Unity Custom IK

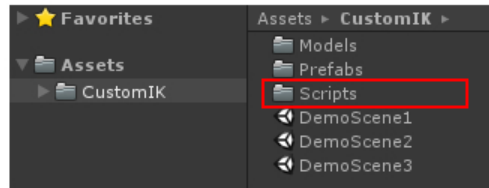**Contact / Support:**

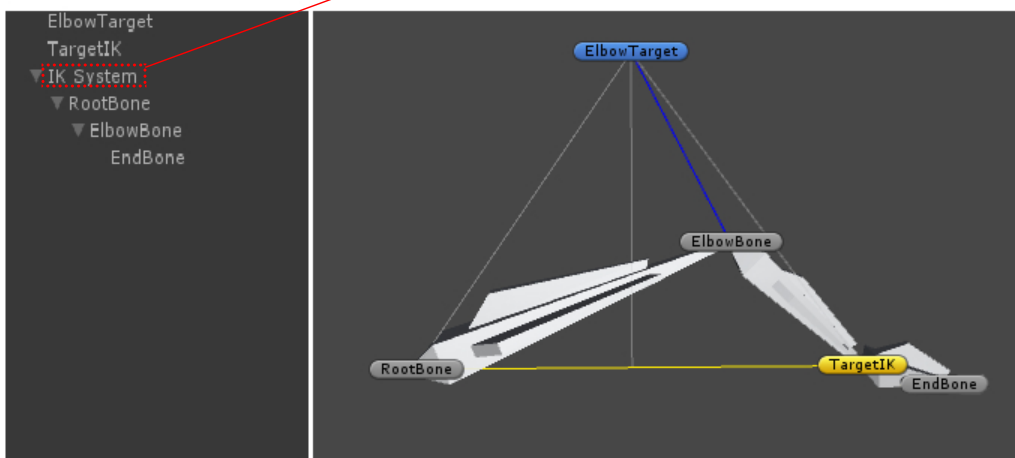Constantine Tvalashvili - www.m3d.space
Twitter - @maroon3d_Twitt

Installing:

Download and import whole package for actual scripts and example assets, or import only **Scripts** folder If you already know how to use it.

Structure:

Move **Parent Object** to move root

Script:

Is Enabled - On/Off to apply calculations on transforms
Debug Lines - Draw guide lines in editor view
Hand Rotation - If enabled, EndBone rotation copies rotation from TargetIK, so you can rotate TargetIK seperately from IK System