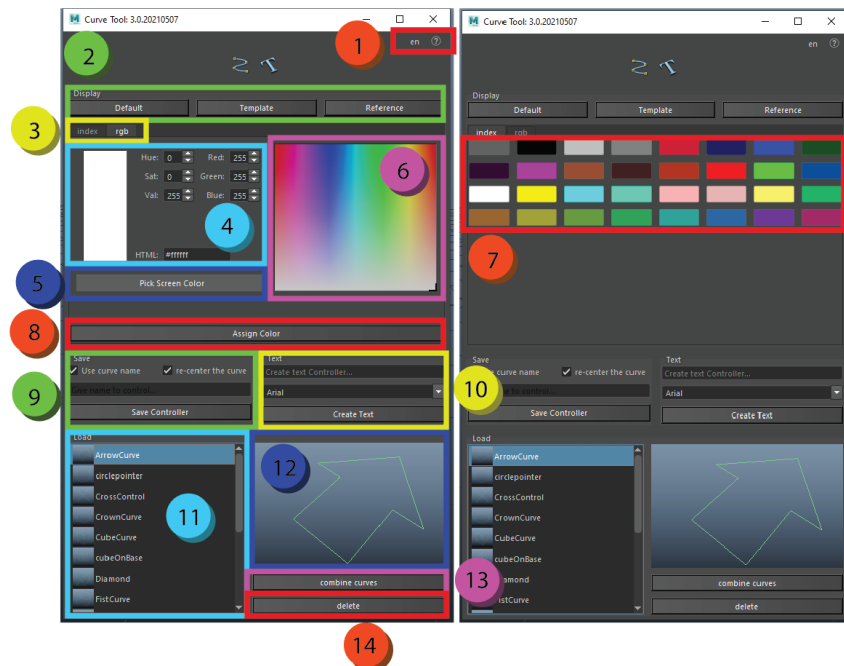Curve Creator

A simple UI that helps create complex control curves for rigs

1: change the language and open the documentation
2: change the shape display to template, reference or return to normal
3: switch color mode to index based or rgb based colors
4: detailed HSV, RGB and Hex color information
5: grab the color from any information that is on the screen
6: color picker
7: maya's index based color information
8: assign the current rgb color to the selected curves
9: store curve information as a python file with an image of the curve,
        Use the current name of the curve to identity the files or give a new curve name
        Re-center the curve if the current object is not placed on the origin
10: text based curve creation, uses the font information for correct display
11: import previously stored curves. Double click executes the python code to generate the curve
12: bigger image display of the current selected curve
13: combine multiple curves into one transform
14: delete the current selected curve in the list (will remove both the png and python file)