Jogging Run (pg. 187) – I wanted to start out with a simple run, and I thought this one would be good. There was also a more realistic run, but I felt like this rig would work better with the cartonnier style of the jog run

Changes I made: Reduce the exaggeration in the feet since it looked a little strange and the arms move a little differently as well

Angry Run (pg. 184) – This run was more exaggerated and emotional than the jog run, and I wanted to do it to practice the exaggeration. Also, the scrunched-up position of the run is a lot different than the first one

Changes I made – I had to add some extra key frames since the book example only provided 5 frames

For both runs I slowed them down a bit more than the ones in the book because they seemed too fast when they were at the speed that the book said

Observations of the rig

Cons

* There aren’t any separate toe controls on the ik rig for the legs. The only toe controls were on the ik handle control and it took me a while to figure out what each one did
* Finding the switches for the ik and fk controls took me a while to find. I think it would be better to have the switches on its own separate control so you can search for it by the outliner
* The IK handles for the rig were not on the rig but next to what it controlled and sometimes I would lose track of where it was at when I was animating.

Pros

* The feet remained where they were when you moved the hips which made bending the knees a lot easier with this rig than other rigs I have made.
* I like how they used joints as the handles for the Pole Vectors because it was a lot easier to separate it from other controls
* This rig controlled nicely once I learned where all the different controls were and moving some controls in certain ways affected other controls that made animating easier.