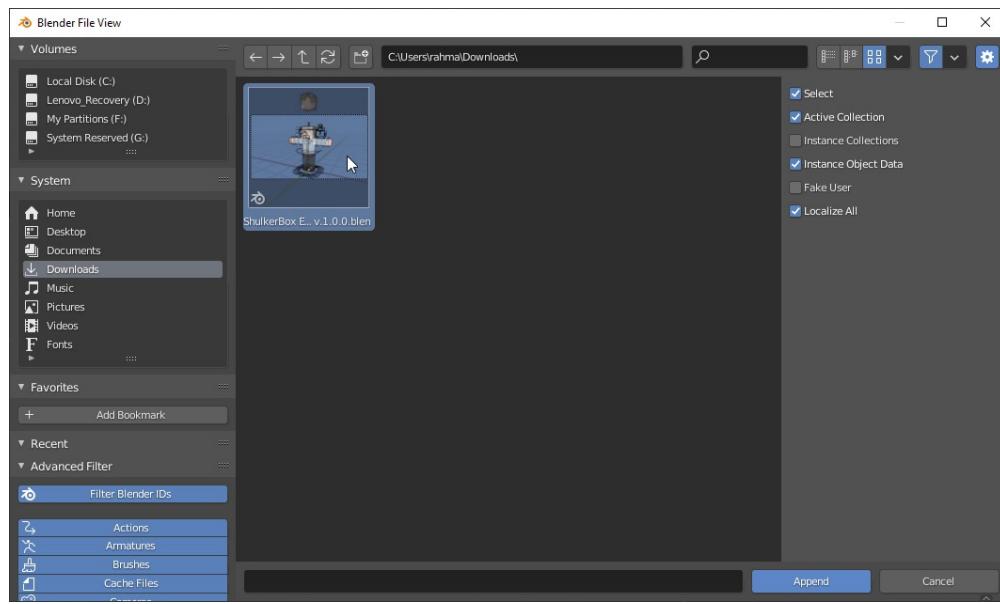
Getting Started

A.1 Appending the Rig

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

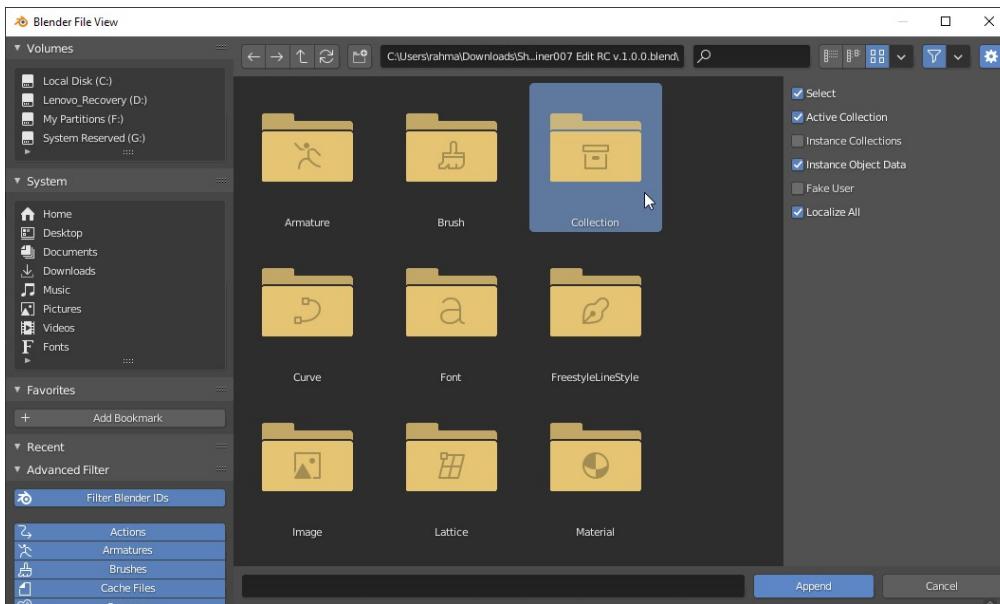


