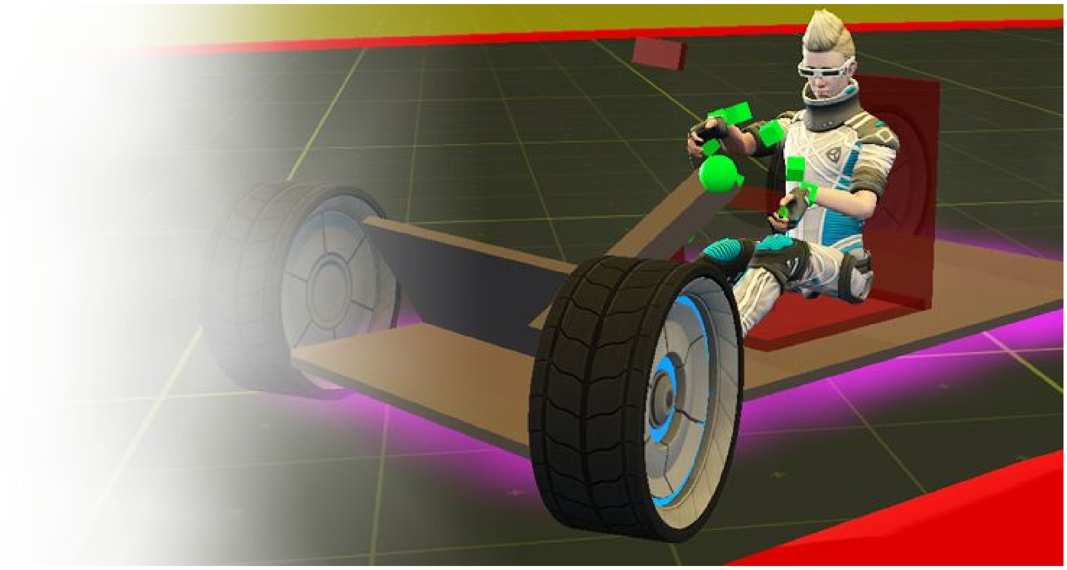


IK Driver

V 1.03

TurnTheGameOn

Overview

IK Driver helps bring your car games to life by animating the avatar driving based on the horizontal/vertical axis input values from the car controller. This allows for vehicle input to be complimented by applying the appropriate procedural IK animations for looking, steering, shifting, brake, gas and clutch pedal actions.

Features

1. Procedural IK driver with 15 IK targets for hands, feet and looking.
2. All IK targets can be re-positioned and rotated.
3. Configurable head look range
4. Configurable head look speed
5. Configurable head look snap-back speed
6. Improved standard assets vehicle controller with custom inspector. Includes shifting audio and Nitro feature.
7. Custom camera controller to allow for switching between a traditional follow-the-car camera or the driver's helmet camera.
8. Rearview mirror
9. Written in C#

Specifications

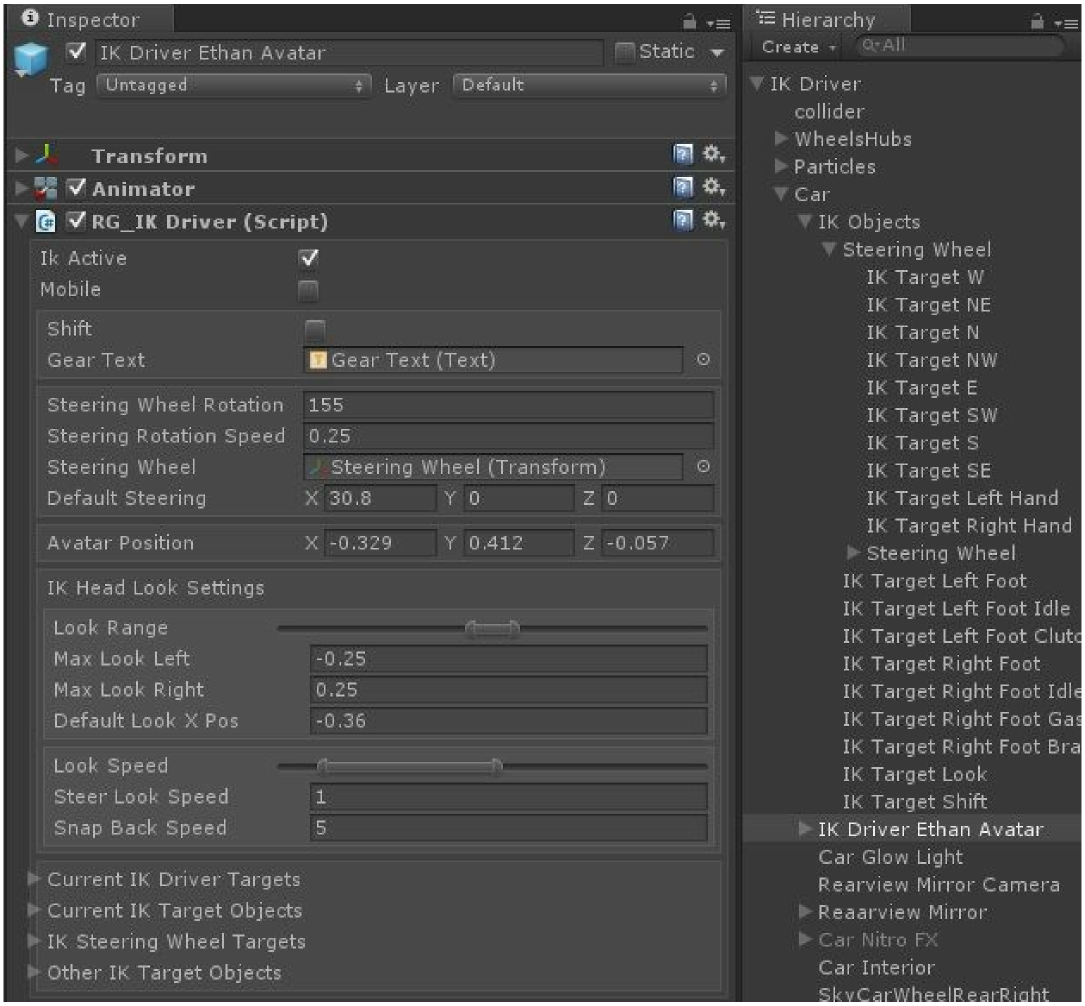
IK Driver was built to use the standard assets vehicle input to animate the driver avatar. To use another vehicle controller with this asset you will need to edit the scripting references from the "standard assets user input" to your own "vehicle controller input" in the RG_IKDriver.cs script.

Video Tutorial

https://www.youtube.com/watch?v=4_ruOs-xWF0

Demo Scene(s), Prefab and Inspector

There are 2 demo scenes included, both are similar, the UI settings are the only differences. Use these scenes or the “IK Driver” prefab to build your own “IK Driver” vehicle prefab by replacing the necessary components detailed in the instructions below or by following the video tutorial.



☑ IK Driver Ethan Avatar □ Static
Tag Untagged Layer Default

Transform
☑ Animator
☑ RG_IK Driver (Script)

Ik Active ☑
Mobile □
Shift □
Gear Text: Gear Text (Text)
Steering Wheel Rotation: 155
Steering Rotation Speed: 0.25
Steering Wheel: Steering Wheel (Transform)
Default Steering: X 30.8 Y 0 Z 0
Avatar Position: X -0.329 Y 0.412 Z -0.057

IK Head Look Settings
Look Range
Max Look Left: -0.25
Max Look Right: 0.25
Default Look X Pos: -0.36
Look Speed
Steer Look Speed: 1
Snap Back Speed: 5

Current IK Driver Targets
Current IK Target Objects
IK Steering Wheel Targets
Other IK Target Objects

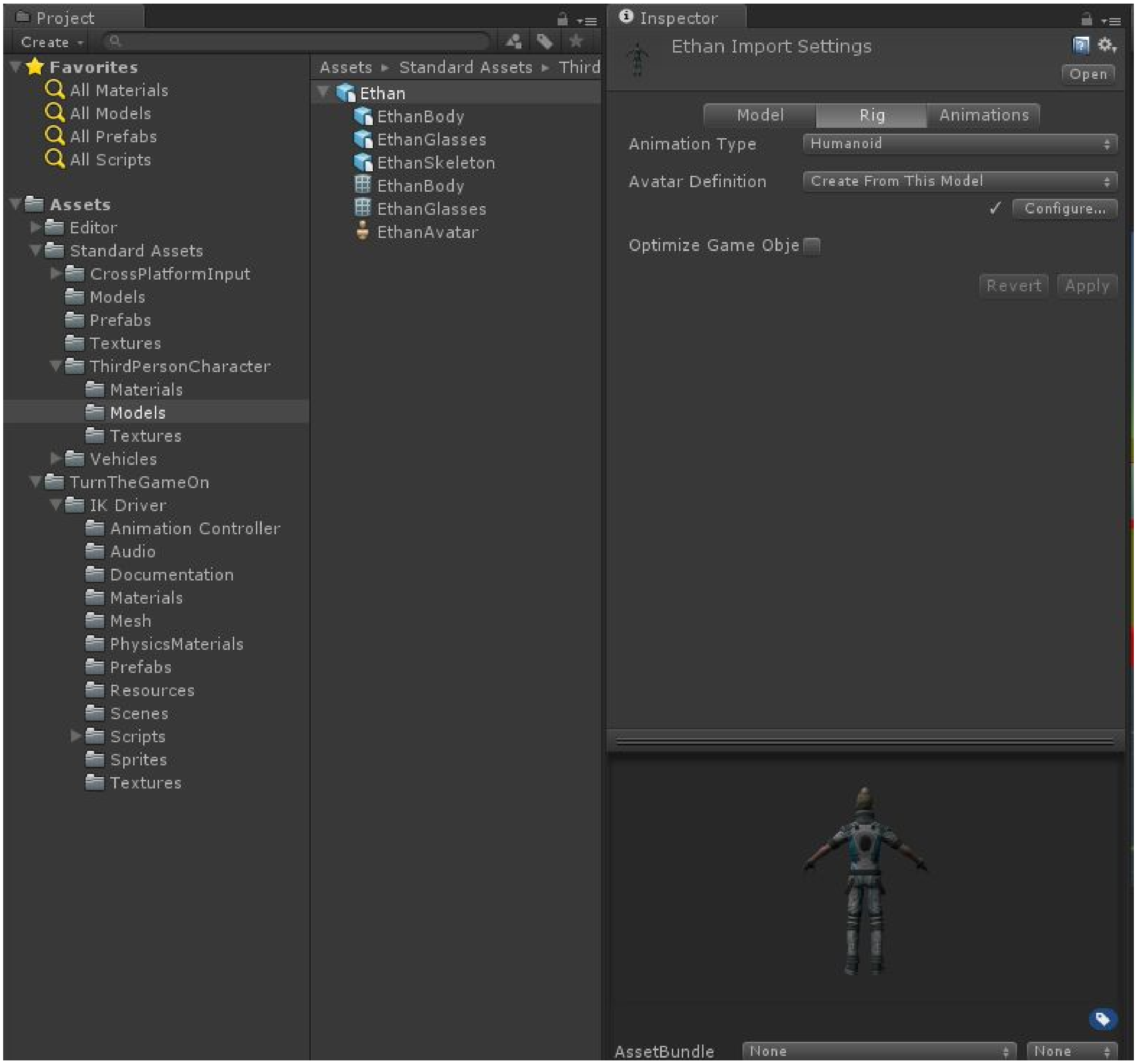
```
IK Driver
  collider
  WheelsHubs
  Particles
  Car
    IK Objects
      Steering Wheel
        IK Target W
        IK Target NE
        IK Target N
        IK Target NW
        IK Target E
        IK Target SW
        IK Target S
        IK Target SE
        IK Target Left Hand
        IK Target Right Hand
        Steering Wheel
      IK Target Left Foot
      IK Target Left Foot Idle
      IK Target Left Foot Clutc
      IK Target Right Foot
      IK Target Right Foot Idle
      IK Target Right Foot Gas
      IK Target Right Foot Bra
      IK Target Look
      IK Target Shift
    IK Driver Ethan Avatar
    Car Glow Light
    Rearview Mirror Camera
    Reaarview Mirror
    Car Nitro FX
    Car Interior
    SkyCarWheelRearRight
```

The image above shows the RG_IKDriver.cs script attached to the Humanoid Avatar. This driver can be disabled or enabled at anytime, the script looks up the horizontal/vertical axis input values used by the car controller on lines 102, 203 & 204, edit the reference if your controller is using a different input method. Mobile input is referenced on lines 100, 162 and 163 by referencing the UnityStandardAssets.CrossPlatformInput.CrossPlatformInputManager.GetAxis() .

