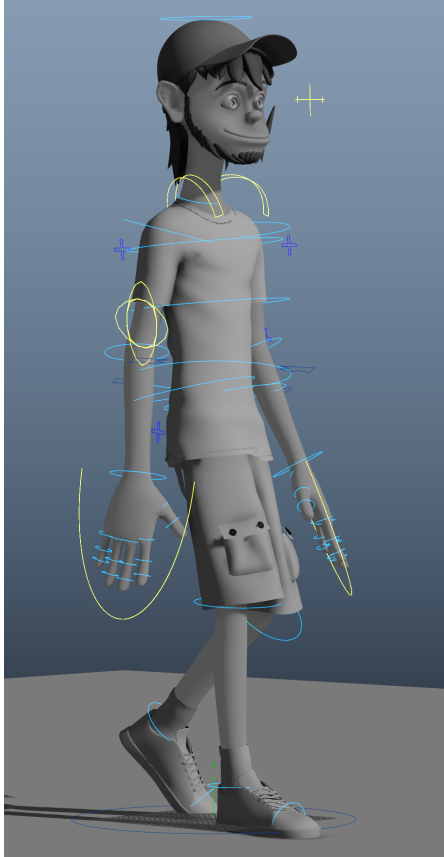


Bigfoot Dan Rig V.001

Date Updated: 27/03/2022



Launching Rig File

Prerequisites: Install Maya 2022.1 or later (will not work properly with earlier versions)

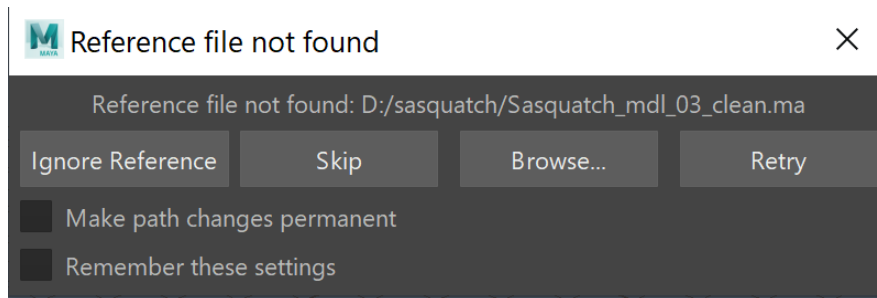
Inside the BFD_V001 Folder you will find a Rig directory:

 AnimTest	2022-03-24 9:22 PM	File folder
 Model	2022-03-24 9:22 PM	File folder
 Rig	2022-03-24 9:24 PM	File folder
 Scripts	2022-03-24 9:23 PM	File folder

Inside you will find the latest version of the rigging file v12. After you have installed Maya 2022 go ahead and launch or open this file:

 sasquatch_rig_12	2022-03-24 7:45 PM	Maya ASCII File	38,653 KB
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If this is the first time launching the rig you will most likely be faced with a reference error at the beginning.



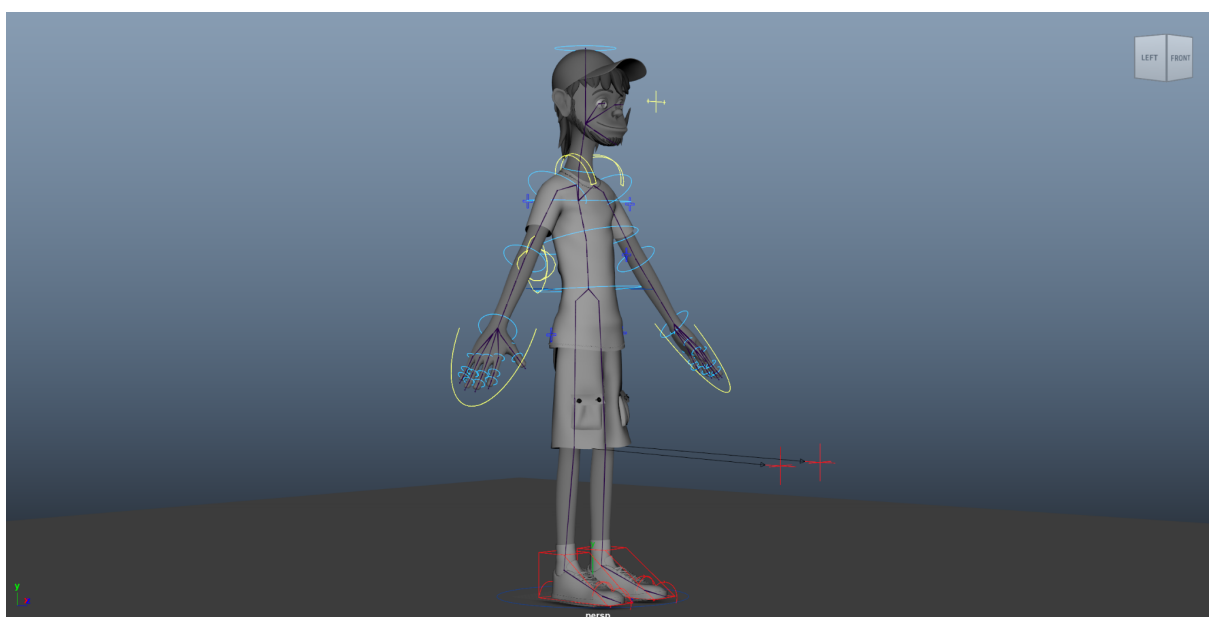
This simply means that because it is a fresh download and the destination on the local machine may vary per user.

Simply click browse and locate the correct file. This will be under the model folder:

AnimTest	2022-03-24 9:22 PM	File folder
Model	2022-03-27 5:42 PM	File folder
Rig	2022-03-24 9:24 PM	File folder
Scripts	2022-03-24 9:23 PM	File folder

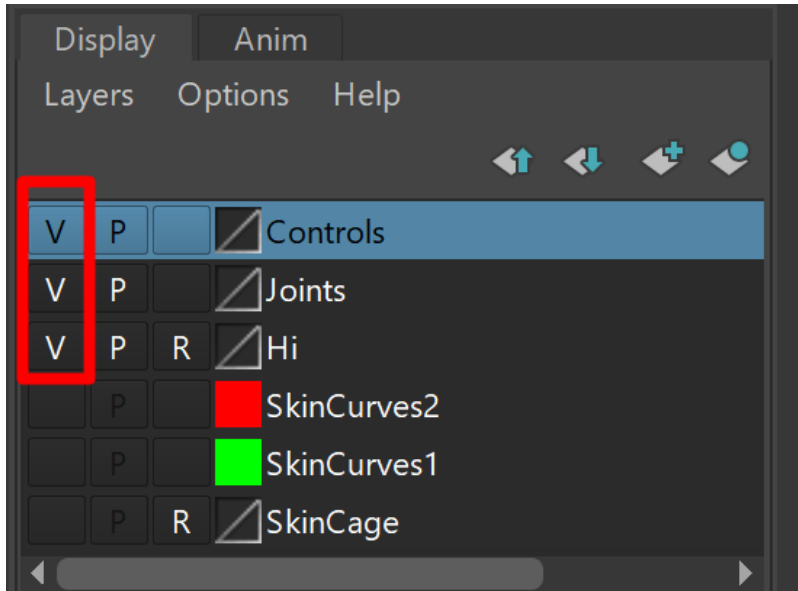
☒		Sasquatch_mdI_03_clean	2022-01-31 8:15 PM	Maya ASCII File	174,055 KB
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After re-linking the file the rig should open correctly and all the referenced material should be in place.