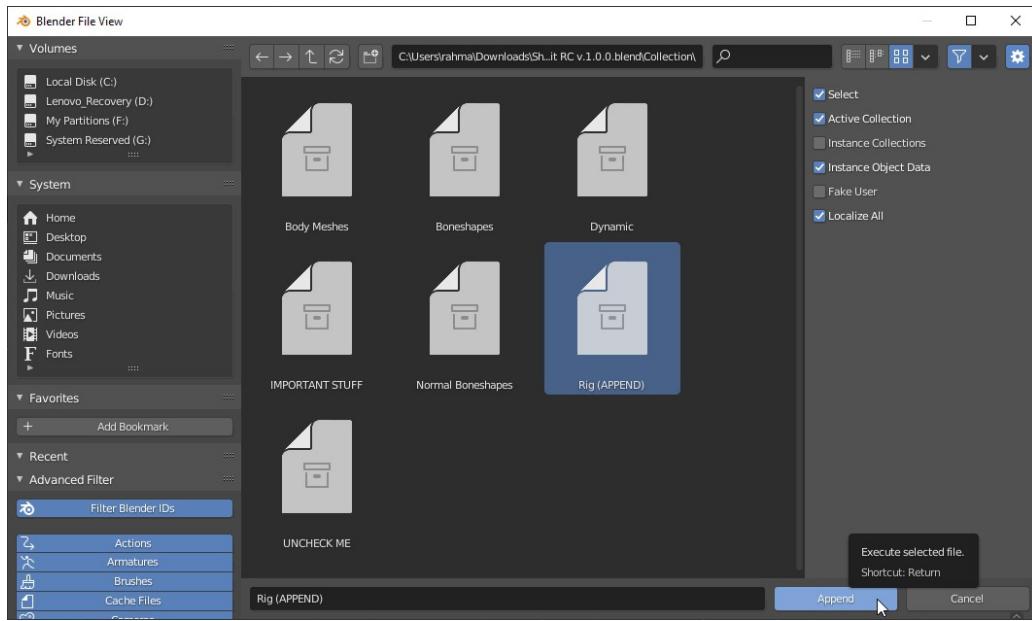
2.) Then, look for your Rig's Blend File.



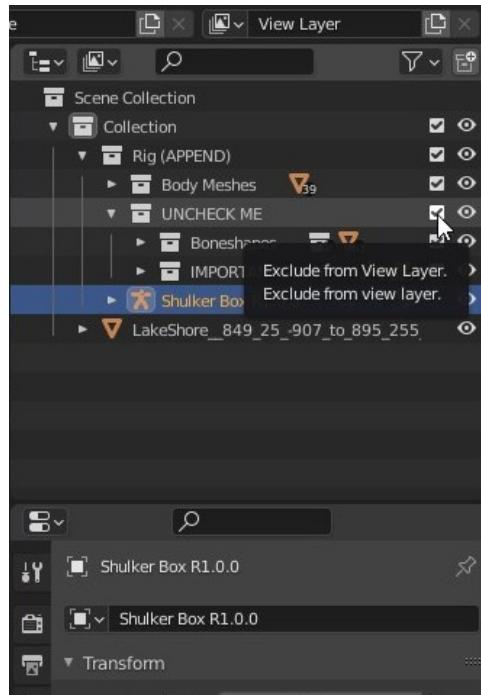
Double click it and it should show all the files inside.

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



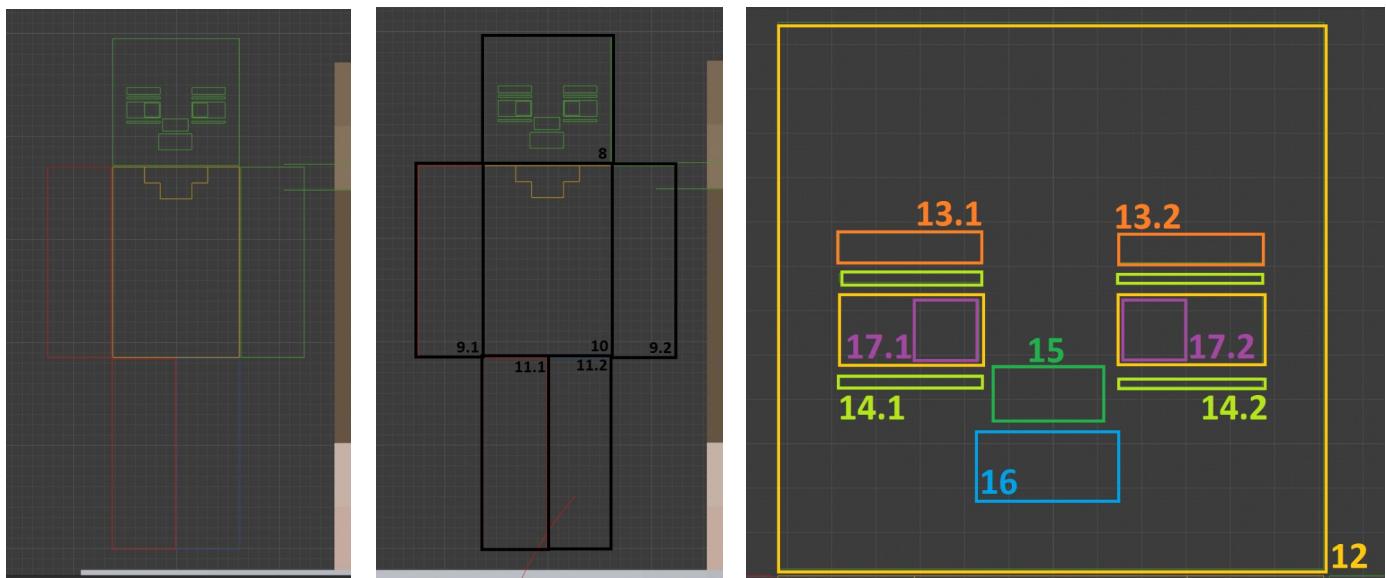


4.) Before using the rig, make sure to uncheck the "UNCHECK ME" collection to hide all the boneshapes.



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.

8/12.3 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)
- No Face
(Enable/Disable Face)

- Quick Emotion
(Enable/Disable Quick Emotions control)
- Texture Deform
(Enable/Disable Texture Deform on Face)

9.1/9.2.) Left/Right Arm PROP Panel

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

10.) 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)

11.1/11.2.) Right/Left Leg PROP Panel

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

- Smooth Bend
(Enable/Disable Smooth Bend)

13.1/13.2) Right/Left Eyebrow PROP

- Eyebrow Switch
(Switch between different Eyebrow styles)

14.1/14.2) Right/Left Emotion PROP

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

15.) Nose PROP

- Nose
(Enable/Disable Nose)

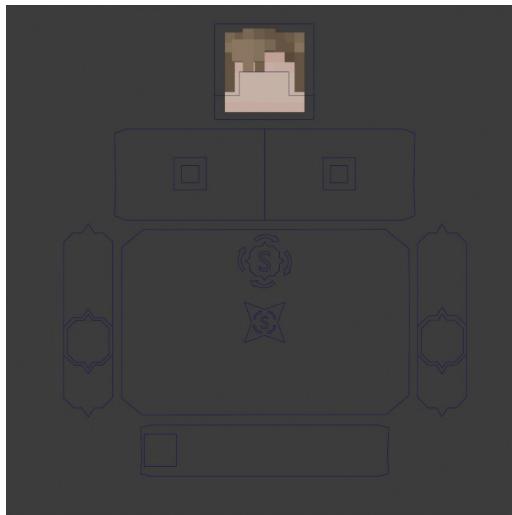
16.) Mouth PROP

- Bevel Mouth
(Slide between different Bevel Mouth)
- Cartoon Teeth
(Enable/Disable Cartoon Mouth effect)
- Teeth Switch
(Enable/Disable Teeth)

17.1/17.2) Right/Left Eye PROP

- Eyeshape
(Slide between different Eyeshapes)

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/Eyelid Control Panel. There's also the Material and an Unused control (No feature has been planned yet).

Now Let's see how each control works.