Changing the Humanoid Avatar

You can replace the avatar model with your own in a few steps.

1. Ensure your avatar rig is configured as a humanoid for its Animation Type and has a properly configured bone structure, if the bones are not properly configured on your model the avatar will not look right when animated in a procedural manner.



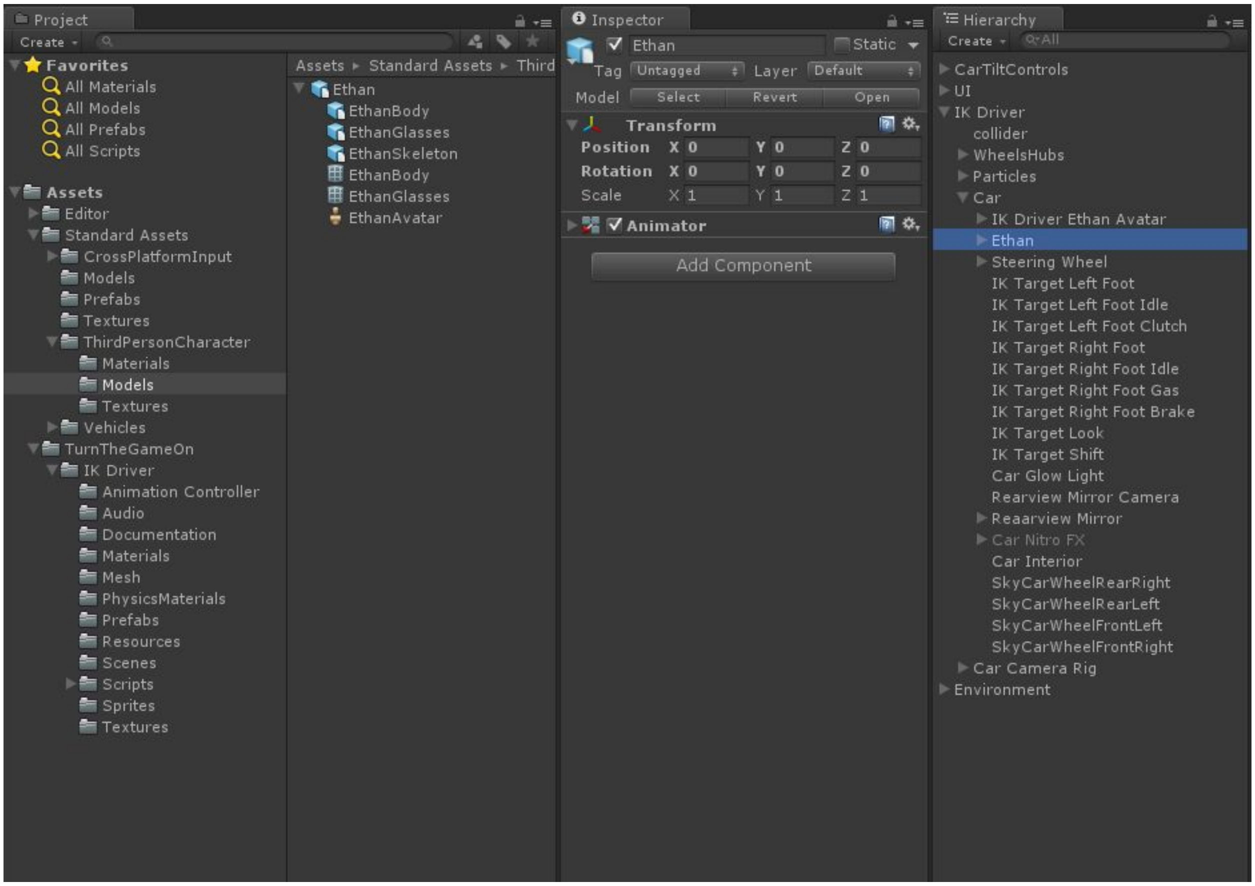
Ethan Import Settings

Animation Type: Humanoid

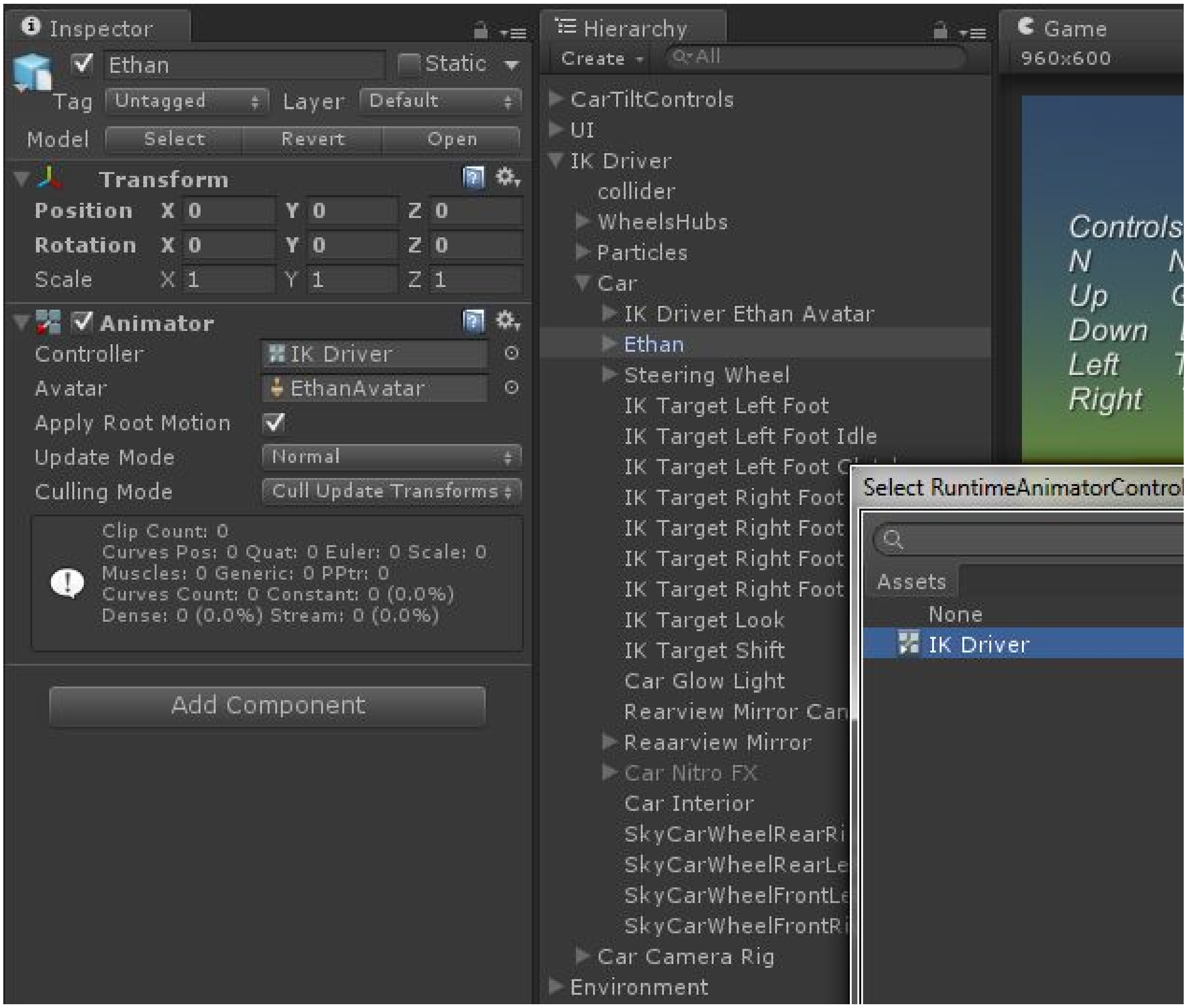
Avatar Definition: Create From This Model

Optimize Game Obje □

2. Bring your avatar into the scene's hierarchy and place it as a child of the "Car" object, the same way the current "IK Driver Ethan Avatar" is positioned.



3. Assign the IK Driver Animation Controller to the Animator component on your avatar.



Ethan
Tag Untagged Layer Default
Model Select Revert Open

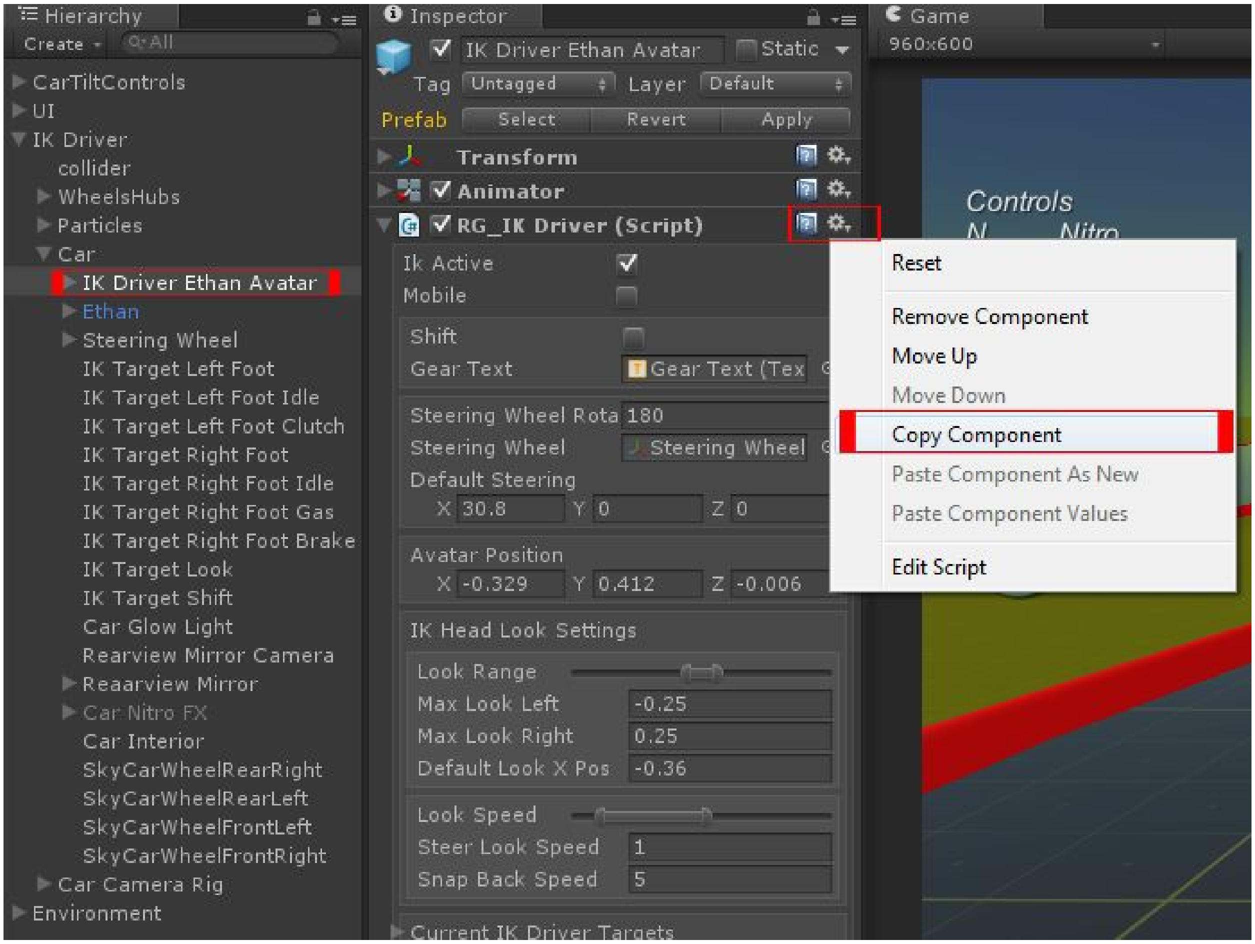
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Animator
Controller IK Driver
Avatar EthanAvatar
Apply Root Motion ☑
Update Mode Normal
Culling Mode Cull Update Transforms

```
Clip Count: 0
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0
Muscles: 0 Generic: 0 PPtr: 0
Curves Count: 0 Constant: 0 (0.0%)
Dense: 0 (0.0%) Stream: 0 (0.0%)
```

