Master CharacterizeRig Ver3.0

File   Help

Project Name: -

PSI ▾

| Global |
| Head |
| Neck |
| Shoulder |
| Arm |
| Hand |
| Torso |
| Leg |
| Adjust |

Variation: [   ]   Presets!

Dynamic Tabs

⌃ Global Options-

⌄ Head Options-

ResetAll

Con Headscaleup:	1.0	━━●━━━━	Reset
Con Headscaleup:	1.0	━●━━━━	Reset
Con Headscaleup:	1.0	━━●━━━	Reset
Con Headscaleup:	1.0	━●━━━━	Reset
Con Headposition:	0.0	●━━━━━	Reset
Con Headposition:	0.0	●━━━━━	Reset
Con Headrotate:	0.0	●━━━━━	Reset

⌃ Neck Options-

⌃ Shoulder Options-

⌃ Arm Options-

⌃ Hand Options-

⌃ Torso Options-

⌃ Leg Options-

⌃ Adjust Options-

| RESET- ALL | Close! |

Master Characterize Rig Ver3.0 GUI

Overview:

The Master Characterize Rig Ver3.0 GUI is a centralized interface designed for the modeling and rigging departments. It simplifies the process of customizing character rigs by offering a modular and dynamic interface. The tool is structured with clearly defined tabs and sliders for quick adjustments, making it versatile for various character setup needs. This tool simplifies functionalities previously available in eST2, maintaining the same functionality while introducing a more dynamic UI. Users can add more tabs and sliders to this interface by simply editing the Config.Json file.

Key Features:

1. **Dynamic Tab Structure:**
   a. The left panel contains tabs for different body parts, such as **Global**, **Head**, **Neck**, **Shoulder**, **Arm**, **Hand**, **Torso**, **Leg**, and **Adjust**.
   b. Each button corresponds to specific tab options for that body part, providing targeted control. For example, selecting the 'Head' tab allows users to adjust
2. **Presets Functionality:**
   a. The GUI includes a **Presets!** button, allowing users to save and load predefined configurations for different characters or animation requirements.

3. **RESET-All Functionality:**
   a. A **RESET-ALL** button at the bottom resets all parameters across the rig.
   b. Ensures a clean slate for new setups or troubleshooting.

4. **User-Friendly Design:**
   a. Clearly labeled sliders and buttons make the tool intuitive for new users.
   b. Collapsible sections help declutter the interface, allowing users to focus on specific areas.

5. **Close Button:**
   a. Quickly exit the GUI with the **Close!** button for seamless workflow integration.

Workflow Example:

1. **Setup:**
   a. Open the Master Characterize Rig Ver3.0 GUI.
   b. Select the desired body part from the left panel (e.g., **Head**).

2. **Adjust Parameters:**
   a. Use the respective options section sliders to fine-tune scaling, position, and rotation.
   b. Reset individual sliders as needed or reset all using **ResetAll.**

3. **Load Presets:**
   a. Click the **Presets!** button to save or apply a predefined configuration.

Benefits:

- **Efficiency:** Quickly adjust character rigs precisely without manually navigating multiple menus.
- **Modularity:** Handle each body part individually for granular control.
- **Flexibility:** Save and apply presets or reset configurations for versatile use cases.

This tool is essential for any production pipeline involving character animation, enhancing both speed and precision in rigging workflows.