# RIG TIPS ~

● **An alternative to FK??**

Yep... Well, sort of. Follow these steps to set it up (only on IK arms):

1. Turn on the *"IK_shoulder_CTRL"* on the switcher
   (The square shape at the shoulder joint, I don't mean the clavicle)
2. Turn on *"Wrist Align"* on the IK hand → reveals a new *"align_CTRL"*
3. Put the IK hand into *"shoulder"* Space

Now you can control the arm bend with *"Scale Z"* on the *"shoulder_CTRL"* and rotate the hand with the align ctrl.

Avoid translating the normal IK hand, you'll end up counter-animating yourself.

Only use the shoulder and the align!

(and maybe the scale attributes on the IK hand)

A bit weird at first, but give it a try :)

● **Lighting**

The rigs are designed to look really good in Playblasts without the need to render!
Experiment with lights in the viewport.

To get nice shadows select a light > Attribute editor > Shadows
Tick "Use Depth Map Shadows"
Resolution : [ 6000 ] to [ 9000 ]
Filter Size : [ 50 ]   (to blur the shadow edges a bit)

I usually use 2 or 3 directional lights with subtle warm and cool tones
For a rim light I use a very strong directional light or spot light in the back
Don't forget the eye highlights! Use the colorcorrect node > *"Color Gain"* to tint a colour.
To make it a bit transparent use the ramp node > *"Color Offset"*

● **Pose Library**

With Studio Library you can middle-moue click&drag to **blend** in a pose. Mixing and taking only the eyes here, the mouth there, the upper lip over there. There is infinite combinations to try and play with.

And trust me, using it will make you so much faster!!

But use the poses only as a starting point. Most of the time you'll want to tweak things to get exactly what you need posed to camera. But if you try and get 80% there with the Library you're set up nicely for refinement.

If you have never used a Pose Library before, I recommend first studying a variety of expressions like this:
- Apply a pose on frame 1
- Try and recreate the pose on frame 2
- Once you feel like you are close, apply the pose on individual ctrls one by one to see how I used the ctrls differently

Once you understand how I crafted the poses, you'll be able to use them better and adapt them into your workflow

### ● Eye Specs

The white circle near the normal aim ctrl is designed to control the position of the eyespecs on the eyeball.
By default specs follow the eye movement 75 %
Realistic behaviour would be 0 %, but that often looks weird.

I suggest placing that spec-aim somewhere near an imagined light source. Then in the polish phase choose a good default *"Eye Follow"* value and lastly animate it with eye direction changes/eyedarts, keeping the keys synced with the eye movements.

### ● Orbitals vs Lids

The Lid deformation is stuck to the eyeball's sphere, but the Orbital creases move freely. For extremer eye poses check the sideview to see if you need to push them forward or inward.

### ● 8K Textures

Explore the "textures" folder to see what kind of options are available
"asian" = "white" - softer shadows around the nose bridge
"redhead" & "blackfreckles" = white/black but with freckles
"vitiligo" = white/black mix

By default the skin shader points to 4K textures. There are also 8K textures. I recommend only using those if you have a very close up shot. Retarget the image path in the shader.