



The Autodesk Maya version of Baqir character model was created by Leo Ogawa Lillrank,
and rigged by Richard Lico.

The Blender version of the rig was done by Pierrick Picaut.

🐦 [pierrick_picaut](#)

<https://gumroad.com/p2design>

Blender Addon

Bone layer manager : <https://gumroad.com/l/STdb>

Made by Fin O'Riordan : 🐦 [FinEskimo](#)

Wiggle bone addon :

<https://blenderartists.org/t/wiggle-bones-a-jiggle-bone-implementation-for-2-8/1154726>

Made by Shteeve



Animation Sherpa
ANIMATION TRAINING BY RICHARD LICO