

ManyBoneIK Inspector1 / 1

ManyBoneIK3D

Filter Properties

Bones

Bone\_01

Bone\_02

Bone\_03

ManyBoneIK3D

Skeleton Node Path

Skeleton3D

Iterations per Frame

20

Default Damp

180°

Edit Constraints

Constraints lock

Kusudama Constraints

Bone Name

Twist From

180°

Twist Range

360°

Twist Current

0

Limit Cones

Add Element

Bone Name

Bone\_02

Twist From

180°

Twist Range

360°

Twist Current

0.5

Bones

ICON\_BONE

ICON\_PINNED

Bone\_01

ICON\_BONE

ICON\_PINNED

Bone\_02

Bone Pinning

Pin NodePath

"/HipTarget"

Pinned

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Bone Direction Transform

Transform3D Inspector

Twist Constraint Basis

Basis Inspector

Kusudama Twist Constraint (Twist Basis)

Kusudama Twist From

180 degrees

Kusudama Twist Range

360 degrees

Kusudama Twist Current

0 degrees

Kusudama Orientation Constraint Basis

Basis Inspector

Kusudama Orientation Constraint (Orientation Basis)

Limit Cone 1 Center

0, 1, 0

Limit Cone 1 Radius

15 degrees

Limit Cone 2 Center

0, 0, 1

Limit Cone 2 Radius

15 degrees