Select RuntimeAnimatorControl
Assets
None
IK Driver

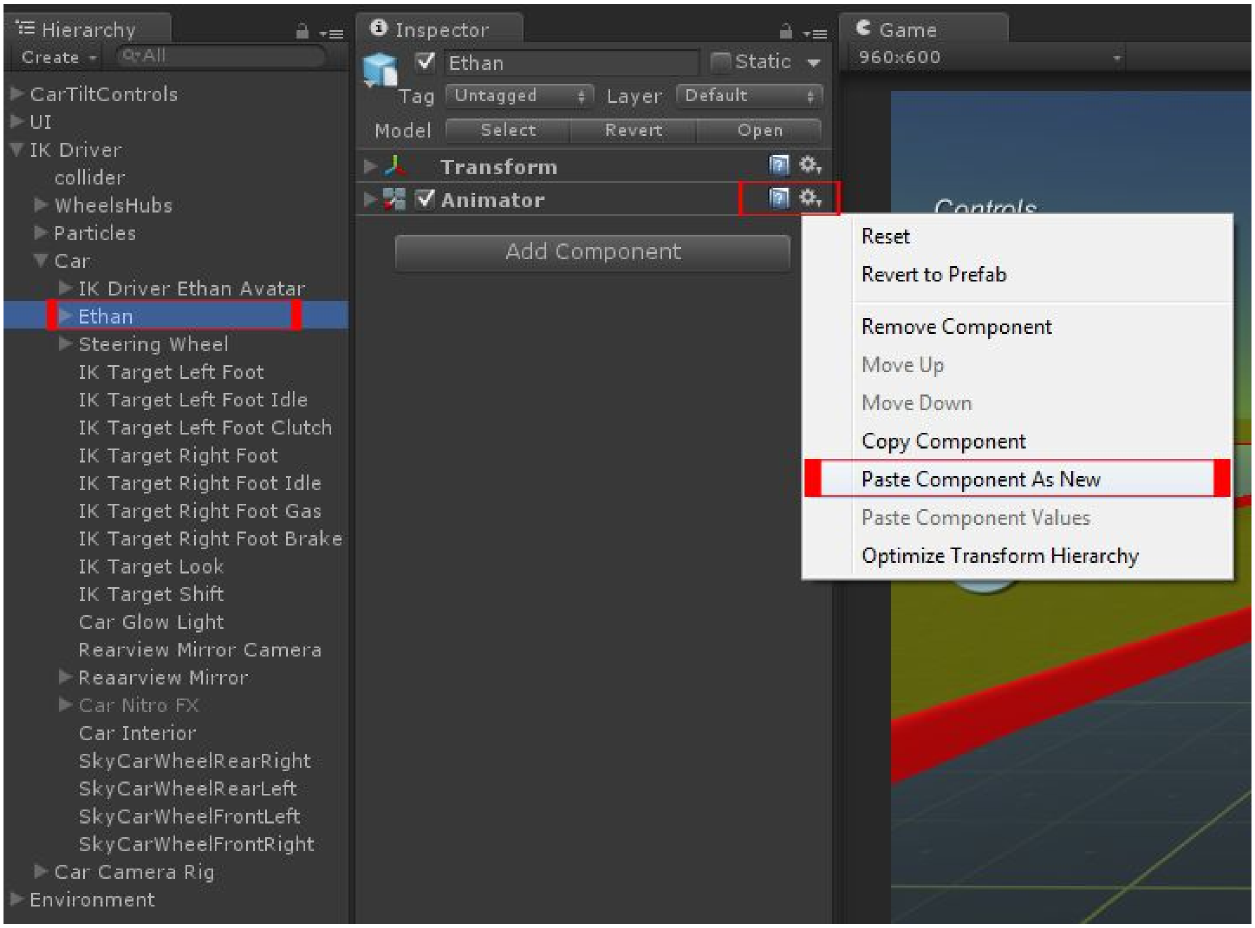
4. Copy the RG_IKDriver component from the original avatar.



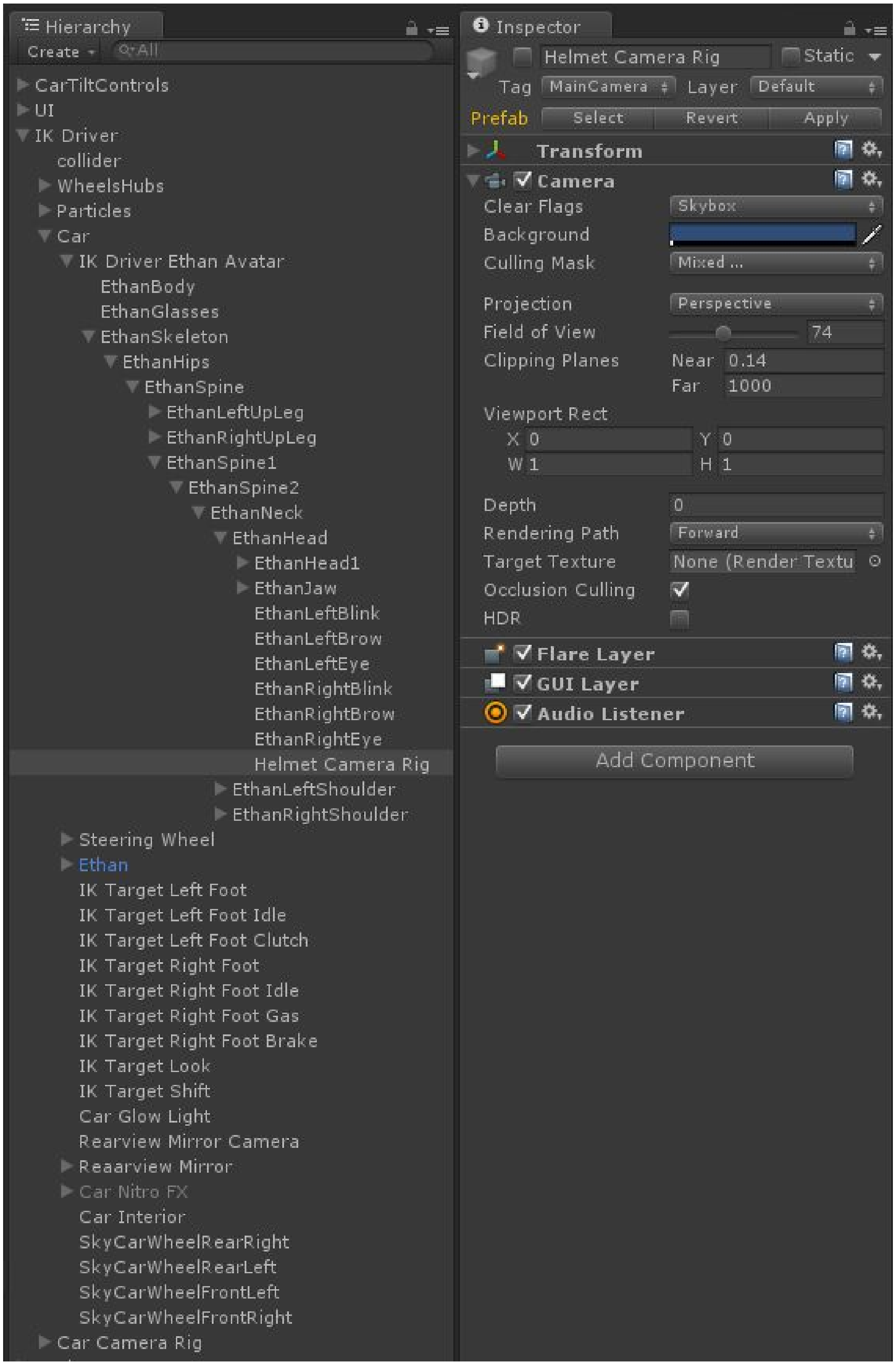
☑ IK Driver Ethan Avatar □ Static
Tag Untagged Layer Default

Ik Active ☑
Mobile □
Shift □
Gear Text Gear Text (Tex
Steering Wheel Rota 180
Steering Wheel Steering Wheel
Default Steering
X 30.8 Y 0 Z 0
Avatar Position
X -0.329 Y 0.412 Z -0.006
Look Range
Max Look Left -0.25
Max Look Right 0.25
Default Look X Pos -0.36
Look Speed
Steer Look Speed 1
Snap Back Speed 5

5. Paste the RG_IKDriver component from the original avatar on your new avatar.



6. Find the Helmet Camera Rig in your scene's hierarchy that is attached to the original avatar's head and move it to your new avatar's head.



```
▶ CarTiltControls
▶ UI
▼ IK Driver
    collider
  ▶ WheelsHubs
  ▶ Particles
  ▼ Car
    ▼ IK Driver Ethan Avatar
        EthanBody
        EthanGlasses
      ▼ EthanSkeleton
        ▼ EthanHips
          ▼ EthanSpine
            ▶ EthanLeftUpLeg
            ▶ EthanRightUpLeg
            ▼ EthanSpine1
              ▼ EthanSpine2
                ▼ EthanNeck
                  ▼ EthanHead
                    ▶ EthanHead1
                    ▶ EthanJaw
                      EthanLeftBlink
                      EthanLeftBrow
                      EthanLeftEye
                      EthanRightBlink
                      EthanRightBrow
                      EthanRightEye
                      Helmet Camera Rig
                  ▶ EthanLeftShoulder
                  ▶ EthanRightShoulder
    ▶ Steering Wheel
    ▶ Ethan
      IK Target Left Foot
      IK Target Left Foot Idle
      IK Target Left Foot Clutch
      IK Target Right Foot
      IK Target Right Foot Idle
      IK Target Right Foot Gas
      IK Target Right Foot Brake
      IK Target Look
      IK Target Shift
      Car Glow Light
      Rearview Mirror Camera
    ▶ Reaarview Mirror
    ▶ Car Nitro FX
      Car Interior
      SkyCarWheelRearRight
      SkyCarWheelRearLeft
      SkyCarWheelFrontLeft
      SkyCarWheelFrontRight
  ▶ Car Camera Rig
```

□ Helmet Camera Rig □ Static
Tag MainCamera Layer Default

▶ Transform

▼ ☑ Camera

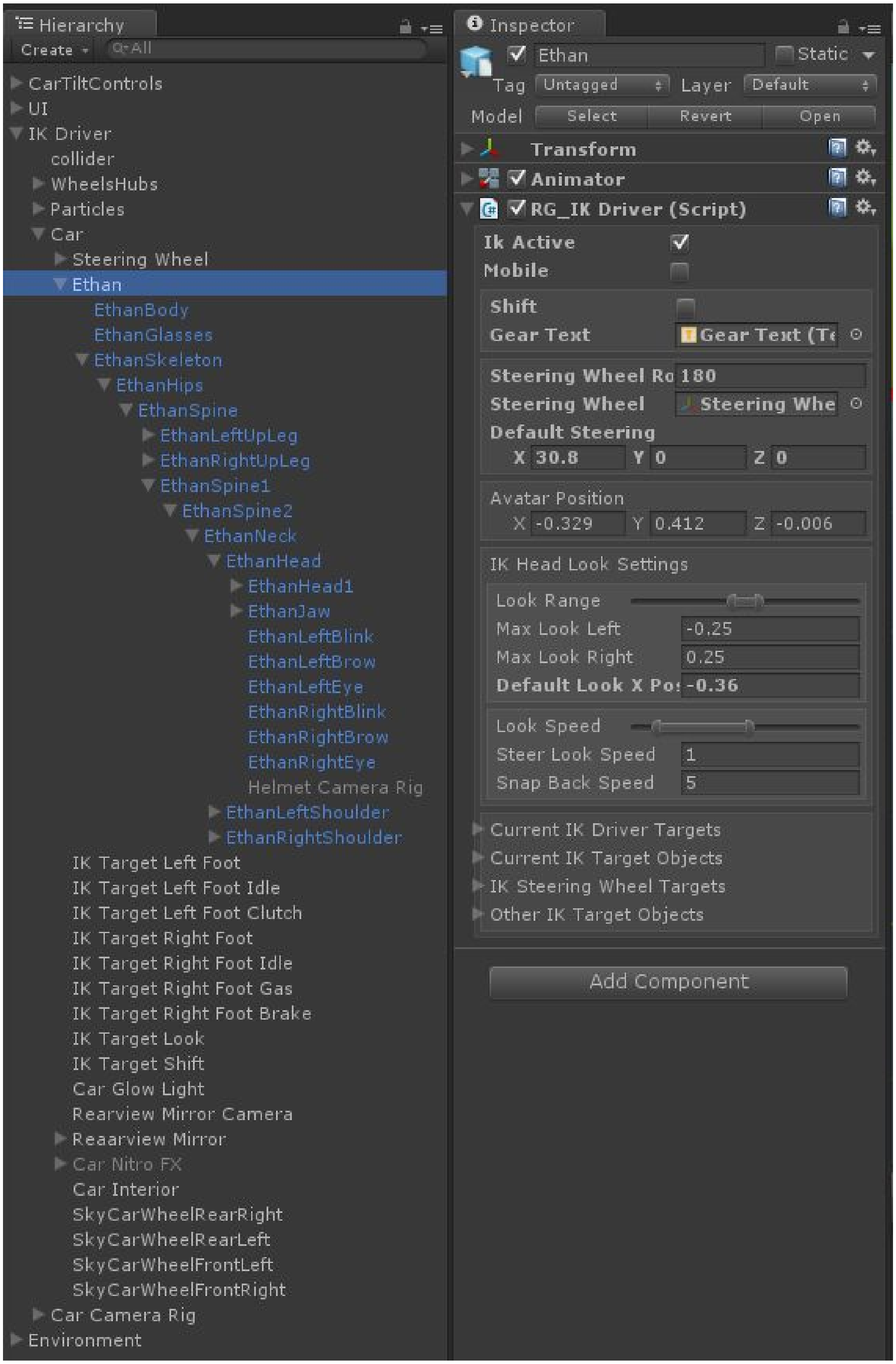
Clear Flags	Skybox
Background	
Culling Mask	Mixed ...
Projection	Perspective
Field of View	74
Clipping Planes	Near 0.14 Far 1000
Viewport Rect	X 0 Y 0 W 1 H 1
Depth	0
Rendering Path	Forward
Target Texture	None (Render Textu
Occlusion Culling	☑
HDR	□

