SACR Complete Changelog:

All changes stem from SAMR V1 to the latest SACR Build

# Changelog #1: SAMR V1.5

* Revamped Torso
* Wrists
* Global and Local IK
* Controllers to toggle Objects and Object modes

# Changelog #2: SACR V1

Changelog data not available

# Changelog #3: SACR V1.1

## Changes

* + Fixed IK Arm Switchers
  + Adjusted Torso Deforms
  + Edited Boneshapes
  + Adjusted Subdivision influence
  + Tweaked Alex Arms to MC Java 1.8 Arm Positions
  + **FIXED:** Materials head and Extrude Head now selectable
  + **FIXED:** Issue with Advanced Controller fixed

## Additions

* + Teeth
  + Easy HD Eye UV Adjuster

## Removed Features

* + Extrude Rig Deprecated

# Changelog #4: SACR V2

## Changes

* + Face Options moved to the new “Face Control Panel”
  + Tweaked Mouth Controls
  + Tweaked Alex Arms
  + Tweaked Wrists
  + New advanced Material Object
  + Adjustments to Torso Weight paints and modifiers

## Additions

* + IK Leg Switchers
  + Armour
  + Face Control Panel
  + Female Torso Deformations
  + Updated Mouth Controls to support basic Emotions
  + Pupils now scale with rig
  + Added Molars (Custom Properties)

## Removed Features

* + Removed Automatic HD Pupil UV’s

# Changelog #5: SACR R3

Rig was completely rebuilt from scratch, only Materials were carried over from SACR R2

## Changes

* + Sakura Rig User Interface Gen 2
    - The Rig Interface was updated with a new layout, utilizing both Sliders and Custom properties to control rig features
  + Armour Rework
    - Armour was reworked with a new structure which should provide a significant improvement over SACR R2, being compacted into a nodegroup will allow for easier user customizability
  + Pupil Material Improvements
    - Pupils were split into two NodeGroups to improve User Experience
  + Eyebrow Material optimization
  + Driver Optimizations
    - Fixed Z-Fighting on limbs
  + High-Poly eye optimizations
    - Compacted eyes into one object
  + Bone Shape Redesign and Improvements
    - New Bone Shapes should be more compact and easier to use
  + Base Scale adjustments
    - Default scale set to 0.623, scaling it to the same level as other rigs
  + Default Material Values Optimized and Improved
  + Facerig Improvements
  + Torso Improvements
  + Changed Material from Advanced Material Mesh to a 2 Layered Cube
  + Leg IK/FK System Reworks
    - IK Legs use both IK & FK, allowing for seamless transitions, credit’s to ZophieKat’s BPS V3 for the Idea
  + Rig Version system changed to “Releases” rather than “Version”

## Additions

* + BPS Style Fancy Feet

# Changelog #6: SACR R4 LTS

## Changes

* + SSS Support
    - Merged Face & Head Mesh’s, Credit to [Timy](https://www.youtube.com/timster488) for the solution
  + Skin Material Rework
    - Skin Material has been redone, updated to a new format which will allow for easier User Control and customizability, adding support for Emission and a 2.79 Shading mode (Diffuse Shading)
  + Boneshape Improvements
    - Replaced and scaled a few boneshapes to fix clipping with Armour
  + Facerig Improvements
    - Face materials and rig has been adjusted, fixing HUGE Subdivision Surface issue as well as compacted and adapted all materials to the new SACR Material Platform

## Additions

* + Fancy Wrist Support for IK Arm’s
  + Molars
    - An Updated version of the Molar’s system from SACR V2 has been updated and added into SACR R4

# Changelog #7: SACR R4.1.1 LTS

## Fixes

* + Parented Eyelashes to “Eyelashes” Empty
  + Various performance Improvements

## Changes

* + Updated Shader format to “SACR Gen 2 Shader”
    - Huge Improvements over Gen 1, Combining Diffuse Principled and increasing performance incredibly.
    - All Materials (10 Materials) now use the Gen 2 Skin Shader as the base Shader
    - SSS is now a standard feature in the new Generation 2 Shader
  + Eyebrow Control Scheme Updated
  + Cleaned up and Optimized Outliner
  + The “Extrude” Build is now the standard build of SACR
  + Tweaked Chest and Hip Bone Pivot Points
  + Hip & Pelvis Boneshape’s remodeled and positioned
    - Should be less confusing now
  + Pupils given an Offset to give a less Derpy feel
  + Removed Subdivision from everything except the head and eyebrows
  + Remodeled Primary Pupil and Mouth control Bone shapes
  + Updated Rig text Formatting
    - Rig Version is now a solid object, and the Text above is changed to be the Character name, also Extruded
  + Face Materials Split
    - Eyes, Pupils, and Eyebrow Materials have been split into two Materials each, 6 Materials total
    - Applied Gen 2 Shader
      * More Shading options
    - Updated Layout & Indexing
  + Default Rig Materials and Textures Updated
    - Textures:
      * Uses new “Sakura” skin
    - Materials
      * Eyes now Match with Sakura’s Skin
      * Eyebrows changed to Black
      * Additional Changes due to Gen 2 Shader Upgrade
  + Slim arms adjusted
    - Now has two modes, a 1.16 (Only Slim) mode and 1.8 mode (Slim and Lowered)
  + Compressed outliner
  + Compressed Rig to two files, Development build now Private
    - Extrude 🡪 Standard
    - Old Standard 🡪 Lite

## Additions

* + Derp Controls for Eyes
  + HD Compatibility for all Builds (Even Extrude)
  + Emission Compatibility for Eyebrows

## Removed Features

* + Removed “MC Damage hue” from the Materials
  + Removed Gradient World Setup
  + Anti-Lag has been removed
  + Armour has been booted entirely

# Changelog #8: SACR R4.1.2 LTS

## Fixes

* + Fixed Attributes in SACR Material
    - Texture Brightness and Global Illum Attributes Swapped
    - Texture Brightness renamed to Luminance
  + Default Pupil mode reset to Square
  + Removed Texture Limit
  + Merged IK/FK Toggle in the Custom Properties

## Changes

* + Default Arm mode Changed to Steve
  + Default Rig Textures changed and edited
  + Removed Smooth Shading on the torso, added Subdiv Modifier
  + Updated Boneshapes
  + Updated Pupil and Eyewhite Materials to Gen 3 (Single Material)

## Additions

* + Added Extrude Head
  + Added HD Eyewhites into Eyewhite Material by default

