

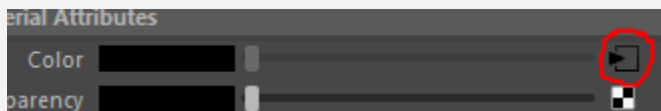
FAQ

Here some common issues people ran into, which were reported on the discord server. Hope it helps :)

Textures not loading?

Double check that you set up your maya scene correctly. The textures should load automatically. Then check these:

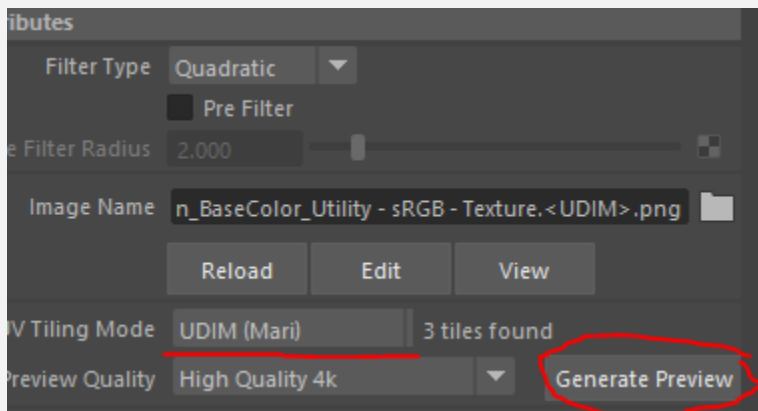
- Viewport: click on Renderer > Viewport 2.0 (options)
Click on "Regenerate All UV Tile Preview Textures"
- Find the Skin_SH shader, click on