☑ Flare Layer

☑ GUI Layer

☑ Audio Listener

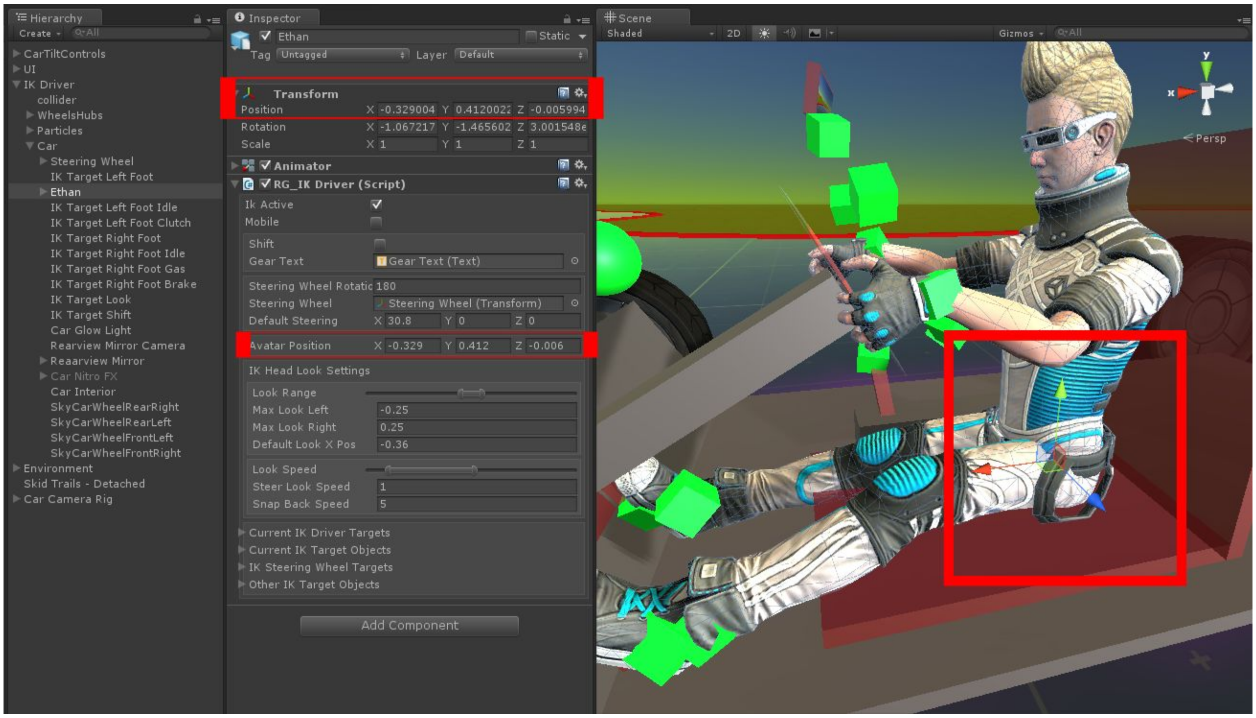
7. Your new avatar is now ready to use with this car controller. You can delete the original IK Driver Ethan Avatar from the IK Driver prefab in the scene.



```
Hierarchy
Create ▾  Q▾All
▶ CarTiltControls
▶ UI
▼ IK Driver
    collider
  ▶ WheelsHubs
  ▶ Particles
  ▼ Car
    ▶ Steering Wheel
    ▼ Ethan
        EthanBody
        EthanGlasses
      ▼ EthanSkeleton
        ▼ EthanHips
          ▼ EthanSpine
            ▶ EthanLeftUpLeg
            ▶ EthanRightUpLeg
            ▼ EthanSpine1
              ▼ EthanSpine2
                ▼ EthanNeck
                  ▼ EthanHead
                    ▶ EthanHead1
                    ▶ EthanJaw
                      EthanLeftBlink
                      EthanLeftBrow
                      EthanLeftEye
                      EthanRightBlink
                      EthanRightBrow
                      EthanRightEye
                      Helmet Camera Rig
                  ▶ EthanLeftShoulder
                  ▶ EthanRightShoulder
      IK Target Left Foot
      IK Target Left Foot Idle
      IK Target Left Foot Clutch
      IK Target Right Foot
      IK Target Right Foot Idle
      IK Target Right Foot Gas
      IK Target Right Foot Brake
      IK Target Look
      IK Target Shift
      Car Glow Light
      Rearview Mirror Camera
    ▶ Reaarview Mirror
    ▶ Car Nitro FX
      Car Interior
      SkyCarWheelRearRight
      SkyCarWheelRearLeft
      SkyCarWheelFrontLeft
      SkyCarWheelFrontRight
  ▶ Car Camera Rig
▶ Environment
```

```
Inspector
☑ Ethan                              □ Static ▾
Tag  Untagged      Layer  Default
Model  Select  Revert  Open
▶ Transform
▶ ☑ Animator
▼ ☑ RG_IK Driver (Script)
  Ik Active            ☑
  Mobile               □
  Shift                □
  Gear Text            Gear Text (Te
  Steering Wheel Ro    180
  Steering Wheel       Steering Whe
  Default Steering
    X 30.8     Y 0      Z 0
  Avatar Position
    X -0.329   Y 0.412  Z -0.006
  IK Head Look Settings
    Look Range
    Max Look Left      -0.25
    Max Look Right     0.25
    Default Look X Po: -0.36
    Look Speed
    Steer Look Speed   1
    Snap Back Speed    5
  ▶ Current IK Driver Targets
  ▶ Current IK Target Objects
  ▶ IK Steering Wheel Targets
  ▶ Other IK Target Objects
Add Component
```

8. To reposition your avatar you will need to enter play mode, find the right transform position for the driver by moving it around to a position that looks appropriate, then make a reference to the avatars Vector3 Transform Position. Exit play mode and enter the position you choose into the "Avatar Position" field of the RG_IKDriver inspector. This will set the avatar's position in the Start method.



Ethan ☑ □ Static
Tag Untagged Layer Default

Transform
Position X -0.329004 Y 0.4120022 Z -0.005994
Rotation X -1.067217 Y -1.465602 Z 3.001548e
Scale X 1 Y 1 Z 1

☑ Animator

☑ RG_IK Driver (Script)
Ik Active ☑
Mobile □
Shift □
Gear Text Gear Text (Text)
Steering Wheel Rotatic 180
Steering Wheel Steering Wheel (Transform)
Default Steering X 30.8 Y 0 Z 0
Avatar Position X -0.329 Y 0.412 Z -0.006
IK Head Look Settings
Look Range
Max Look Left -0.25
Max Look Right 0.25
Default Look X Pos -0.36
Look Speed
Steer Look Speed 1
Snap Back Speed 5
Current IK Driver Targets
Current IK Target Objects
IK Steering Wheel Targets
Other IK Target Objects

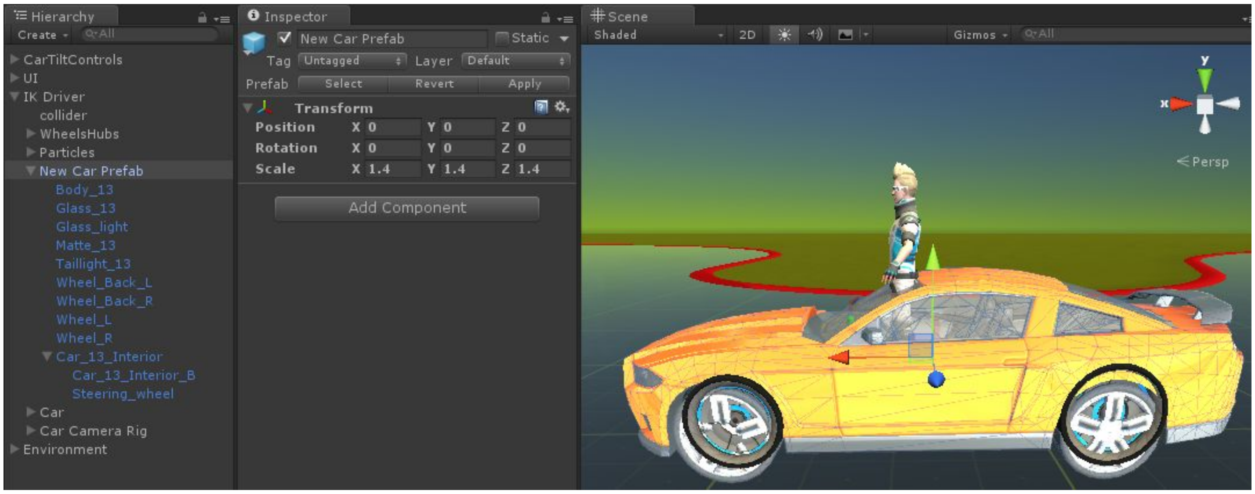
9.
10.

Changing the Car Model

Your car model should have the following:

- Separated steering wheel
- Separated wheels
- Appropriate Interior

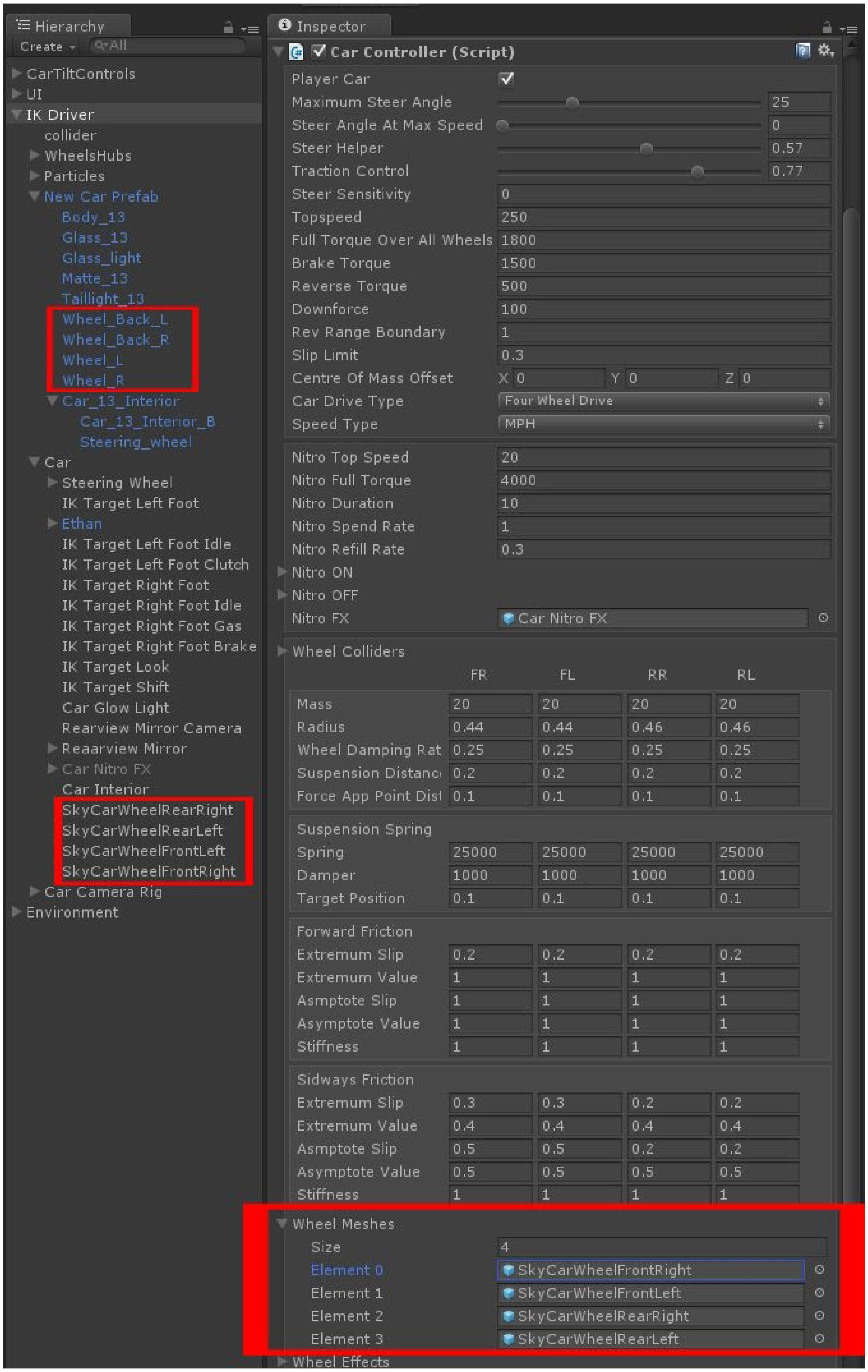
1. Bring your “new car model” prefab into the scene’s hierarchy and place it as a child of the “IK Driver” object. Set your car’s scale to be similar to the IK Driver car.



