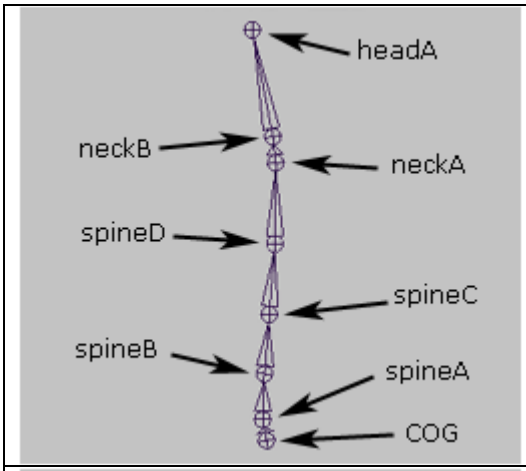
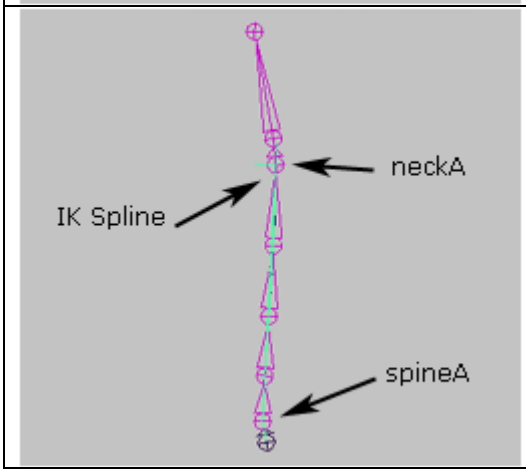
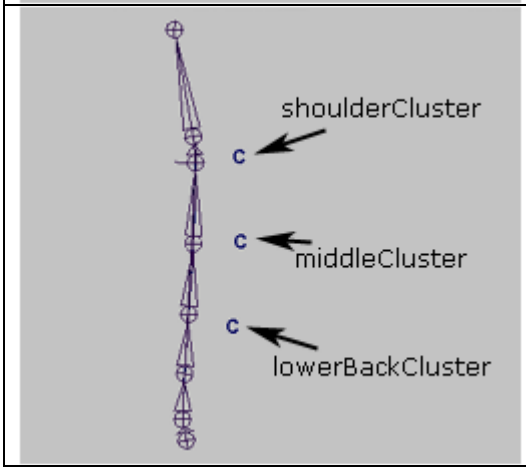
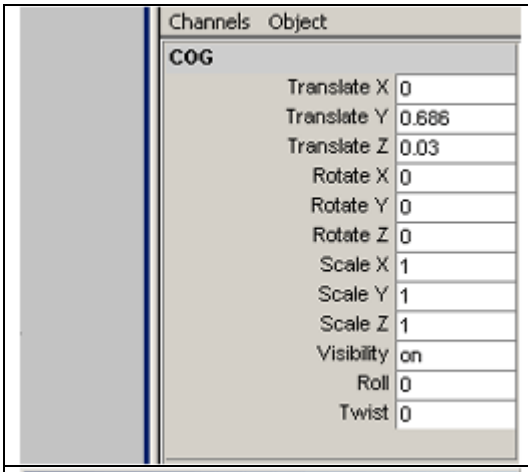
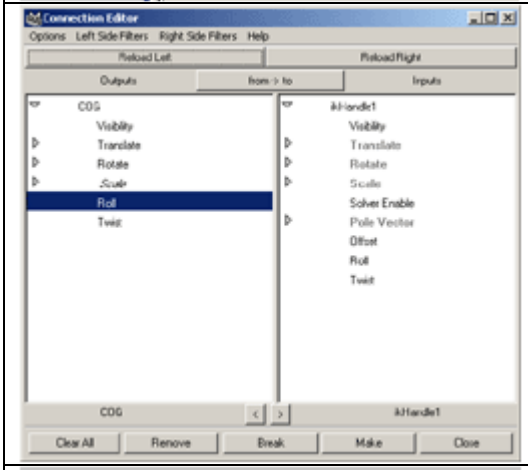
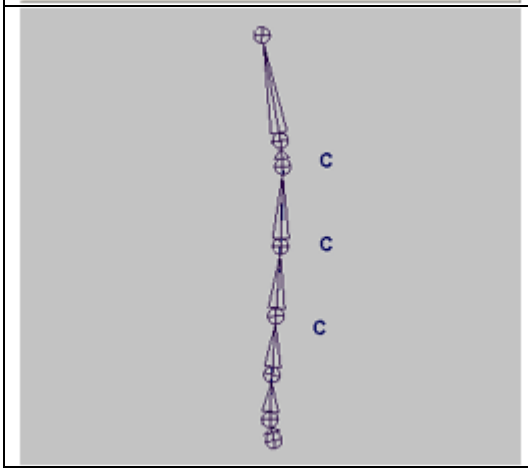
Spine with Spline IK

Here is a simple way to construct a spine. This spine will give you quite a bit of control by keeping things really simple.

<table>
<tr>
<td> 
</td>
<td>Bones
Build the spine

COG->spineA->spineB -> spineC -> spineD -> neckA -> neckB -> headA</td>
</tr>
<tr>
<td> 
</td>
<td>Create Spline IK
Built an IK Spline with 1 as number of spans from spineA to neckA.</td>
</tr>
<tr>
<td> 
</td>
<td>Create Clusters
Select the spline, go into component mode and select the top CV. Create a cluster (make sure that the relative option is turned on)
Name it:
shoulderCluster
Do the same with the middle and lower CV.
Name them:
middleCluster and lowerBackCluster</td>
</tr>
</table>

	**Add Attributes to COG** Add Roll & Twist attributes to the COD joint. Make them with -180 as minimum value and 180 as maximum value.
	**Connection Editor** Open the connection editor and constrain the Roll from the COG to the Roll from the spline IK. Do the same with the Twist.
	**Parent Clusters to COG** Parent all the clusters to the COG joint. That's it.