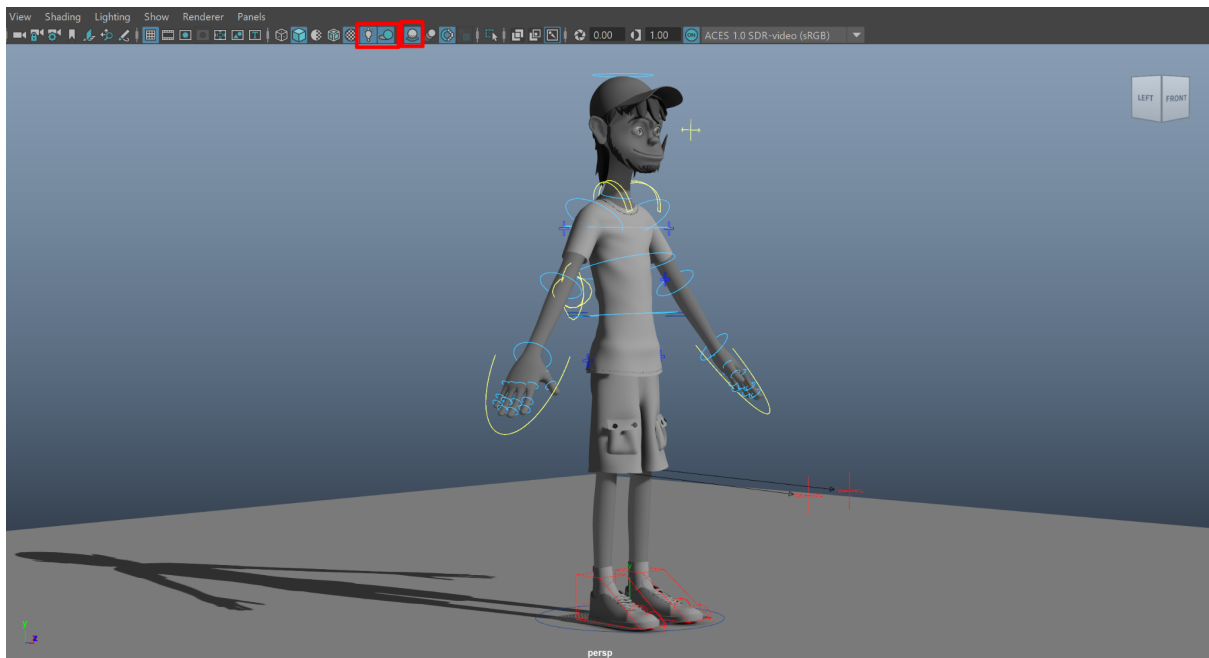


By default everything is visible (skeleton, controls and geometry)

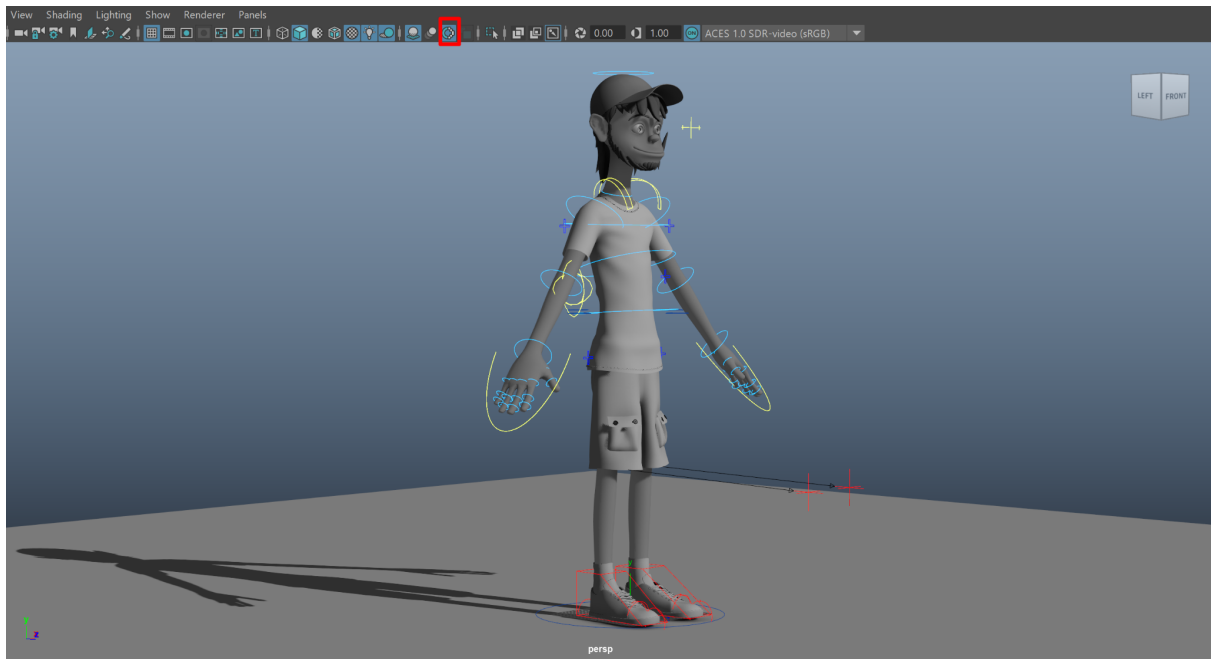
If you wish to hide elements during production simply use the display layers in the bottom right hand corner of the screen. This way you can declutter the view and focus on everything that matters.



