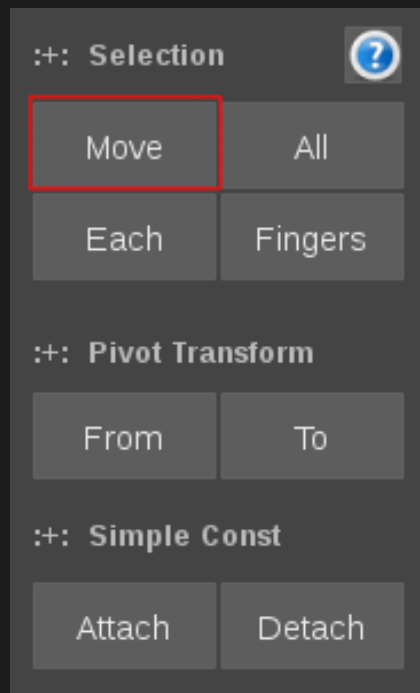
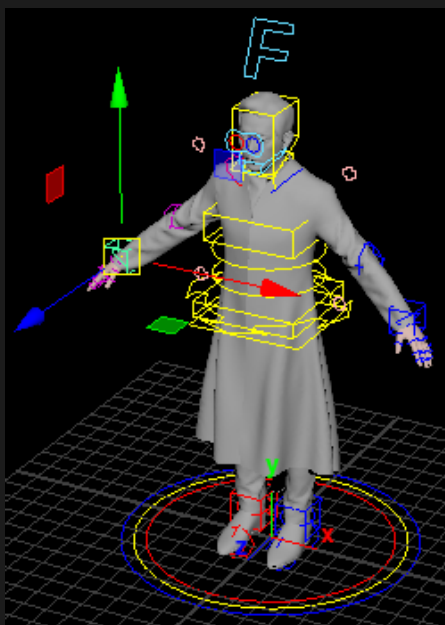


