

A quick critique

Wednesday, March 3, 2021 11:27 AM

- I would reorient the shoulder joint so gimbal lock would happen on Y-axis.
- Reorient the thumb joints so they reside in the knuckle and when rotated they rotate the thumb like a thumb.
- Some controls are not directly over the joints
- A couple of your joints contain Scale (I ran into that problem as well) It's because you didn't freeze the scale on one of your nurbs circles. I also looked into yours a little more you accidentally tied your root joint to the transform node instead of the nurbs circle and instead of scaling circle you scaled the transform node.
- I also put your Geometry and joints into 2 layers and put those layers in reference mode so I would stop selecting them.
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- the root joint doesn't affect the top half of the body