If you wish you can turn on the lights and shadows in the scene using these viewport buttons to achieve better real time shading.



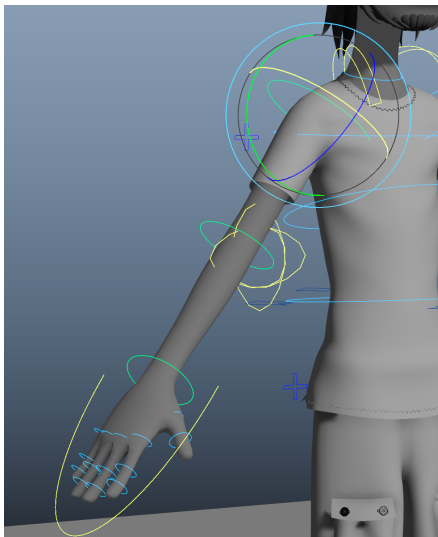
You may also want to turn on anti-aliasing depending on the specs of your machine.



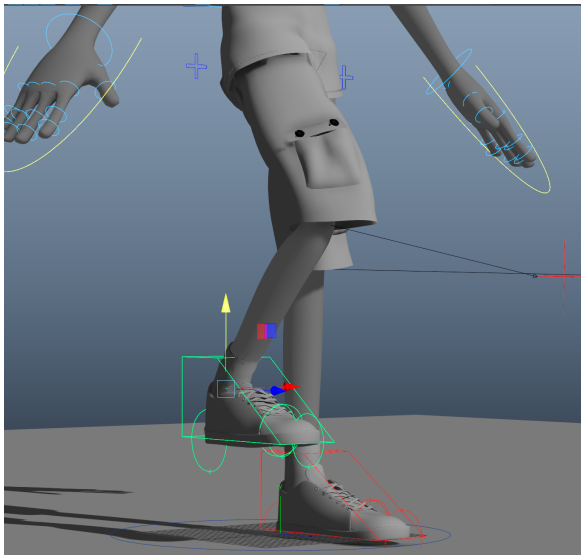
You are now set to start grabbing the controls and animating or posing.

By default Arms are in FK mode and Legs are in IK.

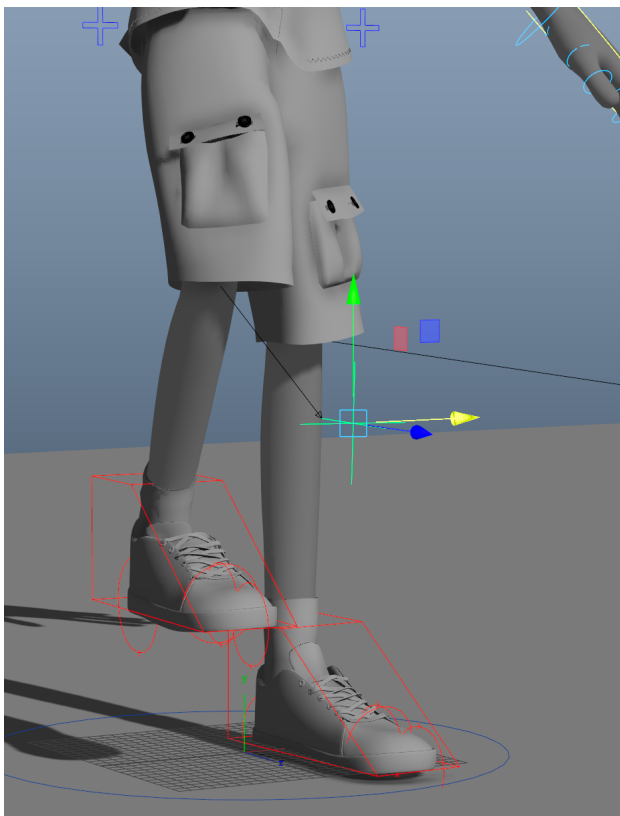
This means that for the most part all of the necessary posing and transforms for the hand and arms will be done using the rotation gizmo. ("e key")



