

PUPPET



Quick Walkthrough

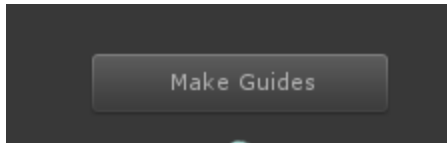
Here is a walkthrough on how to take an unrigged biped, and to quickly rig it.

Step by Step

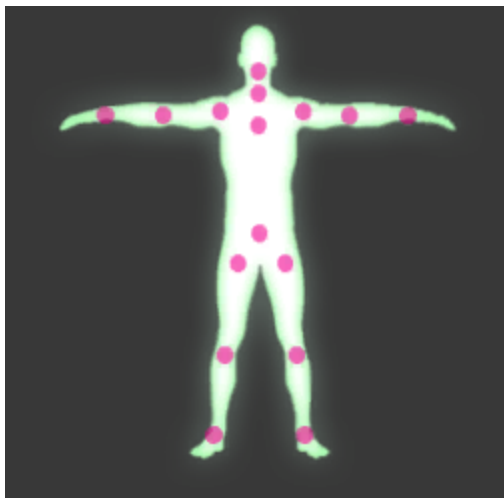
1. Make sure your character is in a Tpose facing down Z direction. Legs should be apart slightly.



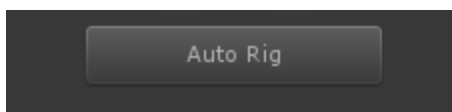
2. Drag in your model from the project into the hierarchy.
3. Select it and click Make Guides (Make you've selected the gameObject with the MeshRenderer)



4. You should see some guides to move. Move each of these to the correct spot in your character (use the following image as a reference for where they should go).
 - The handles should snap to the centre of the character. If this doesn't work well, then you can uncheck this in the inspector and move it manually.
 - The left and right handles mirror each other. If you uncheck this in the inspector you can move them independently.



5. Now click "AutoRig"



6. Your character should be rigged.

