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Spines

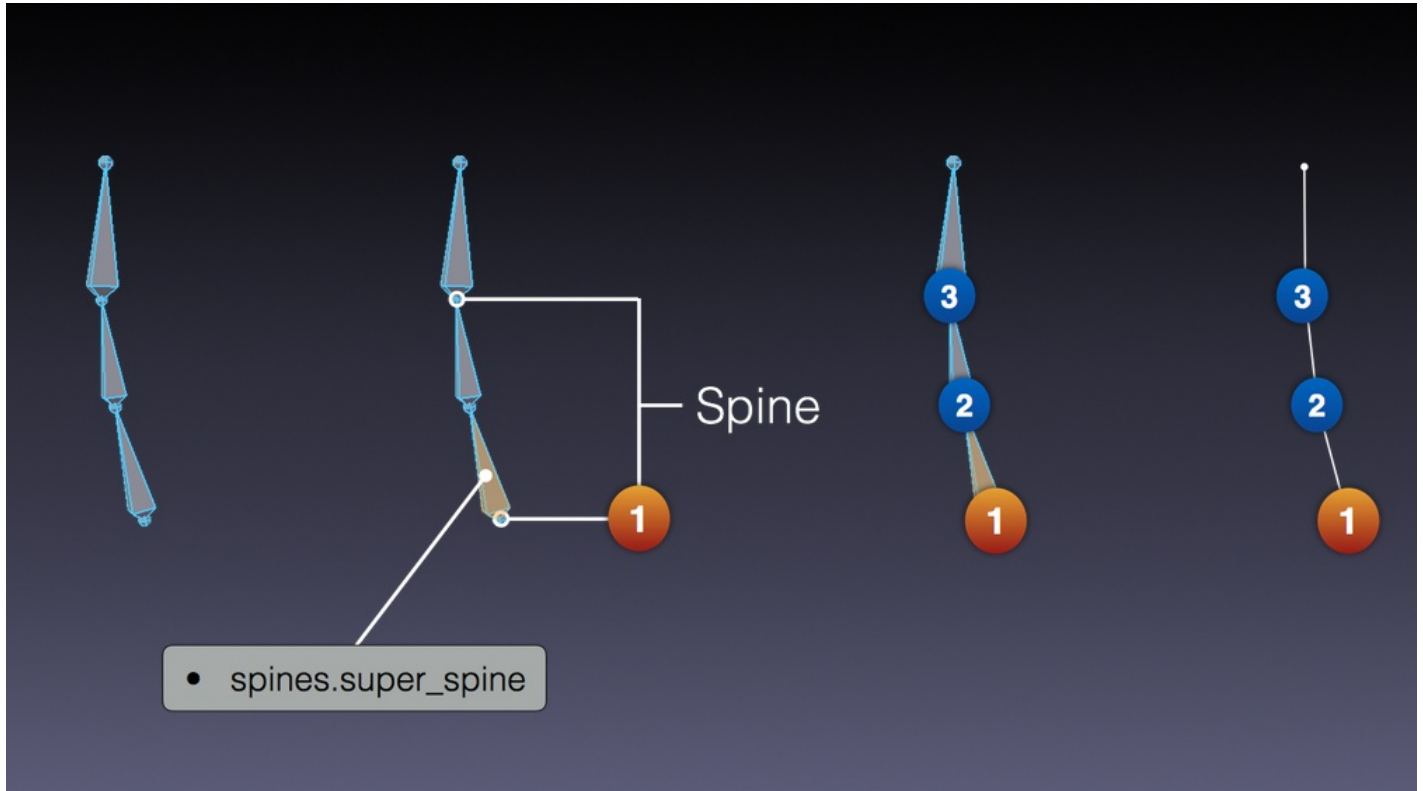
These rigs are used to generate spine structures, including the head and tail.

spines.super_spine

Will create a complete bendy and stretchy b-bones spine system based on bone numbers of your bone chain and user defined options.

This is a composite wrapper of [spines.basic_spine](#), [spines.super_head](#) and [spines.basic_tail](#). Note that for the tail, the direction of the bones is reversed compared to the separate rig.

Requirement: A chain of at least three connected bones (base system).



Spine required bones.

Pivot Position (integer)

Defines the pivot position for torso and hips.

Head (Boolean)

When checked neck and head systems will be added to your spine rig.

