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Tina O'Hailey (author of animation text books “ Rig it Right ” and “ Hybrid



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This rig was created for the purpose of study, practice, animation challenges and communal content creation projects. Have fun! This character rig as been optimized for Maya 2018 and above. If you are using older version of Maya, DG evaluation mode is

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advise. Patch notes Dec 2020 - Joints  
structure improved for game engine exports.  
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I have a problem. I have a scene with the  
rigged model, and a stage scene in which I  
animate it. I already made the first animation

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draft and decided to fix some weight maps.  
As part of it I fixed the "feet" to bend  
naturally and it works fine (LEFT) but when  
I reload or even replace the model wit...

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