HUMAN IK RIG

1.start your figure in the T-formation (palms down, feet forward, head forward)

2.Animation > Skeleton >Human ik

3. In right menu create – skeleton

4. Move to definition tab > position joints

5. Blue icon>edit>skeleton

for saving edits

for mirroring (original movement on right side)

6. To create auxillary nodes:

first save all skeleton edits, then close out human ik window

choose the joint tool from the animation module

click on the joint that you want to be the parent (neck, hip, etc)

then extend with more joints by clicking

press enter when done

7. Open human ik window back up Blue icon>Create>ControlRig

8. If it’s a 4-footed creature, pin the hands!

9. Select the ROOT JOINT (not the control rig) at the hips, and then select the geometry

\*Skin>Bind skin> Smooth Bind

-ideally make it a heat map

-if that doesn’t work: bind method: closest distance, max influence: 4

\*To bind skin: you need valid geometry

1. mesh>cleanup

select (one at a time!) matching polygons

check lamina faces, manifold geometry, and zero edges

2. select all faces of geometry

3. press ‘apply’

4.then presss move tool to show location of selected face

5.fix