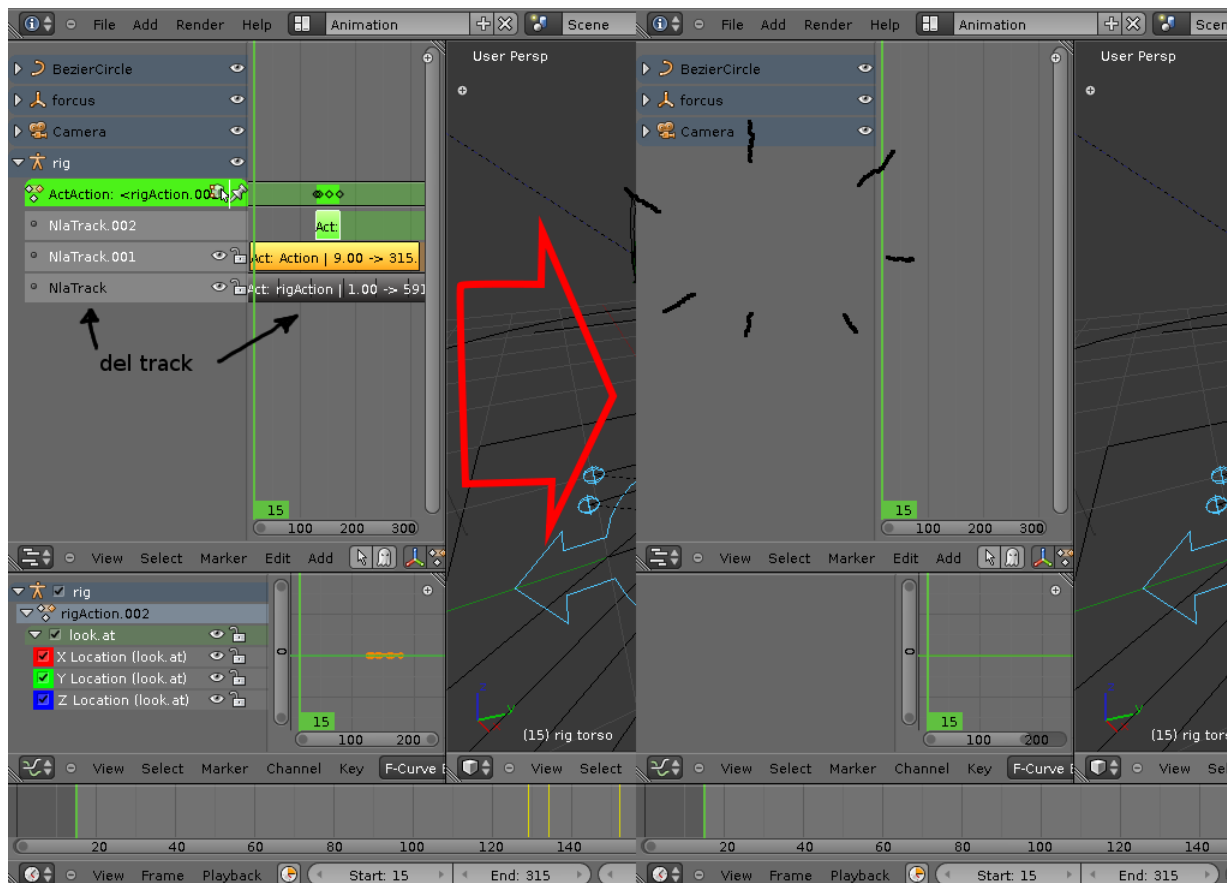


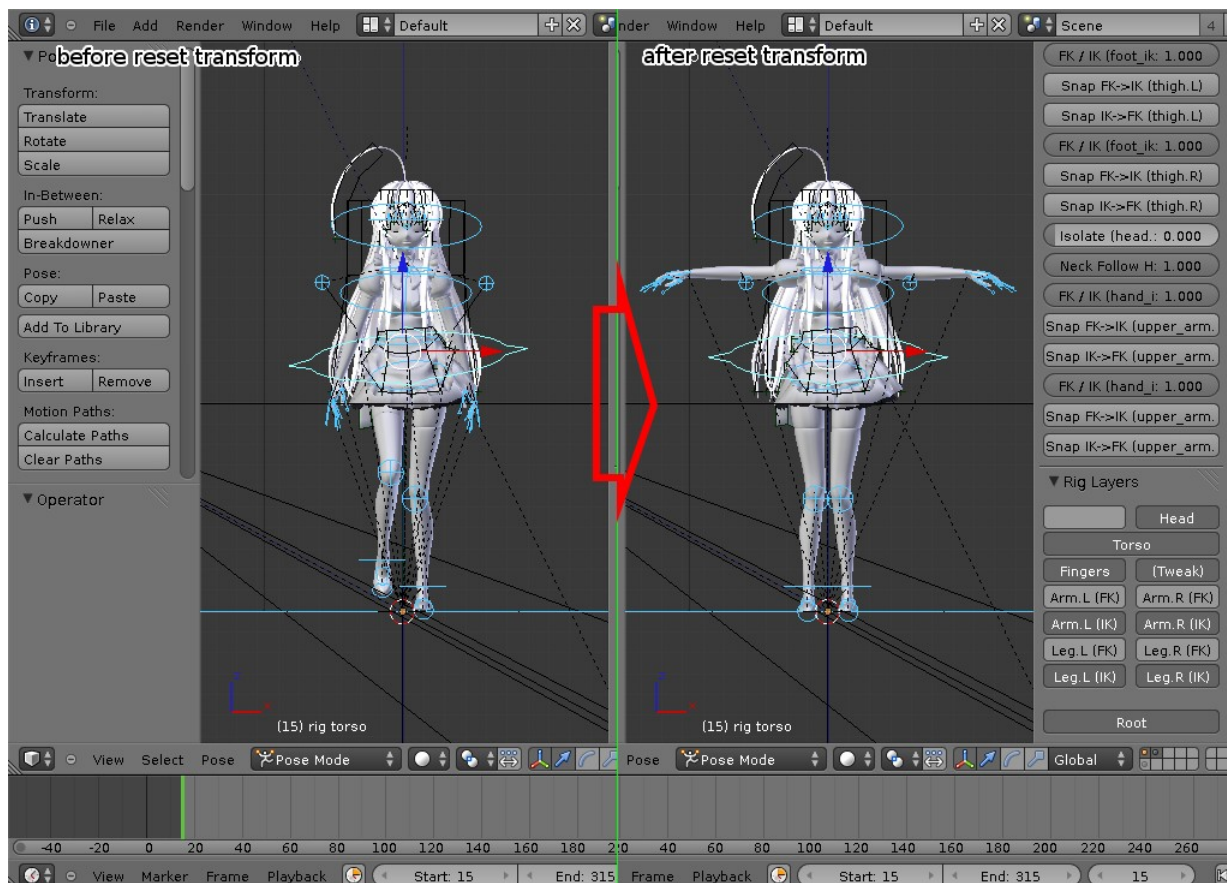
If you create a new animation.

When you want to try a new animation, delete all of rig tracks on NLA editor.



And to reset transform of the rig. Please hit Alt+G,Alt+R,Alt+S.

Key is required to only rig.(Do not need key to “rig.apr” and “rig.hair”.)



Order of baking physics simulation.

“rig.apr” and “rig.hair” is using the results of physics simulation.
It does not work, unless it performs the physics simulation.

I can not be recommended because it takes a long time for it.
It will take about 40 minutes to do it all of them at 300 frame.

It bake from the bottom.

- I. First bake petticoat.
The collision of a skirt is not needed when baking a petticoat.
- II. Second bake skirt
The collision of a petticoat is required when baking a skirt.
- III. Third bake apron.physics
The collision of a skirt is required when baking an apron.physics.
- IV. Fourth bake hip.ribbon
The collision of a skirt is required when baking a hip.ribbon.

There is no order in which you bake for hair.
(hair.006, hair.physics, hair.physics.ahoge, hair.physics.back)

Since I did not assume the case where others used, possibly it was
an unclear thing.

I am surprised at unexpected usage.