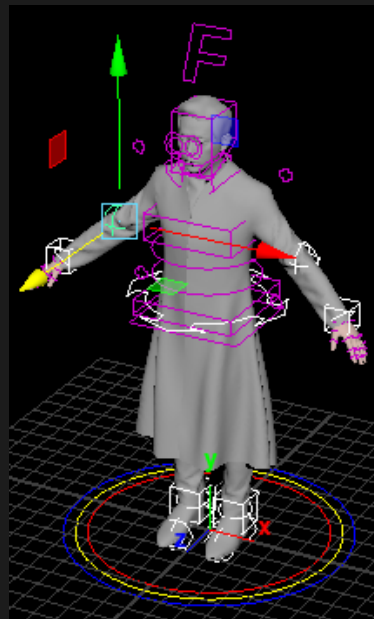
# Simple Constraint & Selection Set >>>



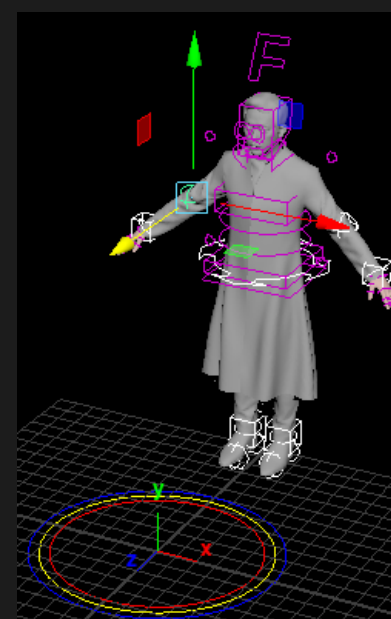
- Move : 캐릭터의 이동에 필요한 컨트롤러들을 선택



임의의 컨트롤러 선택

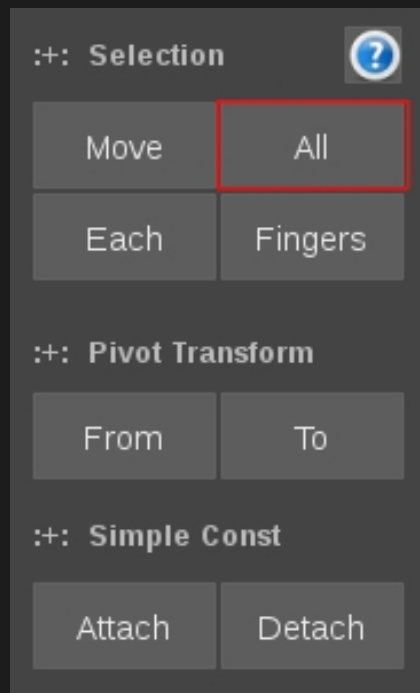


Move 실행

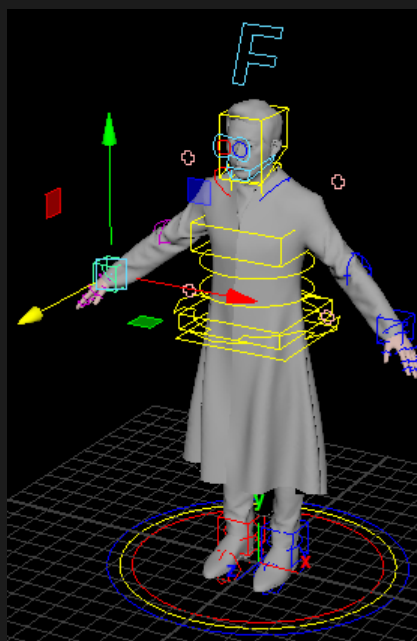


이동

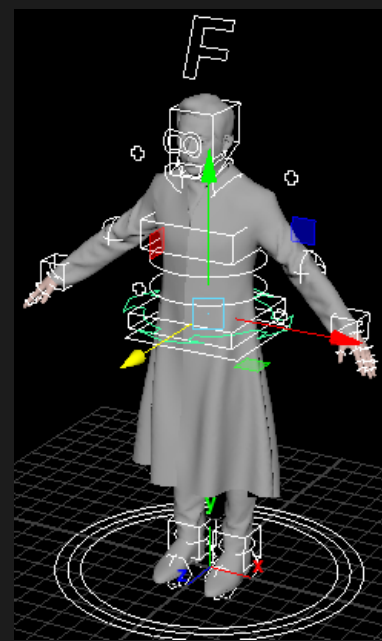
# Simple Constraint & Selection Set >>>



- All : 해당 캐릭터의 모든 컨트롤러들을 선택

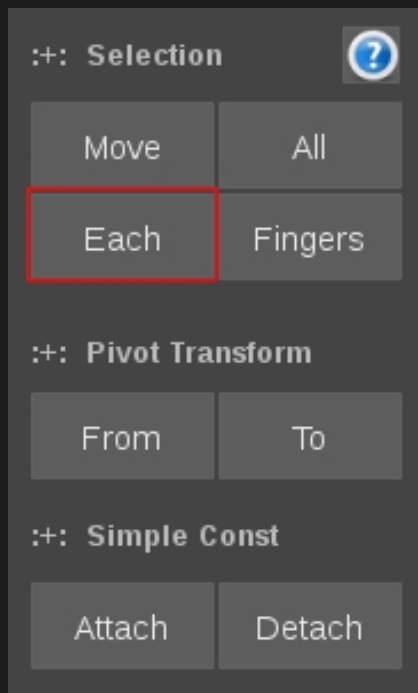


임의의 컨트롤러 선택

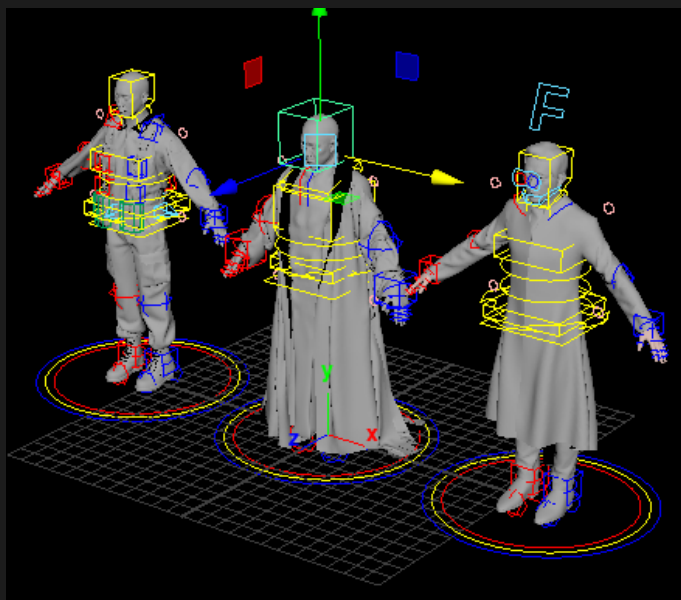


All 실행

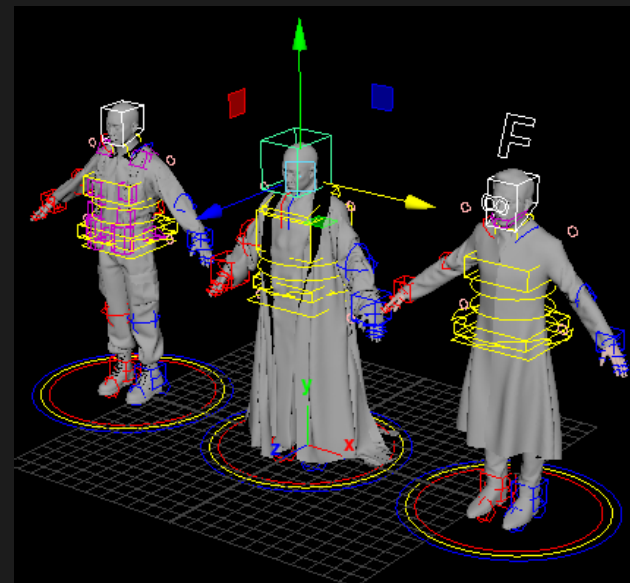