Neck Position (integer)

Defines the bone where the neck system starts. The last bone will always be the head system. If neck position is the last bone of the chain, then only the head system will be created ignoring the neck.

Tail (Boolean)

When checked tail system will be added to your spine rig.

Tail Position (integer)

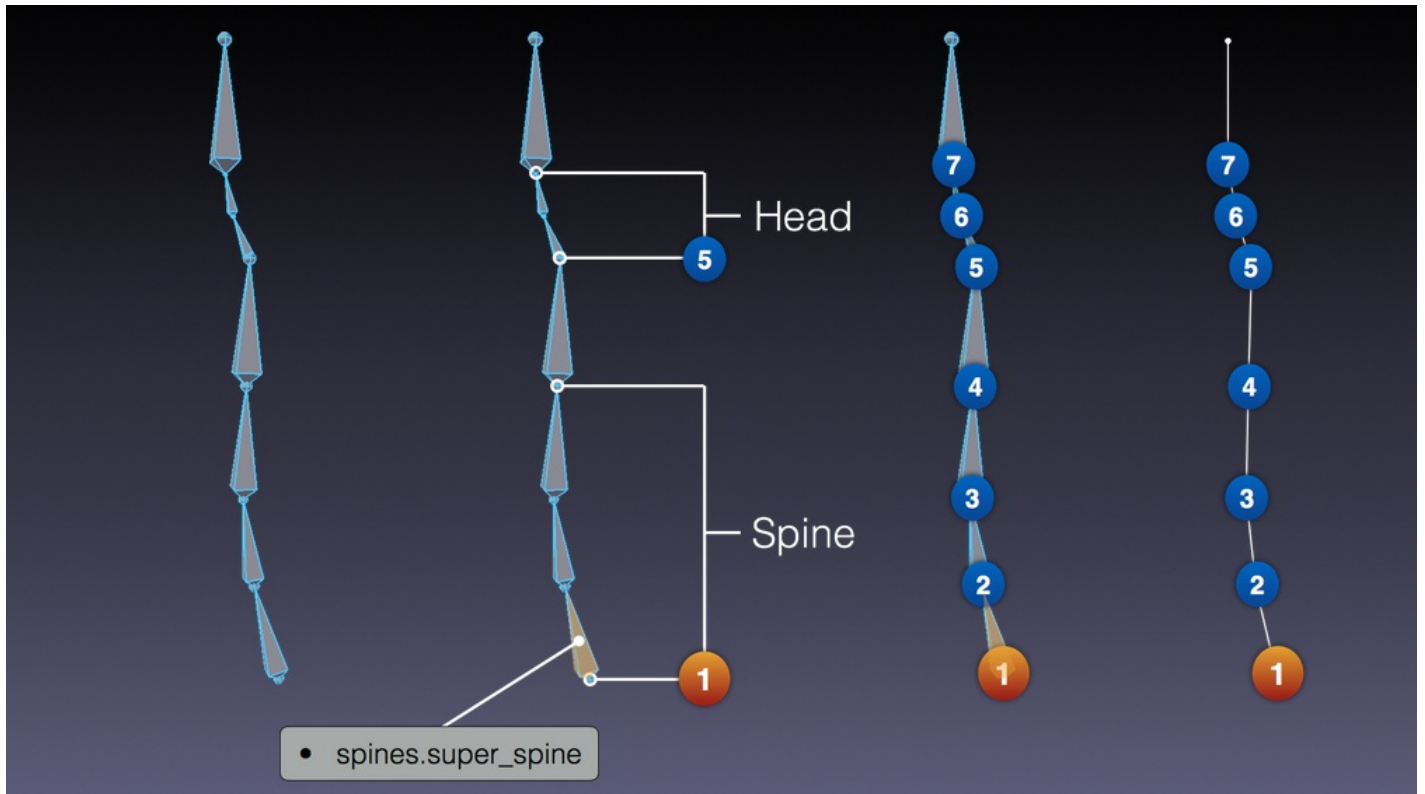
Defines the bone where the tail system starts. The next bone will always be the hips system.

