

IK Helper Tool 1.0

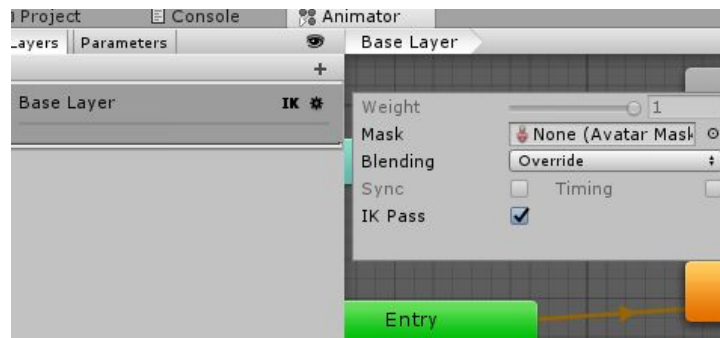
Game Engine: Unity

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[Online Documentation](#)

IMPORTANT: In order to make IK Helper Tool work you must enable IK Pass of your Animator Controller Layer.



HOW TO USE

1. Add the script as MonoBehaviour Component to the character with the Animator Component.
2. Create an empty object and use it as IK attachment. Move it to desired position and rotate it to the desired rotation. Recommended way: Use Global IK or Default IK for debugging and placing the game object in Play Mode while your animation is playing. Copy the gameobject Transform when finished before exiting Play Mode. Paste the Transform to the same gameobject after exiting Play Mode.
3. Make sure your IK panel color is green, otherwise it won't work.
Colors:
 - White: Empty fields.
 - Yellow: Incomplete IK, there are some fields missing. At least one of the location or rotation settings must be enabled.
 - Green: Complete and working IK.
4. Enable IK pass from your Animator Controller Layer if you haven't done it yet.

GLOBAL IK VS. INDIVIDUAL IK

You can choose between using Global IK or Individual IK. If you enable Global IK all the animations will work using that IK. This may be unwished in most cases since each animation can be different, for that you can set individual IKs that will work only for the animation they are assigned.

Individual IKs will work above Global IKs. If you have both enabled, Global IK will work for those animations you didn't set any Individual IK.

DYNAMIC INDIVIDUAL IK

You can even have more than one individual IK that moves to different positions and rotations in the same animation.

For that, under the animation panel of the IK type, you can add as many extra IKs as you want. With the field 'Time' you can set when will the IK change happen (Time field is in %, 0.5 means at the middle of the animation). You can also set the speed of this change with the 'Speed' field of the dynamic IK.

The first IK (Time = 0) will always be the default IK. For looping animations you will need to use in the last IK the same Transform attachment of the default IK.

CONTACT SUPPORT

For support, questions or suggestions regarding this product send me an email to:

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