

Rigging101

PackageMan

A Guide to:



by:

Javier "Goosh" Solsona
And Lluís Llobera

Introduction:

This document serves as a guide to the controllers that can be found in PackageMan. It is not a tutorial on how to build the rig. For a detail set-by-step making of the rig, take a look at our "PackageMan. The Making of:" CD



Main Controller

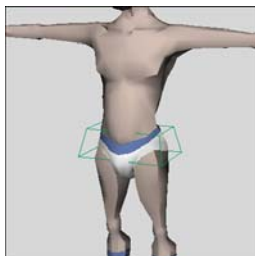
This controller is used to position, rotate or scale the whole character in your scene.



Vis/Invis

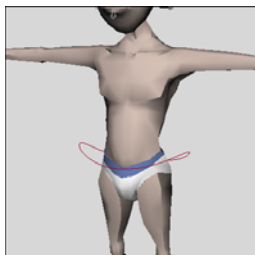
This Controller will let you turn all the other controllers on or off. It also controls the type of geometry that you want to work with: none, low or mid resolution.

Finally you can turn visual helpers on and the arms ik/fk controller can be turned visible.



COG

Controller use to control the Center Of Gravity



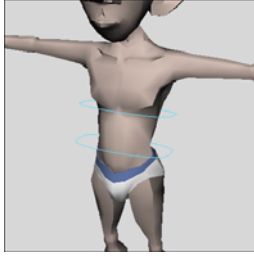
IK Hips

This controller lets you move the hips of the character while the shoulders stay locked in place.



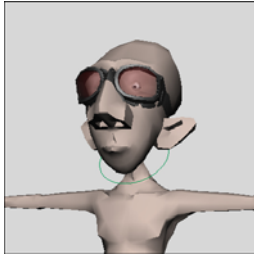
IK Shoulders

This controller lets you move the shoulders of the character while the hips stay locked in place.



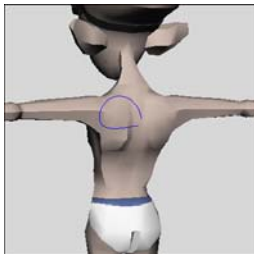
FK Spine

This controllers are used when you want to control the spine via FK instead of IK



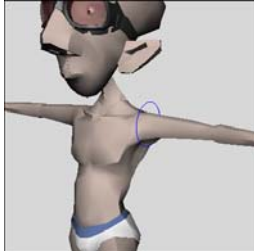
Neck

Controls the rotation of the head and neck.



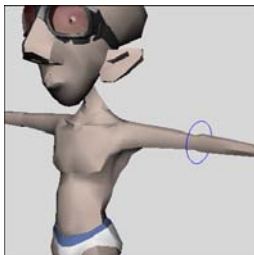
Clavicle

Controls the rotation of the clavicle. It's used when the arms are in FK or IK mode



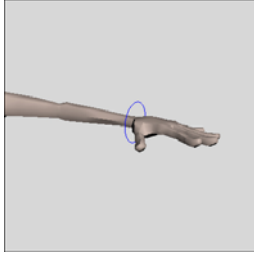
FK Shoulder

Direct FK controller of the shoulders

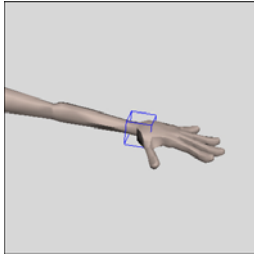


FK Elbow

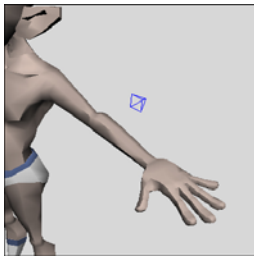
Controls the rotation of the elbow



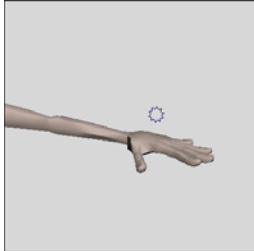
FK Wrist
FK controller for the wrist



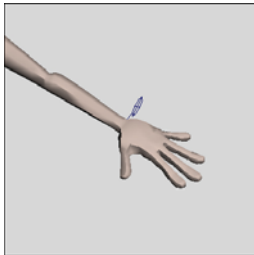
IK Wrist
IK controller for the wrist.



IK Elbow
Controls the elbow's pole vector position



Fingers
Controller that lets you curl and spread the fingers with custom attributes for each finger



IK/FK Arms switcher
Let's you switch from FK to IK



Foot

Controller for the foot. It lets you rotate and position the foot as well as tap, roll the ball, toes and the heel and twist the ball and toes



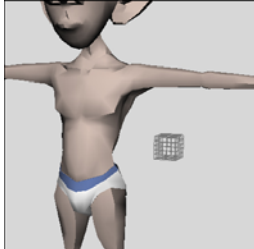
Knee

Controls the pole vector position of the knee



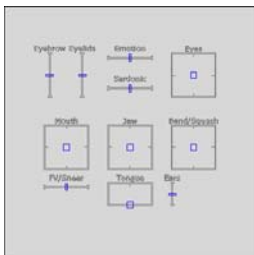
Hips and Shoulder Helpers

Shows the rotation of the hips and shoulders



Spine Stretch Helper

Shows how much the spine is being stretched when using the IK spine controllers



Facial GUI

The controllers for doing facial animation