Live Action Character to Character interaction with prop

Blocking Animate someone off-screen consisting of a mesh

Get the Hjalti model
Get the bike model, Add custom prop for feet on pedals

Big smile

Bike with rope, spinning to get out.

Bone placement

Bike with bone placement physics moving

Moving the institute, goes to his desk create spline control the guitar + strap to a rigid body

A character riding a bike

Save as bones

Switching Hybrid characters

I would like to compare multiple ways of rigging something so

Intricate / detailed holding the bird back.

Another character

But another character

3D ears does the rigger need to have done

Heard jumping up and slapping another part of the rig to move

Bodily intereactions

A woolly sheep pulling on a rope

A monkey swinging to a studio

An animator needing to move the mantle of a character on multiple layers

Vertex data RELATIONSHIPS

Display Descriptive layer

Automatic works is the main idea is no topology.

Animation constraints/modifiers how do I work this node?

Bone use?

Ephemeral constraint

Animation i.e. Muscle blocks of timing curves

Rigging Tools
e.g. examples of

Root Control

I can confirm the constant move upon selection

I know there is an addon for that. However, IMO, this specific feature is fundamental enough to get

It is not really my idea as this is the most upvoted proposal on RCS animation section.

Idea by Nathan Vegdahl

Idea by Arye Ramati

Blender Curve Modifier

Mockups

Insights / data

Look over there

With interpolation when it knows that certain things are keyed together.

2. Non-destructive workflow for fixes. Use case: A shot needs to be cleaned up by

IMO, better than most other 3D software. However, it can

There are countless of times where an animator needs

Layer to layer, as they go.

Can get by removing it altogether. But because

Made a significant impact on the art or

Idea by Sam Jardis

Use case: When i want to create intermediate bones the

in rotation in world coordinates

This would allow us to do matrix and vector maths in

Deformation basics

Blender allows basically everything to be animated. However,

There are countless of times where an animator needs

Idea by: Luciano Muñoz

Idea by: Paloma Rodríguez

Key

Bone Collections

Nodes

Left Leg

…

Right Leg

…

Right Arm

…

Left Arm

…

Rig explainer On/off

Zero

Upon selection

I can confirm the constant move upon selection

I know there is an addon for that. However, IMO, this specific feature is fundamental enough to get

It is not really my idea as this is the most upvoted proposal on RCS animation section.

Idea by Arye Ramati

Links:

Blender allows basically everything to be animated. However,

There are countless of times where an animator needs

Layer to layer, as they go.

Can get by removing it altogether. But because

Made a significant impact on the art or

Idea by Sam Jardis

Use case: When i want to create intermediate bones the

in rotation in world coordinates

This would allow us to do matrix and vector maths in

Deformation basics

Blender allows basically everything to be animated. However,

There are countless of times where an animator needs

Idea by: Paloma Rodríguez

Idea by: Luciano Muñoz

Key

Bone Collections

Nodes

Left Leg

…

Right Leg

…

Right Arm

…

Left Arm

…

Rig explainer On/off

Zero

Upon selection

I can confirm the constant move upon selection

I know there is an addon for that. However, IMO, this specific feature is fundamental enough to get

It is not really my idea as this is the most upvoted proposal on RCS animation section.

Idea by Arye Ramati

Links: