Full Body Rig System

Far From Here Studio

The FullBody Rig System is a tool created by Far From Here Studio, a tool that is widely used in all our projects, saving us valuable time during deployment and providing features that allow us to push the interactivity of your characters and their animation potential further in Unity. That's why we believe that this tool can be useful to the entire Unity community.

The whole purpose of the FullBody Rig System is to create a complete Rig in just a few clicks that will give you rich control over your human or quasi-human characters, providing you with powerful and manageable control over your animation or cinematic sequences.

Using the Animation Rigging package as its technological base, the Full Body Rig System will save you several hours of setup per character, which is the time needed to create this kind of Rig manually and exploit its potential at runtime or during animation sequences. FullBody Rig system is compatible with Netcode for multiplayer projects.

The Rig Auto-Setup Process:

The Rig Main Modules:

The "master" Rig created by the FullBody Rig System is composed of several sub-modules:

- UpBody/Hands module
- Foot IK module
- Look At module
- Full Body Radoll module
- Hips Handler module

Each of these modules is actually a Rig located within the "master" Rig, so they are non-destructive in terms of animation. The master Rig is designed so that each module can be activated with each other or completely deactivated, which allows, for example, to use the Ragdoll module at the same time as the Foot IK module or even the UpBody/Hands module, which also allows to inflict impacts and trigger the Ragdoll while keeping the character's feet or hands on their anchor points (IK target) caused by the physics of the Ragdoll.

● Foot IK module

The most common module of the FullBody Rig System allows you to have access to controls on certain parts of your character's body, here the **Legs Hints** and the **Foot IKs**, very useful for aligning your character's feet on the ground via the IK Target, simple GameObjects they will be easily accessible. In addition, the visual controllers (gizmos) allow you to precisely control the placement of the IK in the context of an animation or sequence (timeline).

- UpBody module

The Upbody is in charge of the controls of the Vertebral rotation

- LookAt module

- Radgdoll module