CinemaIK – Free Demo v1.0 Manual

emil-is@yandex.ru

CinemaIK gives you the opportunity to handle a character's IK pass to make animations more alive. It's more targeted to use in pair with the Timeline. You can try to use it in another way, but 100% work not guaranteed.

Components

CinemaIK

Main component. Place on separate object from you character so you can animate it independently.

Animator – target character animator controller.
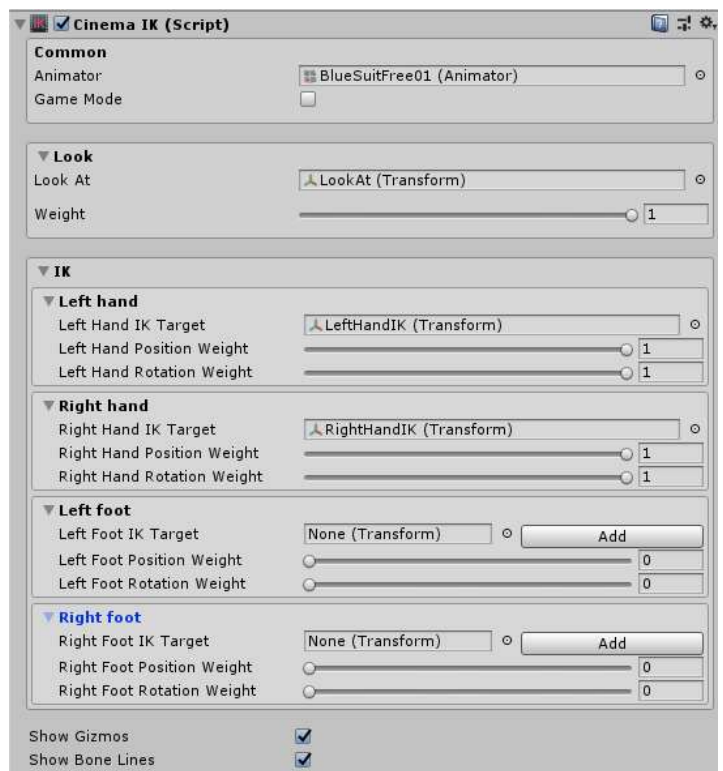
Look

Look At – look at target.

Weight – the global weight of the LookAt, multiplier for other parameters.

IK

IK Target – limb IK target.

Position Weight – determines how strong the limb position is involved in the IK Target.

Rotation Weight – determines how strong the limb rotation is involved in the IK Target.

CinemaIKAnchor

Animator component anchor. Since we use a separate animator on CinemaIK we cant directly pass IK data on a character. So we just pass IK data to anchor which is to pass it further to the character's animator.

Tips

1. Don't forget to toggle IK pass on the character's animator on the main layer.
2. It's recommended to separate CinemaIK game object and character game object, so you can separately animate it in the Timeline.
3. Sometimes on animation clips you need to disable the foot IK to prevent artifacts.