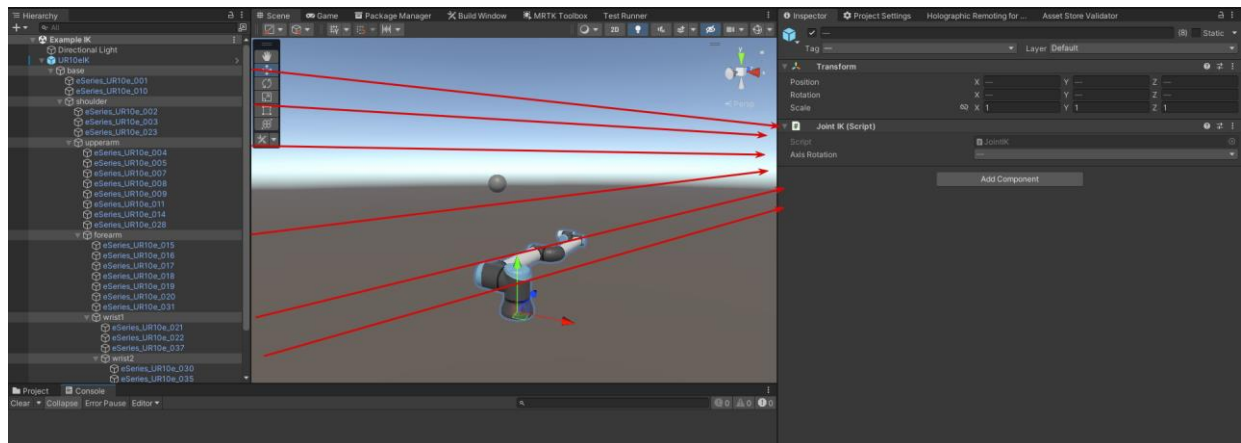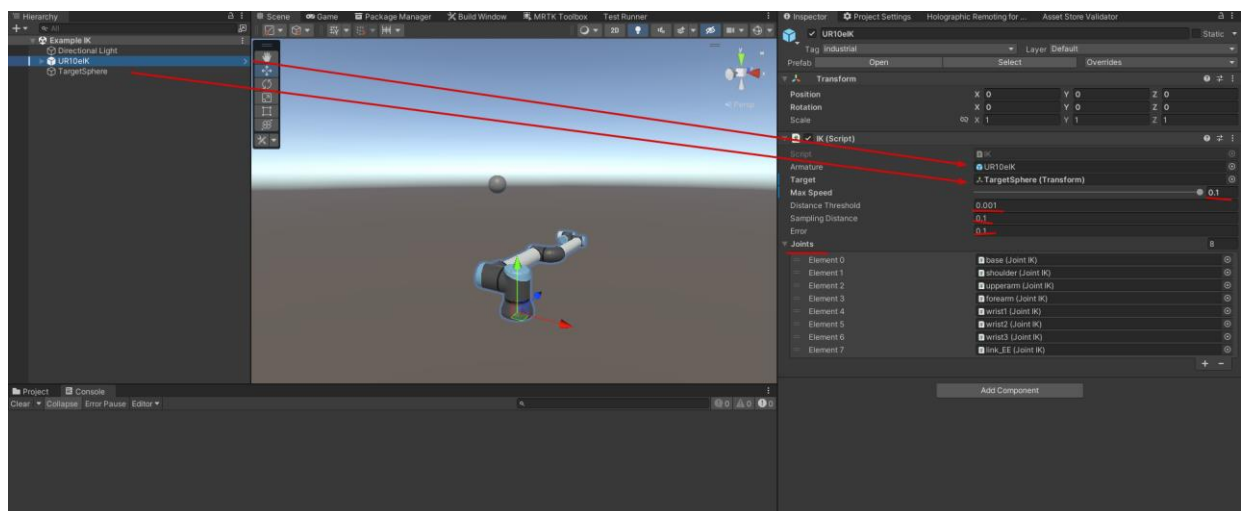1. Add a JointIK script to each joint of the object with a tree structure.

2. Add an IK script to the object itself with a tree structure.

3. Click play.