

MAISTH 3D FAN CHARACTERS

RIG INSTRUCTIONS

KINDRED

LEAGUE OF LEGENDS

Hello! This is the instructions for the rig of Kindred. Do note some things won't be seen here as when you see the layer options of the rig, some are pretty noticeable on what they do.

SINCE THE RELEASE OF BLENDER 4.0, YOU NO LONGER NEED BONE MANAGER TO VIEW THE BONE LAYERS ON THE RIG. SO DISABLE IT IF YOU STILL HAVE IT IN BLENDER 4.0.



This is the layer group named, some areas are pretty explanatory

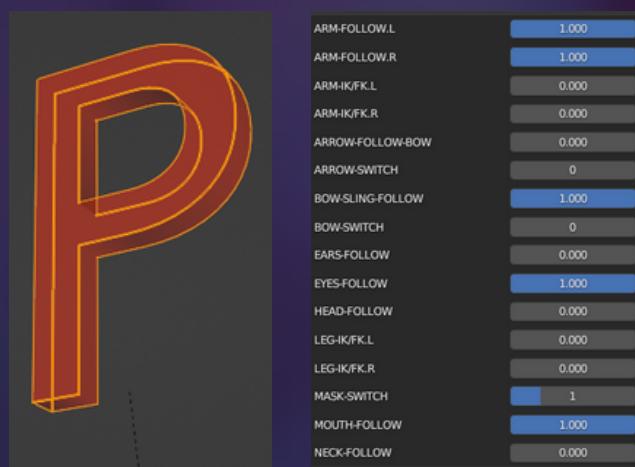
The Rig of Kindred has support for all the things you'd expect from a regular rig. (Body, Legs, etc.) Aswell as FK/IK Options.

Along with additional things like control for her hair, ears, bow, etc.

Experiment with the rig first to discover all the things I've put in it!

The P in the rig are the properties, with this you can control some things like the IK/FK mechanics, Ear Follow, Bow control, etc.

ROOT	PROPERTIES
TORSO	TORSO-TWEAKS
ARM-IK.L	ARM-IK.R
ARM-FK.L	ARM-FK.R
ARM-TWEAKS	
HANDS	HANDS-TWEAKS
LEG-IK.L	LEG-IK.R
LEG-FK.L	LEG-FK.R
LEG-TWEAKS	
FACE	FACE-TWEAKS
ADDITIONAL-FACE-TWEAKS	
HAIR-MASTER	HAIR-TWEAKS
MASK / EARS	FUR-TWEAKS



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Este Rig está diseñado para usarse en Blender 4.0, debido a esto, deberá habilitar la ejecución automática de scripts de Python, para que las capas puedan aparecer cuando inicie el archivo blend. (Aquí puedes encontrar esta opción.)



▼ Auto Run Python Scripts

También puedes ejecutar el script de Layers en el espacio de trabajo de Scripting.

¡Eso sería todo! ¡Ojalá disfrutes del Rig y puedas hacer un buen uso de él!