# Simple Constraint & Selection Set >>>



- Each : 선택하고 있는 것과 동일한 부위의 모든 캐릭터 컨트롤러들을 선택한다 .

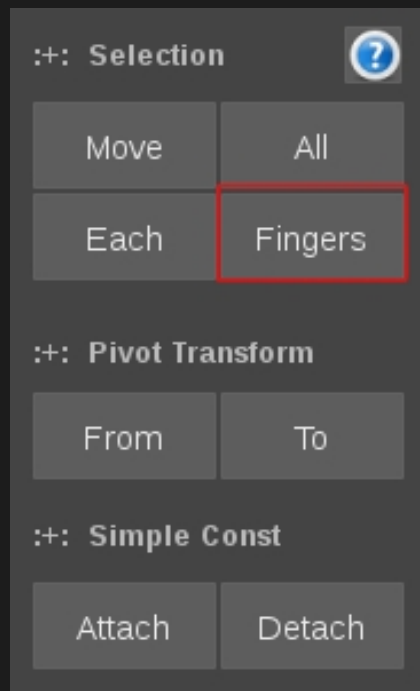


임의의 컨트롤러 선택

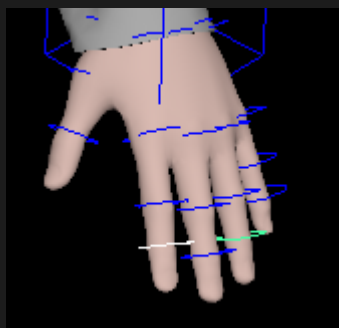


Each 실행  
( 모든 캐릭터의 해당 컨트롤러가 선택되었다 )

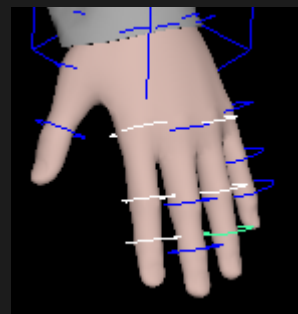
# Simple Constraint & Selection Set >>>



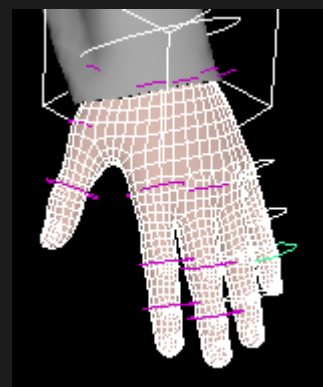
- Fingers : 선택한 손가락과 관련된 모든 컨트롤러들을 선택시켜준다 .



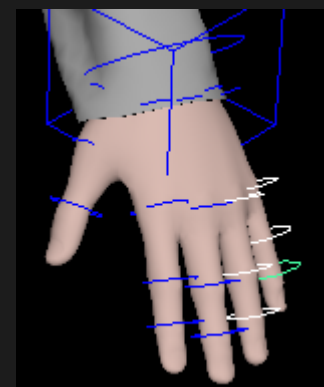
검지와 약지 선택



Fingers 실행  
(검지와 약지의 모든 컨트롤러가 선택된다)