☑ New Car Prefab □ Static
Tag Untagged Layer Default

Transform			
Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1.4	Y 1.4	Z 1.4

2. Replace the old Wheel Meshes on the Car Controller script with your new wheels using the same ordering method currently used. Front Right, Front Left, Rear Right, Rear Left



Car Controller (Script)

Player Car	☑
Maximum Steer Angle	25
Steer Angle At Max Speed	0
Steer Helper	0.57
Traction Control	0.77
Steer Sensitivity	0
Topspeed	250
Full Torque Over All Wheels	1800
Brake Torque	1500
Reverse Torque	500
Downforce	100
Rev Range Boundary	1
Slip Limit	0.3
Centre Of Mass Offset	X 0 Y 0 Z 0
Car Drive Type	Four Wheel Drive
Speed Type	MPH
Nitro Top Speed	20
Nitro Full Torque	4000
Nitro Duration	10
Nitro Spend Rate	1
Nitro Refill Rate	0.3
Nitro ON	
Nitro OFF	
Nitro FX	Car Nitro FX

Wheel Colliders

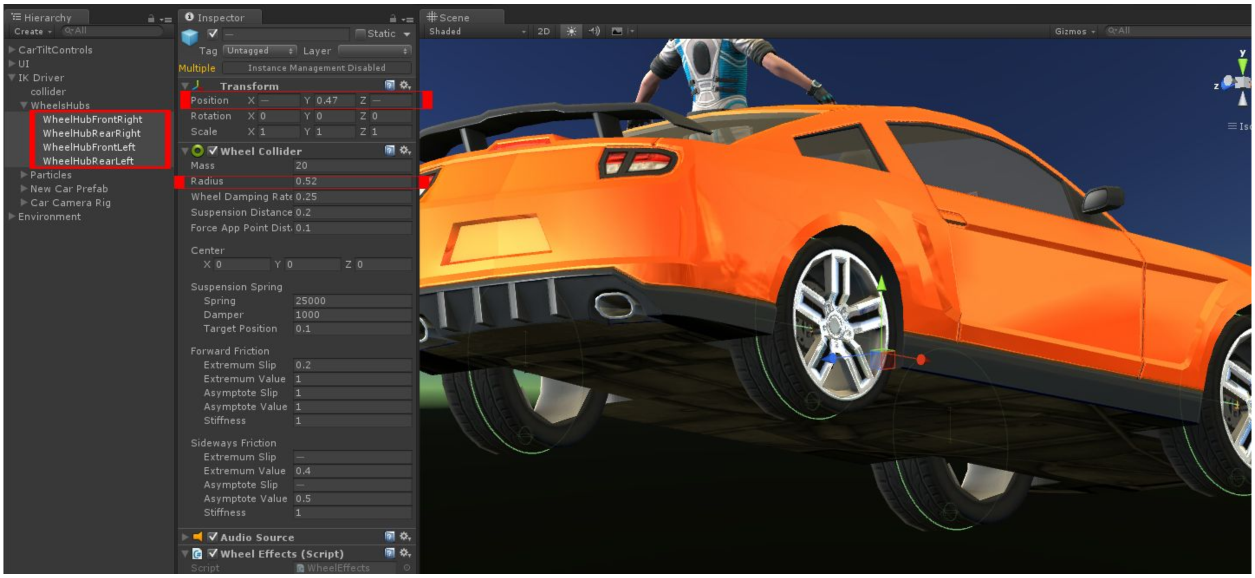
	FR	FL	RR	RL
Mass	20	20	20	20
Radius	0.44	0.44	0.46	0.46
Wheel Damping Rat	0.25	0.25	0.25	0.25
Suspension Distanc	0.2	0.2	0.2	0.2
Force App Point Dist	0.1	0.1	0.1	0.1
Suspension Spring				
Spring	25000	25000	25000	25000
Damper	1000	1000	1000	1000
Target Position	0.1	0.1	0.1	0.1
Forward Friction				
Extremum Slip	0.2	0.2	0.2	0.2
Extremum Value	1	1	1	1
Asmptote Slip	1	1	1	1
Asymptote Value	1	1	1	1
Stiffness	1	1	1	1
Sidways Friction				
Extremum Slip	0.3	0.3	0.2	0.2
Extremum Value	0.4	0.4	0.4	0.4
Asmptote Slip	0.5	0.5	0.2	0.2
Asymptote Value	0.5	0.5	0.5	0.5
Stiffness	1	1	1	1

Wheel Meshes

Size	4
Element 0	SkyCarWheelFrontRight
Element 1	SkyCarWheelFrontLeft
Element 2	SkyCarWheelRearRight
Element 3	SkyCarWheelRearLeft

Wheel Effects

3. Adjust the wheel colliders radius and transform positions to be appropriate for your new wheels.



☐ Static

Tag Untagged Layer

Multiple Instance Management Disabled

Transform

Position	X —	Y 0.47	Z —
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

☑ Wheel Collider

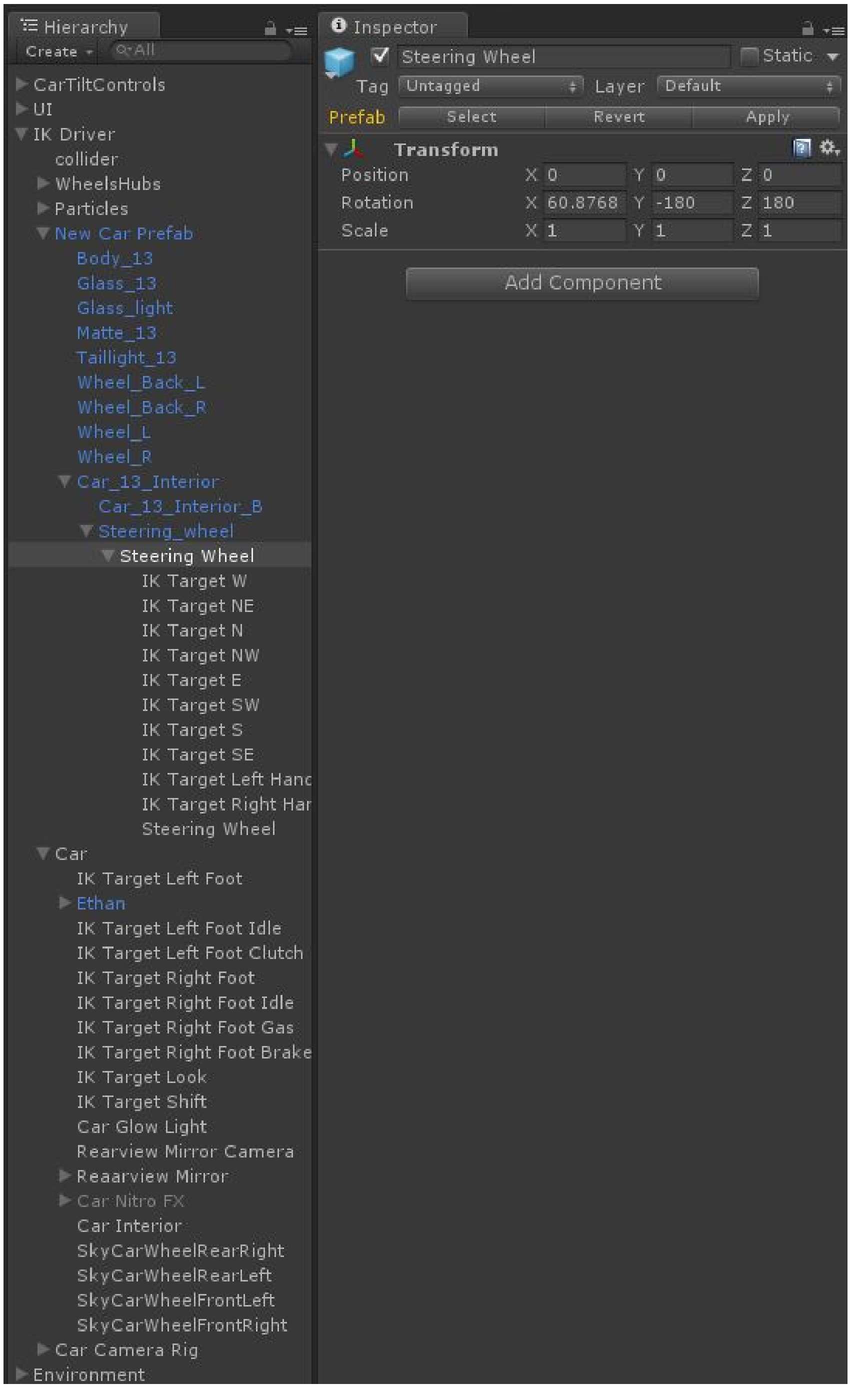
Mass	20
Radius	0.52
Wheel Damping Rate	0.25
Suspension Distance	0.2
Force App Point Dist.	0.1
Center	X 0 Y 0 Z 0
Suspension Spring	
Spring	25000
Damper	1000
Target Position	0.1
Forward Friction	
Extremum Slip	0.2
Extremum Value	1
Asymptote Slip	1
Asymptote Value	1
Stiffness	1
Sideways Friction	
Extremum Slip	—
Extremum Value	0.4
Asymptote Slip	—
Asymptote Value	0.5
Stiffness	1

☑ Audio Source

☑ Wheel Effects (Script)

Script WheelEffects

4. **If you did not make your car model, it's likely that the steering wheel pivot is not set properly and will need to be adjusted by a 3D artist to be used, so this tutorial will show how to use the included pivot point from the original steering wheel rig.** Move the original "Steering Wheel" object to be a child of your new car's steering wheel and set the transform position to 0,0,0, this aligns the steering IK targets to your new steering position .



```
▶ CarTiltControls
▶ UI
▼ IK Driver
    collider
  ▶ WheelsHubs
  ▶ Particles
  ▼ New Car Prefab
      Body_13
      Glass_13
      Glass_light
      Matte_13
      Taillight_13
      Wheel_Back_L
      Wheel_Back_R
      Wheel_L
      Wheel_R
    ▼ Car_13_Interior
        Car_13_Interior_B
      ▼ Steering_wheel
        ▼ Steering Wheel
            IK Target W
            IK Target NE
            IK Target N
            IK Target NW
            IK Target E
            IK Target SW
            IK Target S
            IK Target SE
            IK Target Left Hand
            IK Target Right Har
            Steering Wheel
  ▼ Car
      IK Target Left Foot
    ▶ Ethan
      IK Target Left Foot Idle
      IK Target Left Foot Clutch
      IK Target Right Foot
      IK Target Right Foot Idle
      IK Target Right Foot Gas
      IK Target Right Foot Brake
      IK Target Look
      IK Target Shift
      Car Glow Light
      Rearview Mirror Camera
    ▶ Reaarview Mirror
    ▶ Car Nitro FX
      Car Interior
      SkyCarWheelRearRight
      SkyCarWheelRearLeft
      SkyCarWheelFrontLeft
      SkyCarWheelFrontRight
  ▶ Car Camera Rig
▶ Environment
```

