SACR Changelog:

Starting at SAMR V1.5

# SAMR V1.5 Changelog:

* Revamped Torso
* Wrists
* Global and Local IK
* Controllers to toggle Objects and Modes
* Still no facerig

# No Changelog information for SACR V1

# SACR V1.1 Changelog:

* Changes
  + Fixed IK Arm Switchers
  + Adjusted Torso Deformations
  + Changed a few bone shapes
  + Lowered SubDiv Levels
  + Alex Arms change Bone Position and Shape
  + Material Management and Extrudable Head Now Selectable
  + Fixed Slight Issue with one of the Advanced Eye Controller
* Additions
  + Teeth
  + HD Eye Easy UV Switcher
* Removed
  + Extrude rig removed (Temporary)

# SACR V2 Changelog:

* Changed:
  + All Face controls have been moved to the new Face Control Object
  + Tweaked Mouth Function, should be better for Movement
  + Tweaked Alex Arms
  + Added Shape Keys to the wrists
  + New Material Object now displays Face Materials when Face is enabled.
  + Tweaked Torso Deformations (AGAIN)
  + Higher Poly Count in Viewport
  + Pupils now selectable by default
  + Extrudable version of the rig is making a return
* Added:
  + IK Foot Switchers
  + Armor
  + New Face Control Panel
  + Female Mode
  + Emotion Controls to the Mouth
  + Pupils now scale when Main Controller is Scaled
  + Added Pointy Teeth to Teeth Mesh
* Removed
  + Removed Easy Pupil UV's
    - These were removed because it added more UV Maps that were unneccesary, it is recomended the UV's on the eyes be edited manually

SACR R3 Changelog is on next Page

# SACR R3 Changelog:

**NOTE: SACR R3 is a complete rebuild of SACR, as such Changelog will mostly consist of Reworks and Changed, with only one Addition**

* Changes
  + Rig UI Redesign
    - The New UI Layout should be less confusing and more intuitive to use, with all Property Panels now on the Right Side of the head, under the Version Text
  + Armour Material Rework
    - Armour Material has been redone and reorganized, Minecraft Version and Material Properties have been moved to the Material Panel
  + Pupil Material Rework
    - Pupil Material has been reorganized, now using two Node Groups rather than the previous one
  + Eyebrow Material Rework
    - Eyebrow Material has seen some minor Improvements from SACR V2
  + 125 Sharp Bend Rework
    - The shape key to make 125 degree sharp bends work has been simplified, should fix Z fighting caused by the previous system
  + Female Deforms Rework
    - Female Deformations have been improved due to the change from Shape key Deforms to Lattice Deforms
  + Round Eye Rework
    - A new system for Round eyes has been implemented, they are now a single object rather than 2 separate objects, this is due to improved Normals on the Faces
  + Bone Shape Redesign
    - The Bone shapes have been re-modelled and replaced, should be a lot easier to Select Bones now
  + Rig Scale Adjusted
    - The original rig has been scaled down significantly, should be on par with other Minecraft Rigs out there for 2.8
  + Default Material Properties Adjusted
    - The Specular and Roughness Values have been Adjusted, Specular is now set to 0 and Roughness is at max, MC Damage is now controlled in the Skin Material rather than Rig Properties
  + Complete Face rig Rework
    - Face rig has been rebuilt, should be more Stable and easier to use, the mouth is now Round instead of Square because of the new Hierarchy
  + Torso Rework
    - The Torso now uses a new Bendy Bone system and is smooth shaded, Torso Bends now look amazing and Clipping has been almost completely eradicated from the Armour
  + Material Selector Remesh
    - Material Selector has been reverted back to a Cube head from the Dynamic Material face, this was done because the Dynamic face was simply a bad Idea to begin with
* Additions
  + Fancy Feet

# SACR R4 Changelog:

* Changes
  + **REWORK:** Head Object now a single Mesh
    - The Faceplate and Head Mesh’s have been combined into 1 object, should allow Subsurface Scattering now
  + **REWORK:** Skin Material Overhaul
    - The Skin material has been overhauled, adding Emission, Simpler Controls, and a Diffuse Shaded Mode
  + **REWORK:** Replaced Top Arm Boneshape
    - The Top Arm Boneshape has been given a new look to make selecting through Armour easier
  + **REWORK:** Pivot Points for Torso have been Adjusted
    - The Pivot points on the Chest and Hip Bones have been adjusted
  + **REWORK:** Face Material Overhaul
    - Eyebrow and Eye White Materials have been overhauled with similar Controls to the Pupil Material
  + **REWORK:** Facerig Adjusted
    - Facerig Functions have been Adjusted, Issue with Clipping when Eyes are on Lowest Setting has been fixed and Various Bones have been Redone and Adjusted
  + **REWORK:** Default Material Values Changed
    - Default Texture and Colours have been changed for Various Materials
  + **REWORK:** Arm Boneshape Replacement
    - The Bone Shape for the Top Arm has been completely replaced allowing it to be selected through Armour
  + **FIXED:** Round eyes showing in Render when Round Eye Option has been turned off
  + **FIXED:** Left Leg using the Right leg Lattice
  + **FIXED:** Subdivision Surface on the face
    - When the eyes were on the lowest setting, the Facerig would have extreme clipping due to SubDiv
  + **FIXED:** Smooth Shading on all Torso & Hip Objects
  + **FIXED:** Torso Bone Shapes now protrude out of Armour
* Additions:
  + IK Arms
    - Features Auto-Wrist Rotation
  + Molars
    - Return of the Molar Controls from SACR V2