X, Y, Z (Boolean)

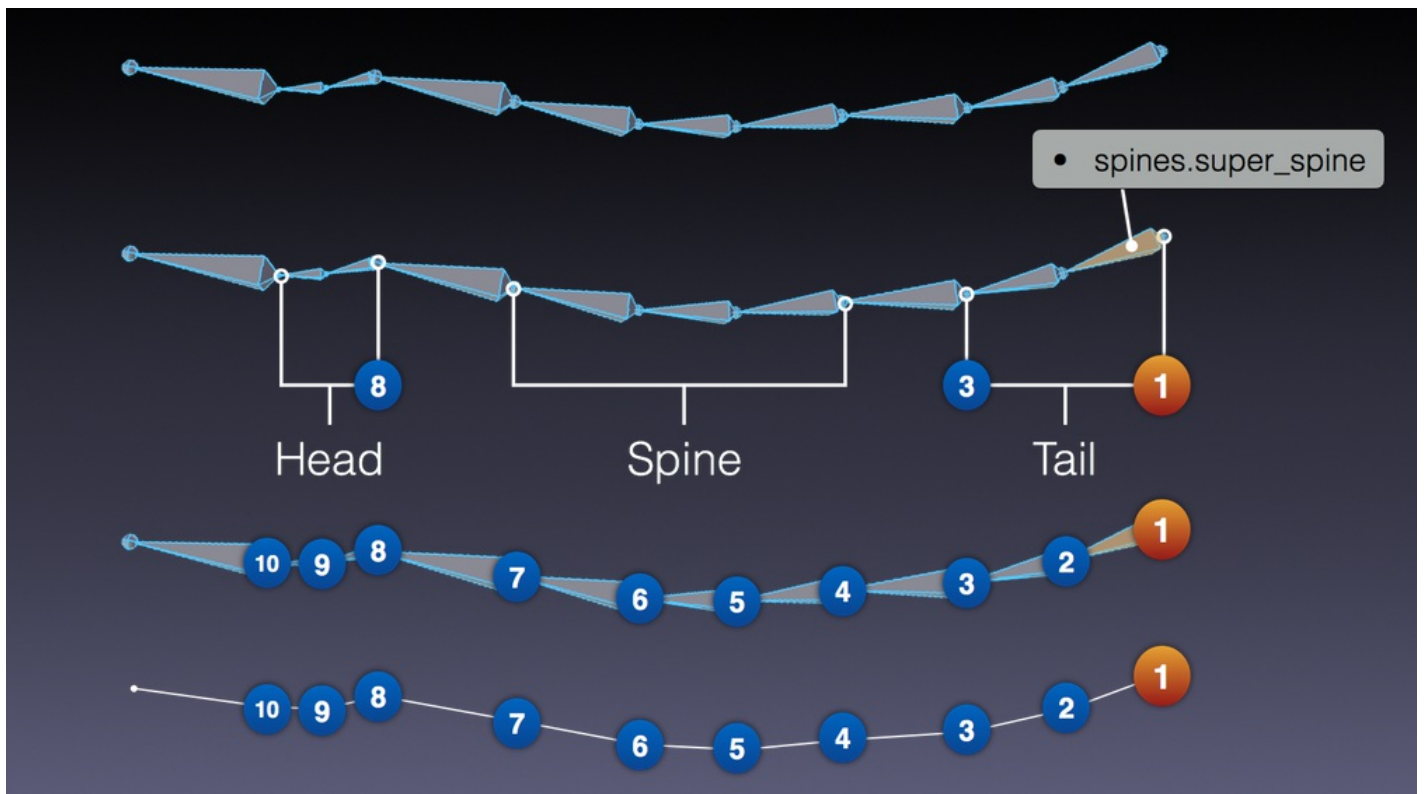
When generating a tail, specifies which local axis rotations should be replicated along the chain.

Assign Tweak Layers

If enabled, allows placing the Tweak controls in different bone collections from the IK bones.



Spine default bones.



Spine with tail bones.

spines.basic_spine

Defines a bendy and stretchy b-bones spine.

Pivot Position (integer)

Defines the pivot position for torso and hips.

Assign Tweak Layers

If enabled, allows placing the Tweak controls in different bone collections from the IK bones.

FK Controls

Specifies whether to generate an FK control chain.

Assign FK Layers

If enabled, allows placing the FK chain in different bone collections from the IK bones.

spines.basic_tail

Defines a bendy and stretchy b-bones tail.

X, Y, Z (Boolean)

Specifies which local axis rotations should be replicated along the chain from each control bone to the following one.

Assign Tweak Layers

If enabled, allows placing the Tweak controls in different bone collections from the IK bones.

spines.super_head

Defines a head rig with follow torso controls.

Assign Tweak Layers

If enabled, allows placing the Tweak controls in different bone collections from the IK bones.

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