☑ Steering Wheel □ Static

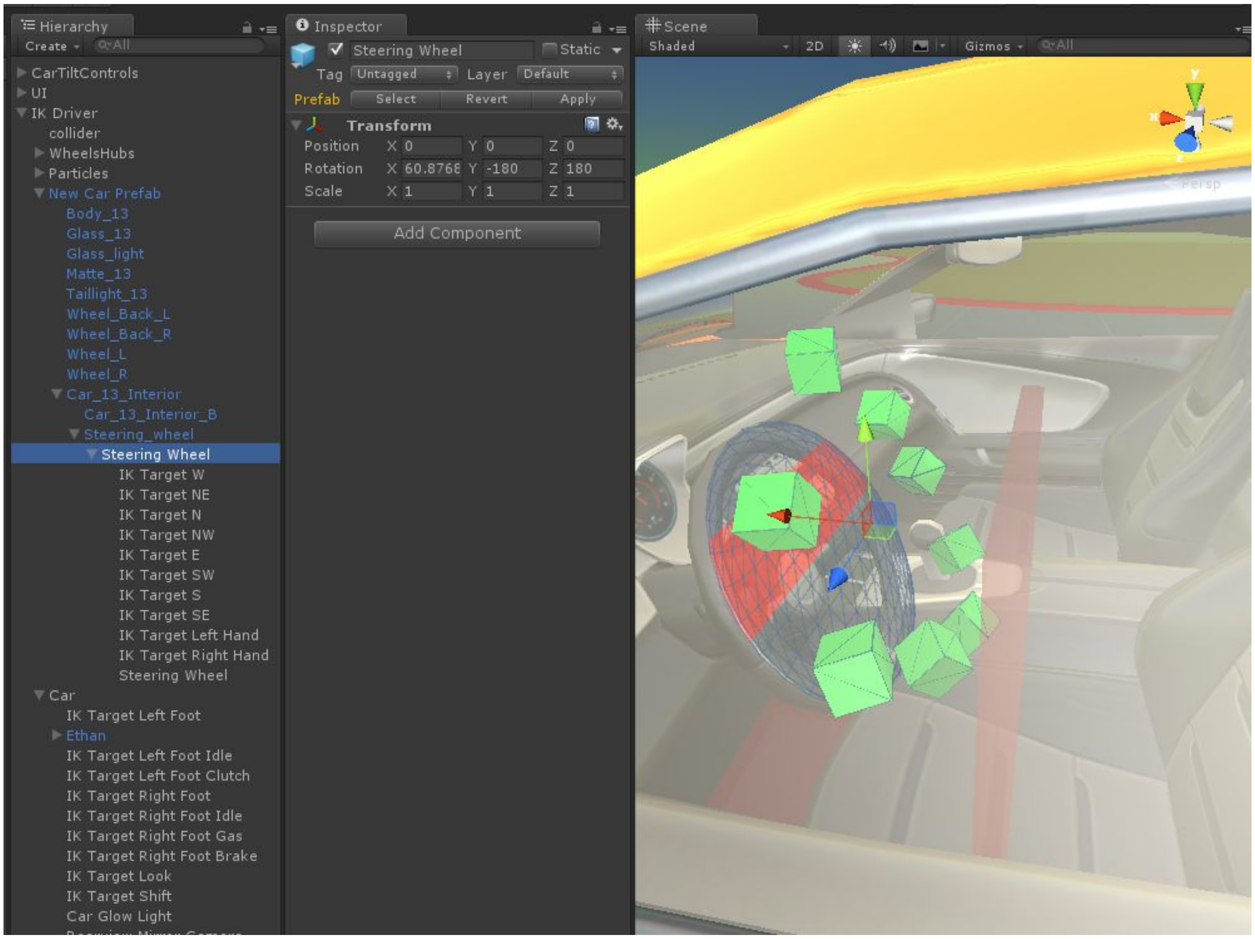
Tag: Untagged Layer: Default

Prefab

Transform

	X	Y	Z
Position	0	0	0
Rotation	60.8768	-180	180
Scale	1	1	1

5. Adjust the X rotation to be aligned with the new steering wheel if needed to properly align the steering IK targets. **For this car model, the pivot transform rotation is not 0 on the Y and Z axis. If the transform rotation Y and Z are 0, then your steering wheel pivot is properly setup and you can just move all IK targets attached to the wheel onto your new steering wheel. Scale this steering wheel to match the size of your own if it does not match to adjust the steering IK targets.**



☑ Steering Wheel □ Static

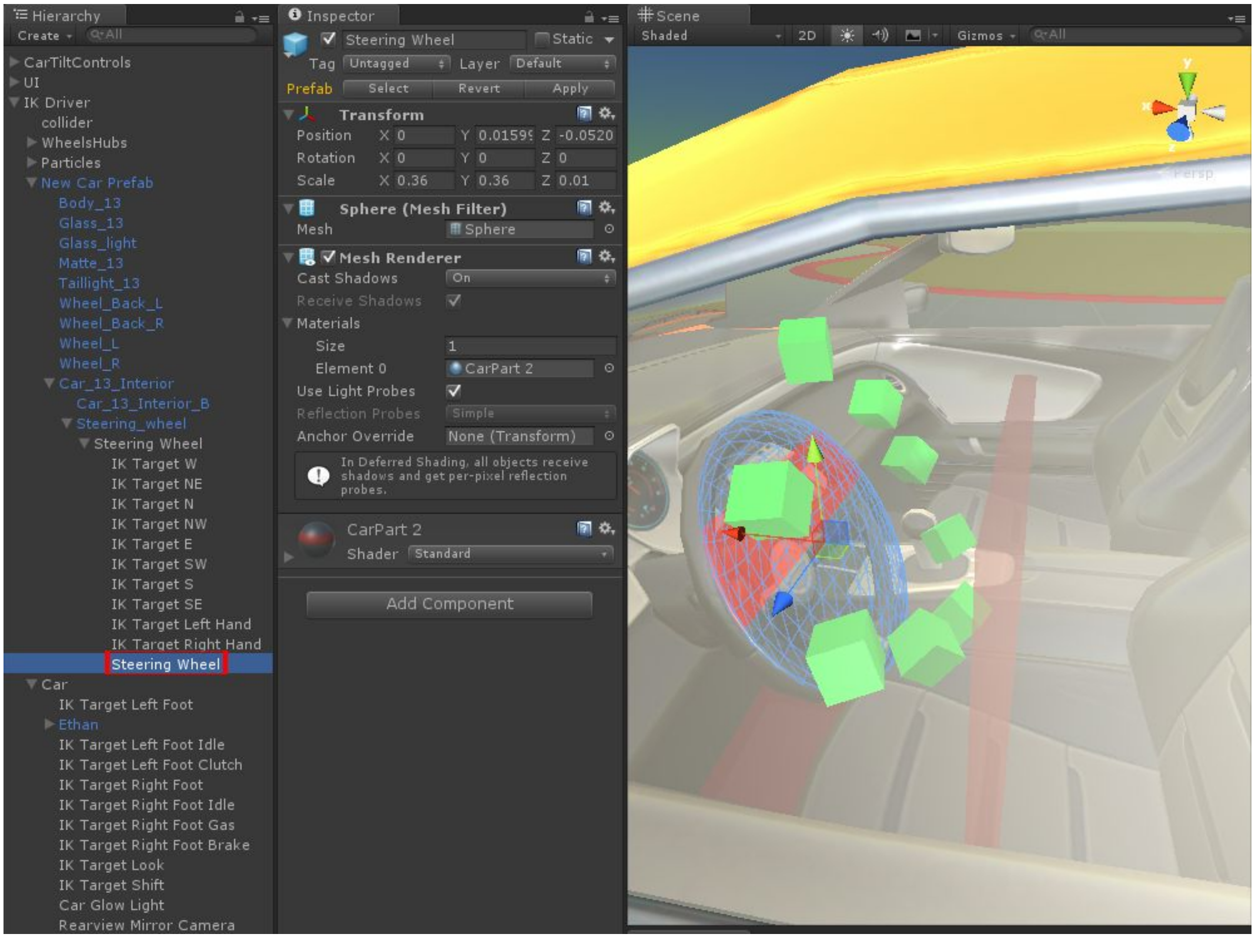
Tag Untagged Layer Default

Prefab Select Revert Apply

Transform

Position	X 0	Y 0	Z 0
Rotation	X 60.8768	Y -180	Z 180
Scale	X 1	Y 1	Z 1

6. Delete the old steering wheel mesh.



☑ Steering Wheel □ Static

Tag Untagged Layer Default

Prefab

Transform

Position X 0 Y 0.0159 Z -0.0520

Rotation X 0 Y 0 Z 0

Scale X 0.36 Y 0.36 Z 0.01

Sphere (Mesh Filter)

Mesh Sphere

☑ **Mesh Renderer**

Cast Shadows On

Receive Shadows ☑

Materials

Size 1

Element 0 CarPart 2

Use Light Probes ☑

Reflection Probes Simple

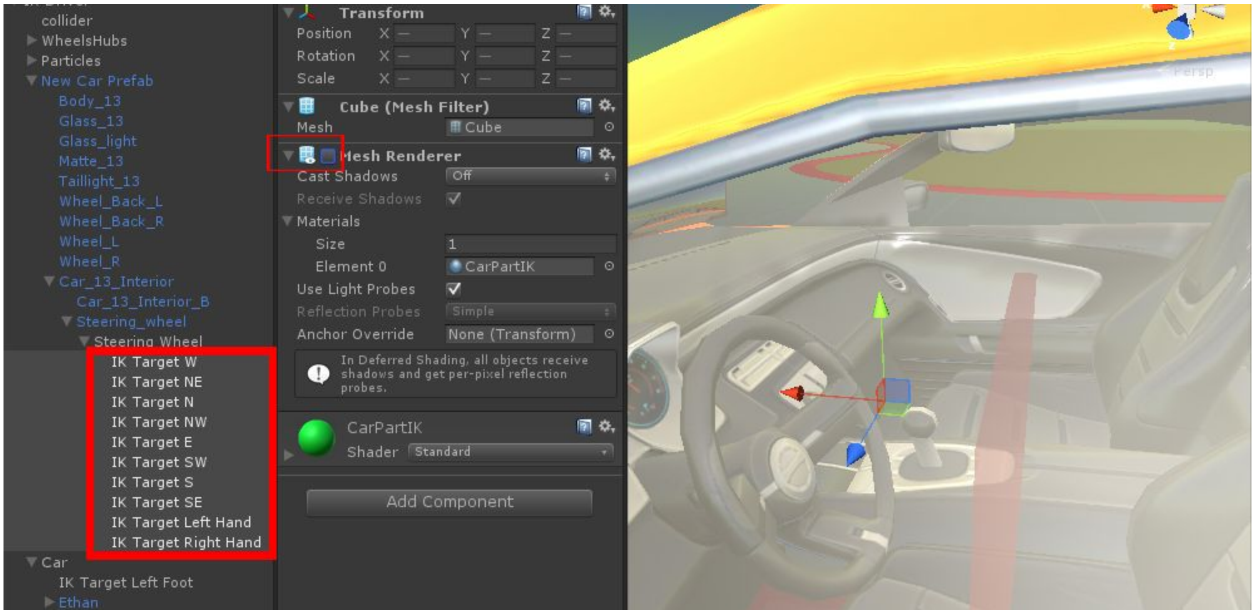
Anchor Override None (Transform)

In Deferred Shading, all objects receive shadows and get per-pixel reflection probes.

CarPart 2

Shader Standard

7. Disable the steering wheel IK Target Mesh Renderers.



Transform

Position X — Y — Z —

Rotation X — Y — Z —

Scale X — Y — Z —

Cube (Mesh Filter)

Mesh Cube

□ **Mesh Renderer**

Cast Shadows Off

Receive Shadows ☑

Materials

Size 1

Element 0 CarPartIK

Use Light Probes ☑

Reflection Probes Simple

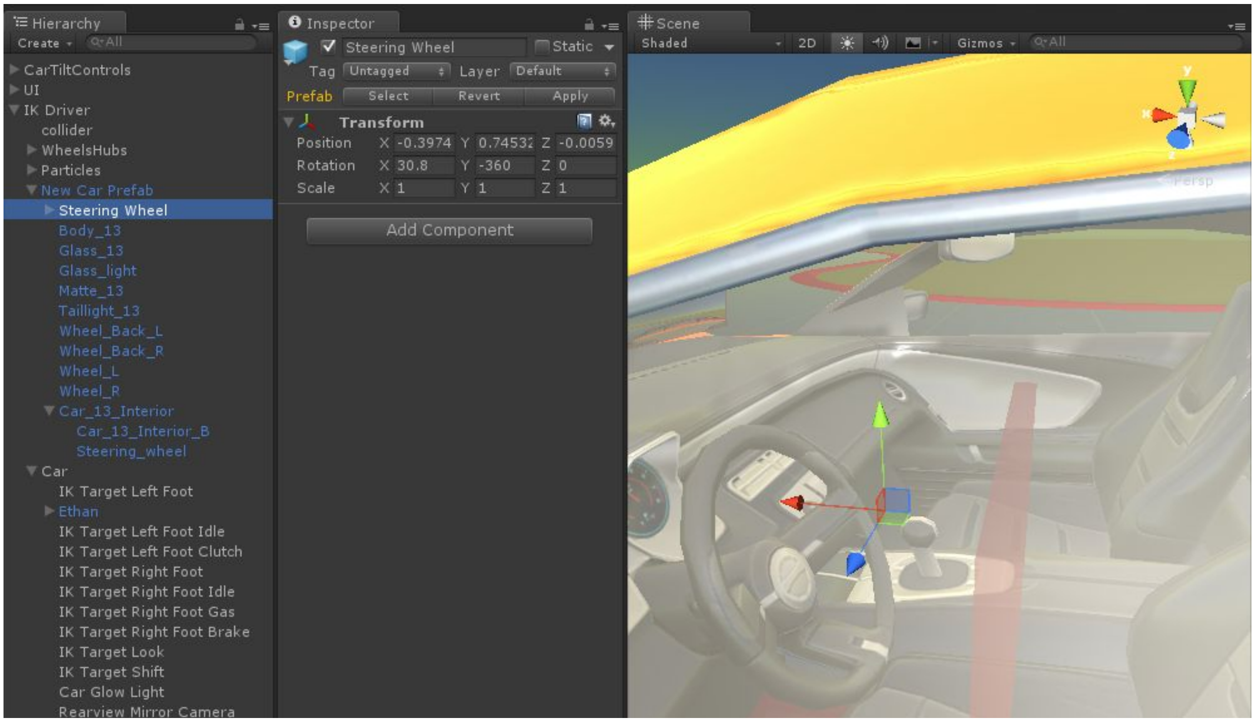
Anchor Override None (Transform)

In Deferred Shading, all objects receive shadows and get per-pixel reflection probes.