정교하게 선택하지 않고  
드래그로 긁어서 선택한 경우



선택에 포함된 손가락만  
컨트롤러들이 선택된다

# Simple Constraint & Selection Set >>>

Selection

Move

All

Each

Fingers

Pivot Transform

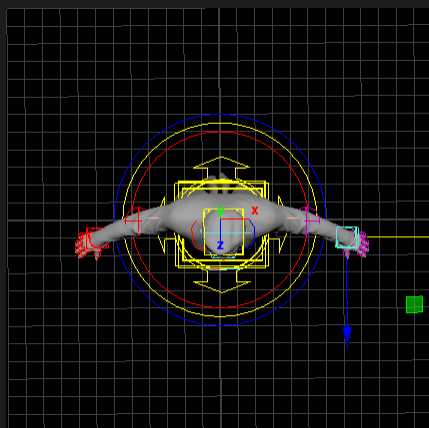
From

To

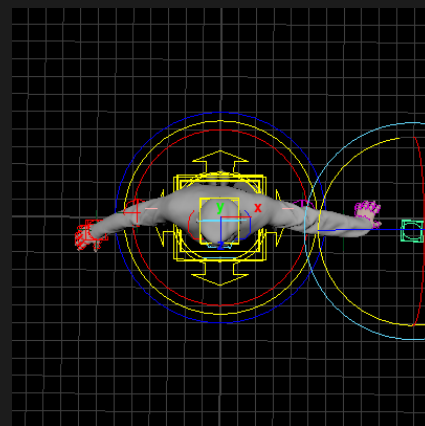
Simple Const

Attach

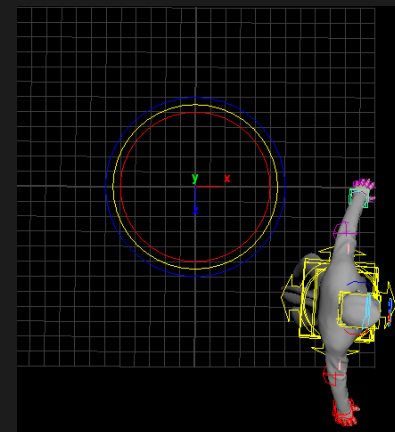
Detach



회전축이 될 컨트롤러를  
선택하고 A 프레임에서  
From 실행



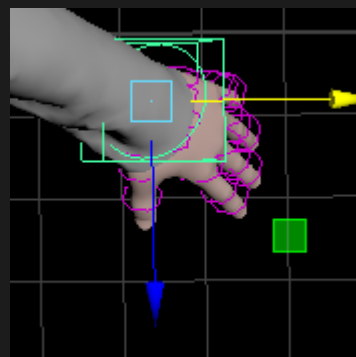
B 프레임에서  
해당 컨트롤러가 옮겨갈  
회전 및 위치 설정



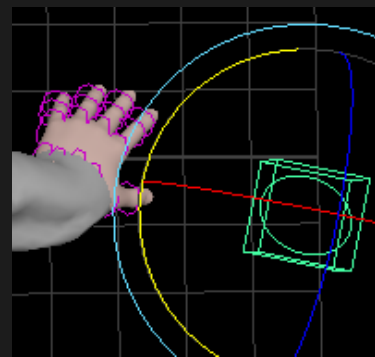
To 를 실행하면 선택한  
컨트롤러를 기준으로  
회전 및 이동한다.

\* A, B 프레임은 임의의 프레임이며  $A < B$

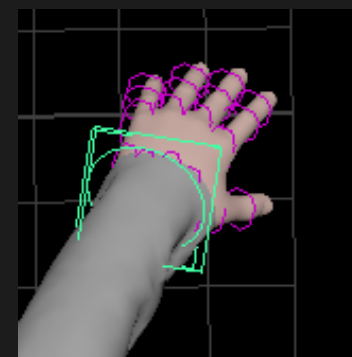
위치 이동 부분  
확대



From



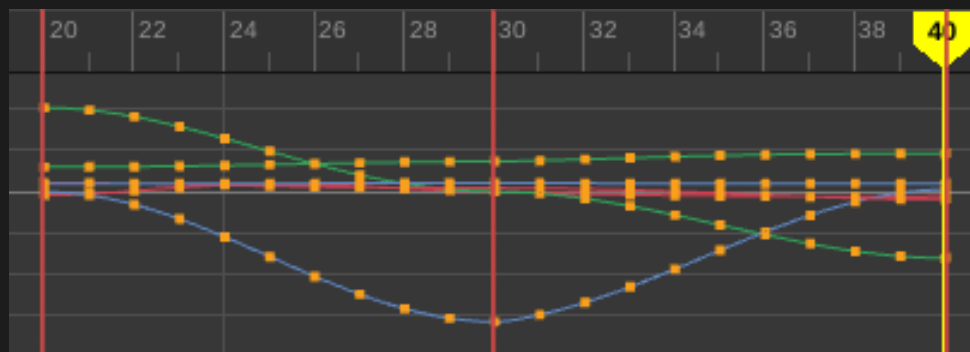
To



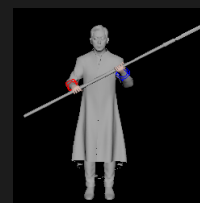
결과

# Simple Constraint & Selection Set >>>

- 왼손의 창을 오른손으로 옮겨 쥐는 애니메이션의 예시



창 애니 그래프



왼손 - 창

Attach

Detach

오른손 - 창

Attach

Detach

Attach 를 누르는 순간 그 이전의 애니메이션에 영향을 주지 않고 컨스트레인 생성 .  
Detach 를 누르는 순간 컨스트레인 되어 움직이던 구간만큼만 Bake.

\* Attach 실행 시 오브젝트 선택 순서는 기본 컨스트레인과 동일