reParent. User Manual

<u>Instructions</u>: Select from the following modes, then click reParent to create new controls. When finished, select BAKE AND DELETE to remove the temporary controls and bake back to your originals.

<u>Modes</u>

Base - If no modes are selected, reParent works in Base Mode. In Base Mode, reParent locators are created for the selected controls, animation is transferred to the locators, and the corresponding controls are adjusted to match the locators.. This works for any number of selected controls.

Pin - In this mode, the position of the control is fixed to its position on the current frame. A locator is created, a control is constrained to it, and the animation is removed from the control. This works for any number of selected controls.

Aim (PRO) - In this mode, a locator is created. It is suggested to move the locator to a point that is convenient for you. After applying reParent , the control will look at the locator.
All animation of the control is saved. Works for any number of selected controls.

makeGlobal (PRO) - In this mode, a locator is created that allows you to control all rotation on selected control(s) in global space. This works for any number of selected controls.

IK mode (PRO) - creates an IK system for the selected FK controls. The order of selecting controls is important here. The IK control will work for the last selected control.
The Pole vector is created relative to the bend of the FK controls in the current frame. Works for 3 selected FK controls.

IK mode + Local (PRO) - Modified version of IK mode, which causes the IK system to remain in parent space. It works the same way as standard IK mode, plus it automatically parents the IK system to a control above the selected controls in the hierarchy.
This is done automatically, and you don't need to select any additional controls. Works for 3 selected FK controls.

Manual Pivot - In this mode, a locator is created and it is suggested to move it to a point that is convenient for you. After applying the reParent, all animation will be transferred from the control to the locator, along with any offsets. From the point on, the locator can be used to animate the control. Works for any number of selected controls.

reConstrain (PRO) - Constrain one control to another while preserving the animation of one relative to the other. Animation of one control relative to another is transferred to the locator. Works for 2 of the selected controls.

reConstrain + Manual Pivot (PRO) - Works the same way as reConstrain, only you can modify the location of the second control's pivot. Works for 2 of the selected controls.

Advanced features - This tab contains modes that affect what to do with the finished animation of the reference locators

Bake on anim layer - Bake animation to an animation layer.

Keep unbaked keys - Saves the animation outside of the current time range on timeline.

Save control keys (PRO) - Saves the timing of control keys and transfers them to the locator, rather than baking keys to every frame. It works the same way for BAKE AND DELETE. The original timing of the locator keys are returned to the control.

Delete redundant - Automatically deletes the redundant keys for reParent locators

Buttons

reParent - After making any mode selections, click this button to create your new locator control system.

BAKE AND DELETE - Bake animation from locators to controls and delete reParent locators, groups, and IK systems.
* If you selected reParent locators or controls that have been applied to by reParent, it bakes and deletes exactly what was associated with the operation of these controls and locators. This allows you to only bake down the systems you want.
* If nothing was selected, or the selected objects did not participate in the reParent process, it bakes all the controls to which reParent was applied and deletes everything that was related to the operation of these controls and locators.