CarPartIK

Shader Standard

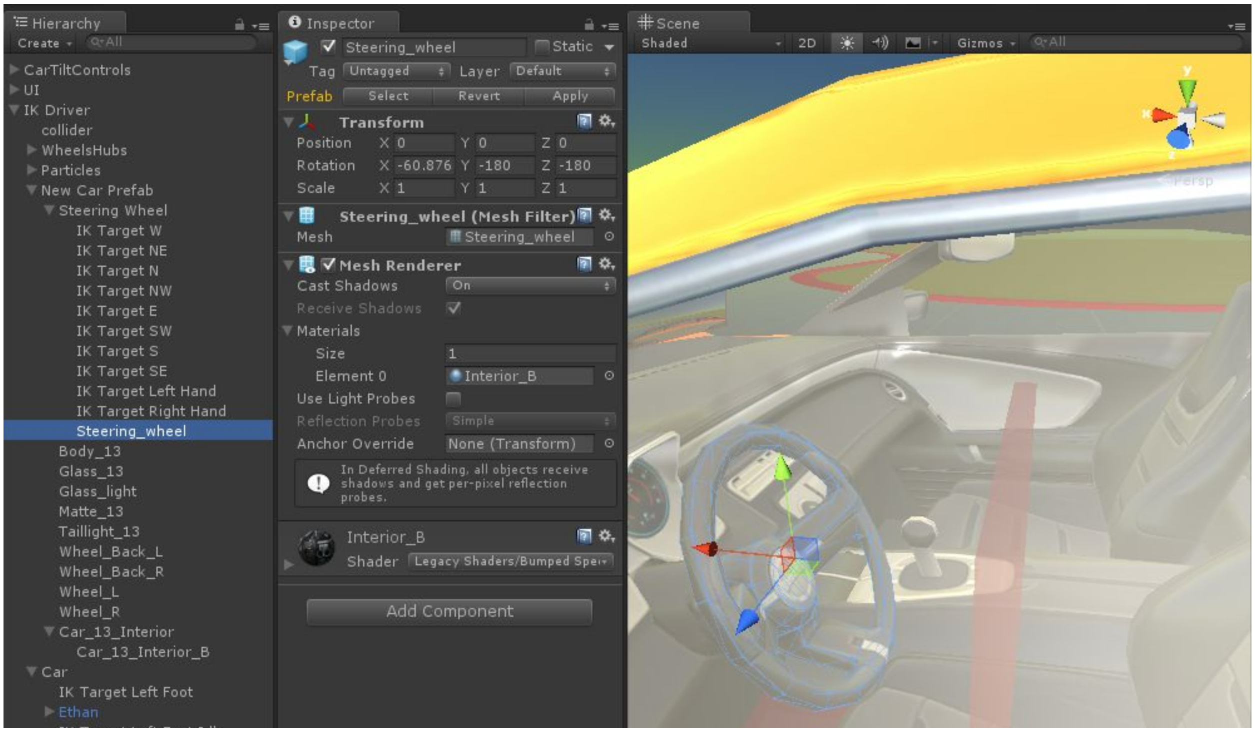
8. Move the original Steering Wheel Rig to be a child of the car prefab.



Steering Wheel, Static
Tag Untagged, Layer Default
Prefab: Select, Revert, Apply

Transform
Position X -0.3974 Y 0.74532 Z -0.0059
Rotation X 30.8 Y -360 Z 0
Scale X 1 Y 1 Z 1

9. Move the new steering wheel model to be a child of the original Steering Wheel Rig.



Steering_wheel, Static
Tag Untagged, Layer Default
Prefab: Select, Revert, Apply

Transform
Position X 0 Y 0 Z 0
Rotation X -60.876 Y -180 Z -180
Scale X 1 Y 1 Z 1

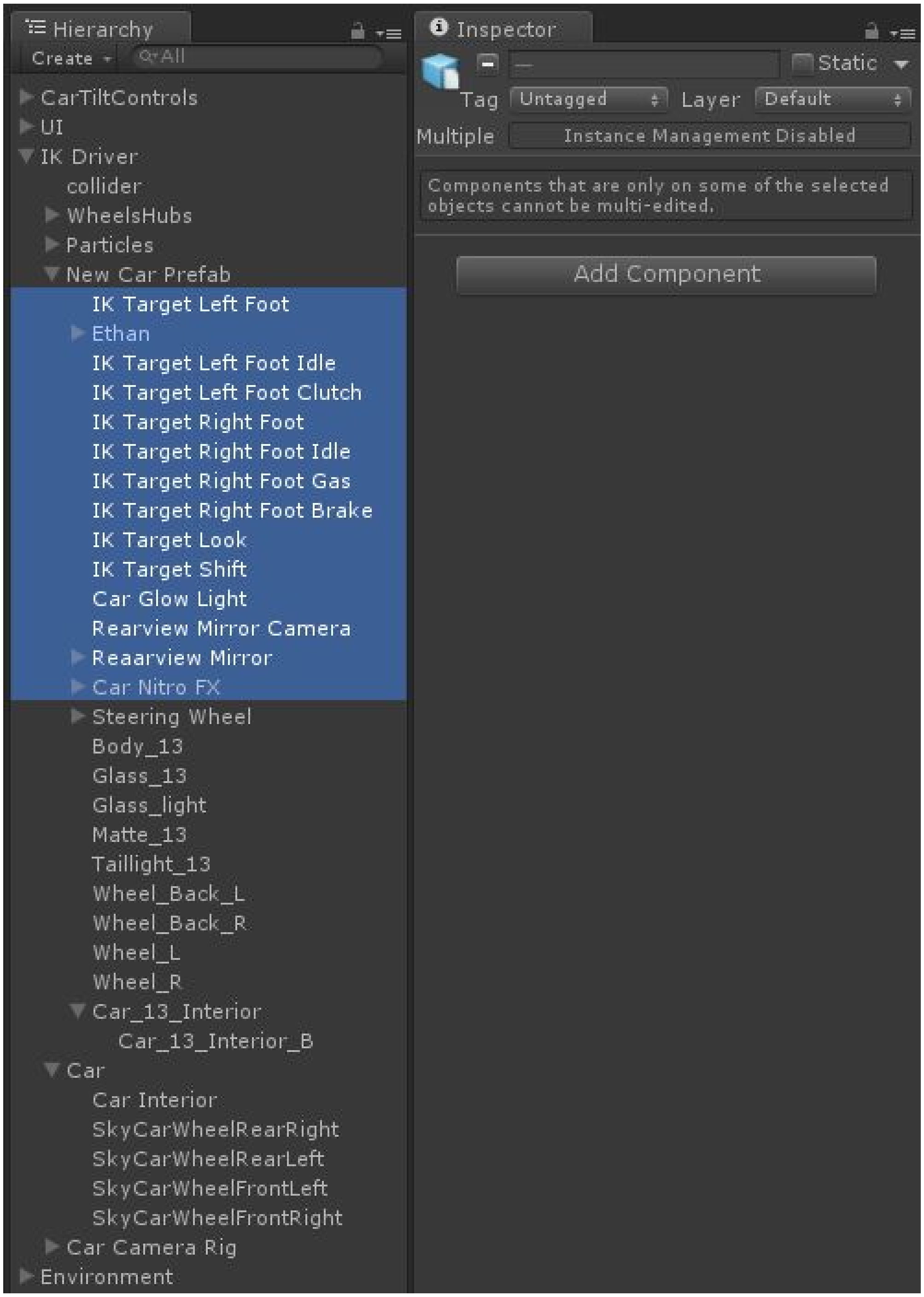
Steering_wheel (Mesh Filter)
Mesh: Steering_wheel

☑ Mesh Renderer
Cast Shadows: On
Receive Shadows: ☑
Materials
Size: 1
Element 0: Interior_B
Use Light Probes: □
Reflection Probes: Simple
Anchor Override: None (Transform)

In Deferred Shading, all objects receive shadows and get per-pixel reflection probes.

Interior_B
Shader: Legacy Shaders/Bumped Spe

10. Move the avatar driver, all other IK targets, Car Nitro FX, Rearview Mirror / Camera, and Glow Light to your new car prefab.

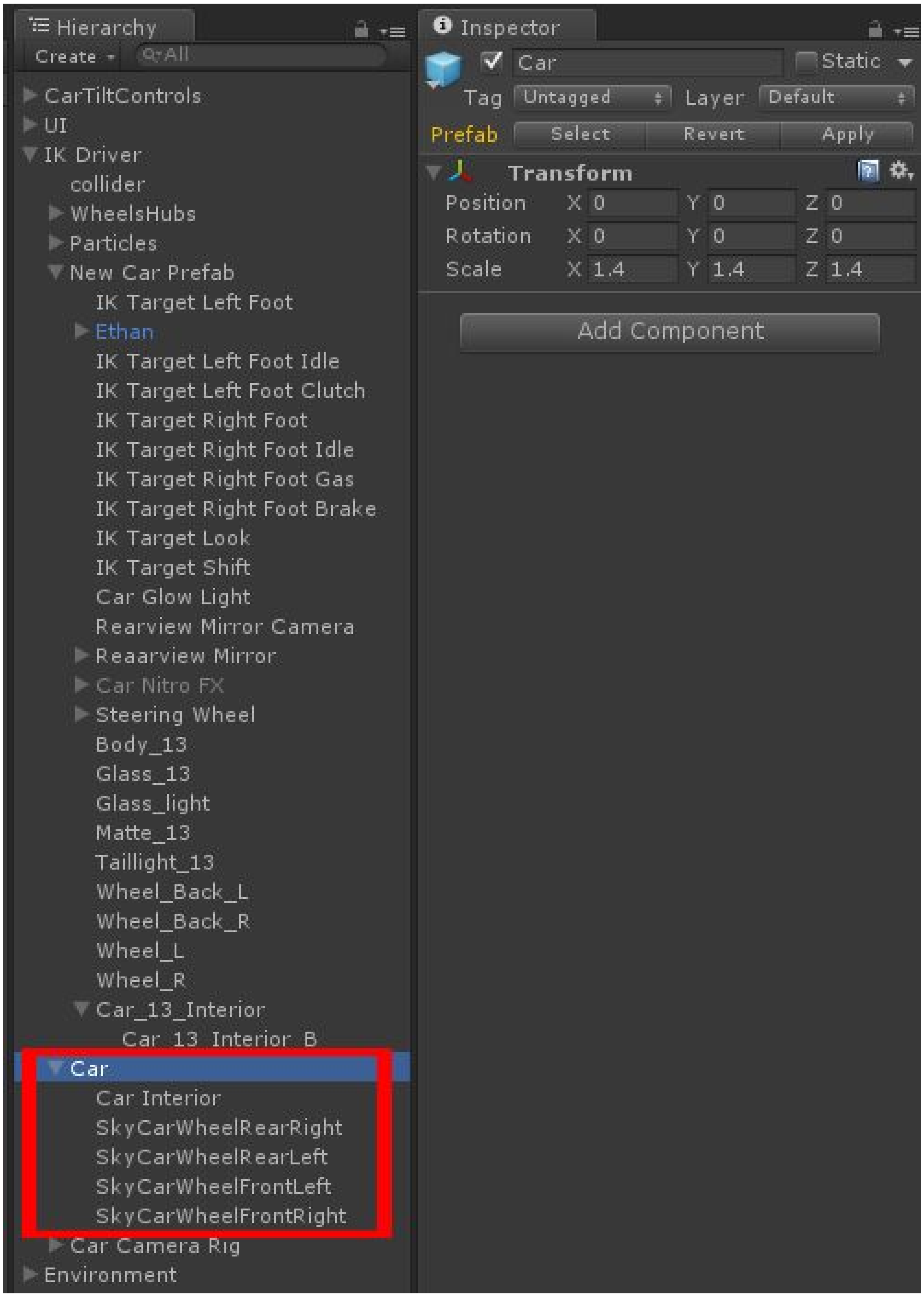


Tag Untagged Layer Default

Multiple Instance Management Disabled

Components that are only on some of the selected objects cannot be multi-edited.