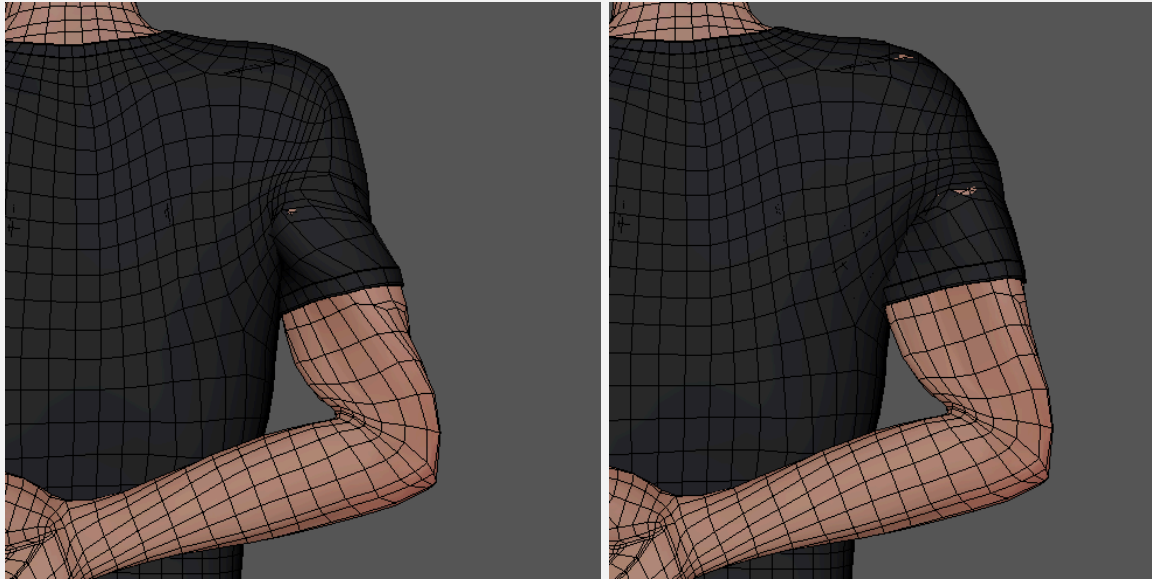
Then again



Check these settings and then click Generate Preview

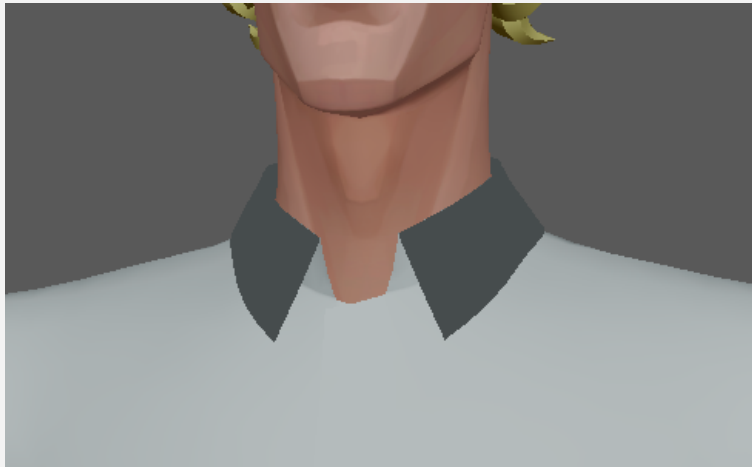


Arm twist ugly?



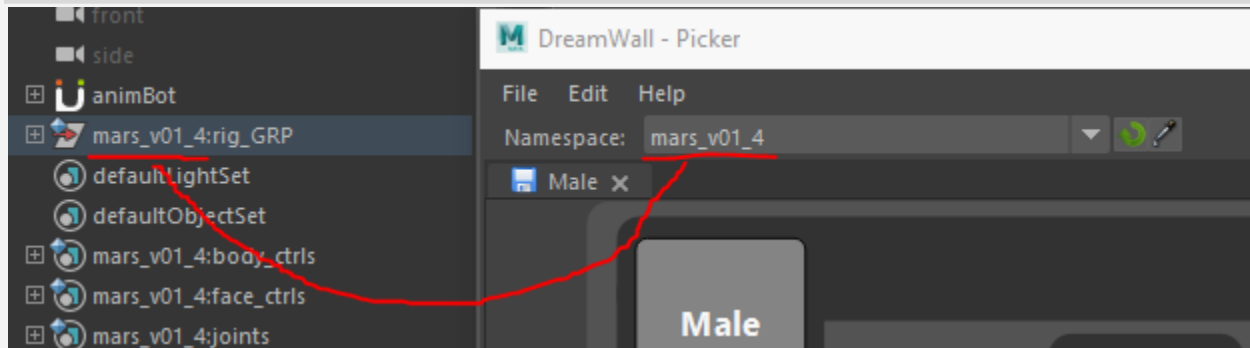
On the clavicle_CTRL you'll find the attribute "Deltoid Twist" which will help posing this

Collar is black or dark?



Viewport: click on Lighting > (tick) Two Sided Lighting

Picker not working?



Make sure namespaces match. You can find the option to make it visible on the picker settings.

Still not working? Apparently they only work in maya v2022. Sorry

Animbot mirror not working on arms/legs?

Make sure the values on the arms are zero on translations and rotations

Do a "Snapshot Mirror Settings"

Now it should work properly

Otherwise a workaround is to copy the keyframe from the timeline and paste it on the opposite ctrl. That seems to be stable.

Improving Cloth Deformation?

You'll have to make your own blendshapes to improve the deformation on any geo.

Deform > Add Blendshape

Then open the Shape Editor → Windows > Animation > Shape Editor

Add a target (Object space - orange icon)

Once done with sculpting you can animate the target appearing and disappearing

Hands or Feet flipping?

It might be due to you having scaled the rig up or down a lot. Please only scale the rig by a small amount. To cheat perspective or to make a character a bit taller or shorter compared to another.

It can mess with the rig a lot when you scale it.