11. Delete the old car object and its children, this should only be the original car mesh objects.



- CarTiltControls
- UI
- IK Driver
  - collider
  - WheelsHubs
  - Particles
  - New Car Prefab
    - IK Target Left Foot
    - Ethan
    - IK Target Left Foot Idle
    - IK Target Left Foot Clutch
    - IK Target Right Foot
    - IK Target Right Foot Idle
    - IK Target Right Foot Gas
    - IK Target Right Foot Brake
    - IK Target Look
    - IK Target Shift
    - Car Glow Light
    - Rearview Mirror Camera
    - Reaarview Mirror
    - Car Nitro FX
    - Steering Wheel
    - Body_13
    - Glass_13
    - Glass_light
    - Matte_13
    - Taillight_13
    - Wheel_Back_L
    - Wheel_Back_R
    - Wheel_L
    - Wheel_R
    - Car_13_Interior
      - Car_13_Interior_B
  - Car
    - Car Interior
    - SkyCarWheelRearRight
    - SkyCarWheelRearLeft
    - SkyCarWheelFrontLeft
    - SkyCarWheelFrontRight
  - Car Camera Rig
- Environment

☑ Car □ Static

Tag Untagged Layer Default

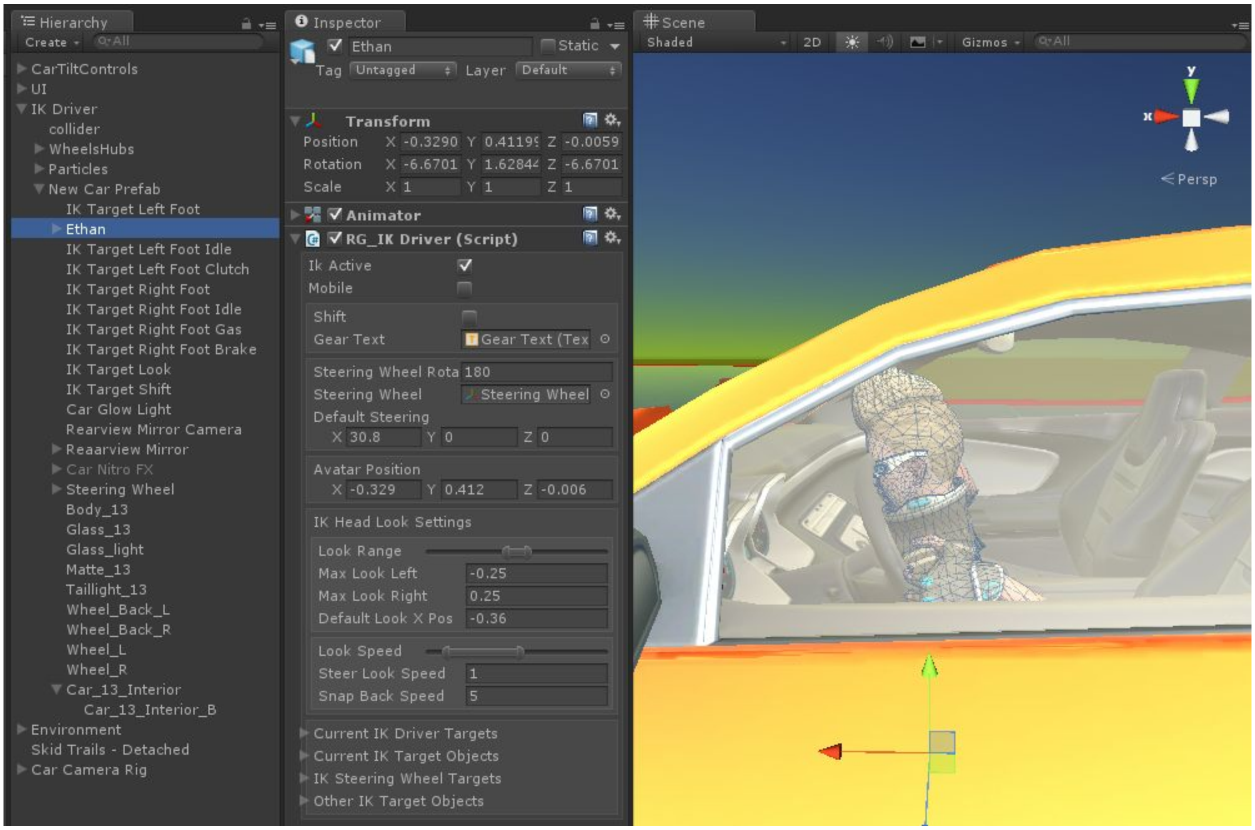
Prefab Select Revert Apply

Transform

	X	Y	Z
Position	0	0	0
Rotation	0	0	0
Scale	1.4	1.4	1.4

Add Component

12. You will likely need to reposition your avatar, we've already set the steering wheel position so now we need to adjust the avatar position and other IK Target positions. Enter play mode, here you can find the right transform position for the driver by moving it around to a position that looks appropriate, then make a reference to the avatars Vector3 Transform Position. Exit play mode and enter the position you choose into the "Avatar Position" field of the RG_IKDriver inspector. This will set the avatar's position in the Start method. This example shows the avatar need to be repositioned to his seat.



Hierarchy

Create ▾

CarTiltControls
UI
IK Driver
collider
WheelsHubs
Particles
New Car Prefab
IK Target Left Foot
Ethan
IK Target Left Foot Idle
IK Target Left Foot Clutch
IK Target Right Foot
IK Target Right Foot Idle
IK Target Right Foot Gas
IK Target Right Foot Brake
IK Target Look
IK Target Shift
Car Glow Light
Rearview Mirror Camera
Reaarview Mirror
Car Nitro FX
Steering Wheel
Body_13
Glass_13
Glass_light
Matte_13
Taillight_13
Wheel_Back_L
Wheel_Back_R
Wheel_L
Wheel_R
Car_13_Interior
Car_13_Interior_B
Environment
Skid Trails - Detached
Car Camera Rig

Inspector

☑ Ethan □ Static

Tag Untagged Layer Default

Transform

Position X -0.3290 Y 0.4119(Z -0.0059
Rotation X -6.6701 Y 1.62844 Z -6.6701
Scale X 1 Y 1 Z 1

☑ Animator

☑ RG_IK Driver (Script)

Ik Active ☑
Mobile □

Shift □
Gear Text Gear Text (Tex

Steering Wheel Rota 180
Steering Wheel Steering Wheel
Default Steering
X 30.8 Y 0 Z 0

Avatar Position
X -0.329 Y 0.412 Z -0.006

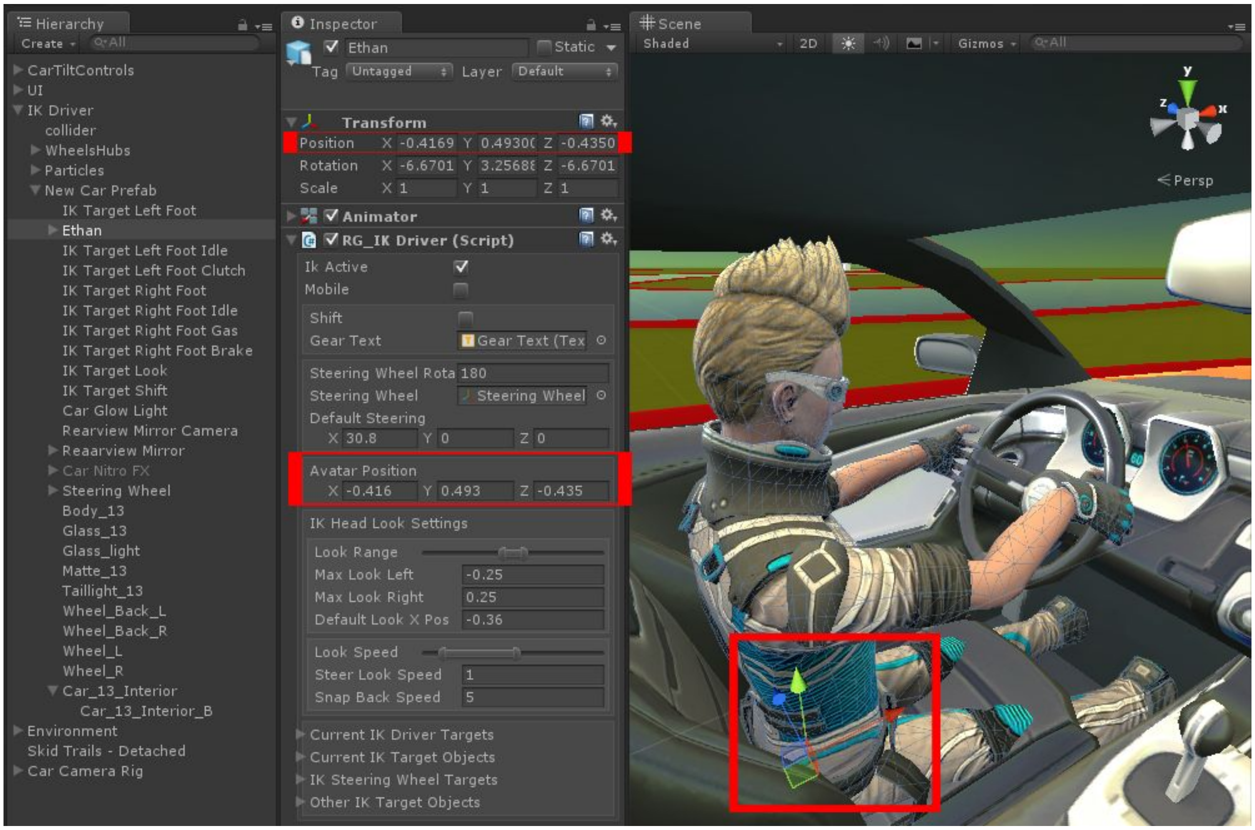
IK Head Look Settings

Look Range
Max Look Left -0.25
Max Look Right 0.25
Default Look X Pos -0.36

Look Speed
Steer Look Speed 1
Snap Back Speed 5

Current IK Driver Targets
Current IK Target Objects
IK Steering Wheel Targets
Other IK Target Objects

13. When you initially change the avatar position it will not all look right, the other IK targets need to be positioned to finalize the setup. Another reposition or more of the avatar may be necessary. Here for example, we can see the avatar's legs are below the seat. After adjusting the IK Foot Targets he will look better.



Inspector
☑ Ethan □ Static
Tag Untagged Layer Default

Transform
Position X -0.4169 Y 0.49300 Z -0.4350
Rotation X -6.6701 Y 3.25688 Z -6.6701
Scale X 1 Y 1 Z 1

☑ Animator

☑ RG_IK Driver (Script)
Ik Active ☑
Mobile □
Shift □
Gear Text Gear Text (Tex
Steering Wheel Rota 180
Steering Wheel Steering Wheel
Default Steering
X 30.8 Y 0 Z 0
Avatar Position
X -0.416 Y 0.493 Z -0.435
IK Head Look Settings
Look Range
Max Look Left -0.25
Max Look Right 0.25
Default Look X Pos -0.36
Look Speed
Steer Look Speed 1
Snap Back Speed 5
Current IK Driver Targets
Current IK Target Objects
IK Steering Wheel Targets
Other IK Target Objects

14. The IK Targets should also be adjusted in play mode to find the best settings at this point. If you want to make the avatar look as realistic as possible you will want to take your time configuring the IK Foot Target placement by making sure the position/rotation of the IK Target transforms are in appropriate locations. If the player will not see this area of the vehicle you do not need to be as precise. Your avatar's scale may also need to be adjusted to match the car scale. Adjust all IK targets to match the new interior and steering wheel locations for best animation results.
15. Fine-tune the positioning of your IK Targets to match the steering, shifter, brake, clutch, gas pedal locations your car.
16. Your car is now ready to use. Press play to drive it, switch to the helmet camera and adjust its position to find the best location for it. This may also take some fine tuning.