The legs will be driven using IK so the bending will be calculated by default when moving the centre of gravity or adjusting the height of the legs through the transform gizmo ("w key")



The pole controls marked as a plus will control the direction the knee is facing. Use the transform gizmo ("w key") to control these.



The look at controls can also be tweaked using the transform gizmo ("w key").



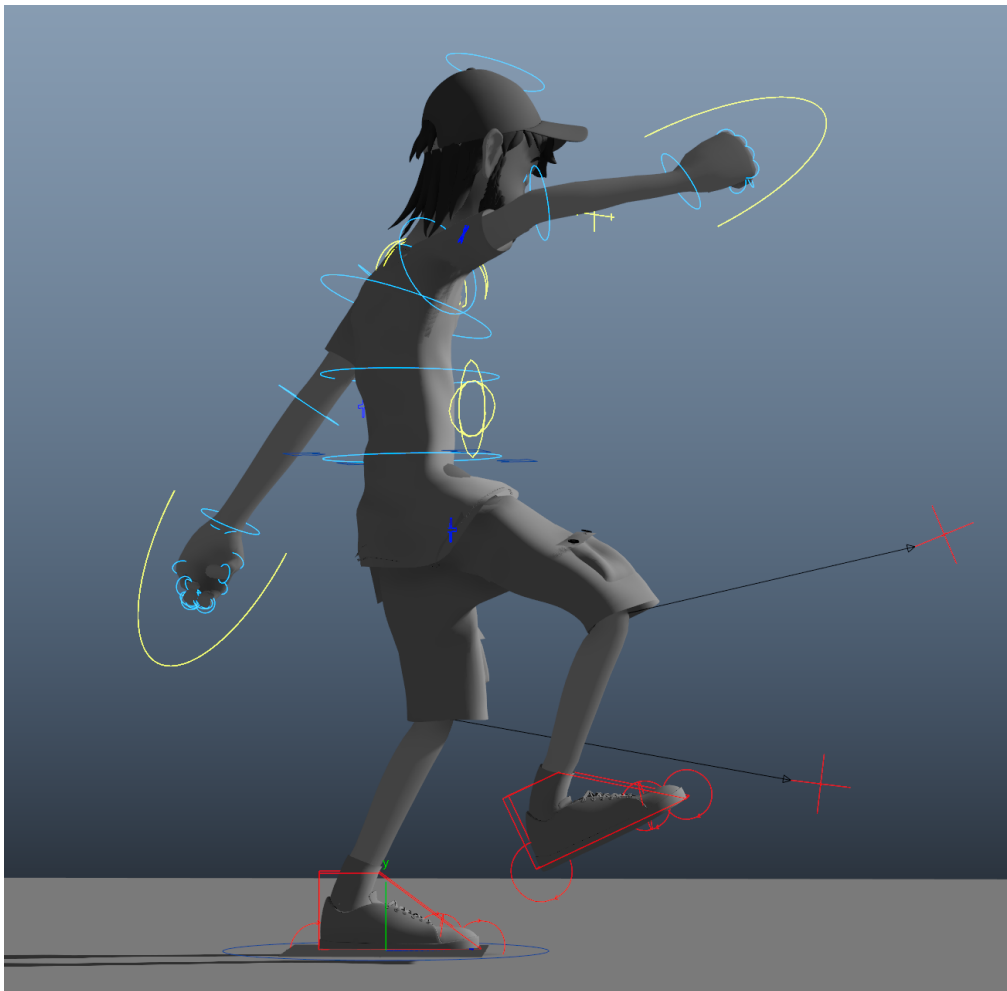
This control will control where the eyes are pointing in the scene. This can be constrained to other objects to follow their transforms.

If you have created a pose and wish to reset some of the controls to their original “A” pose position simply select the controls and inside the channel box reset the translate and rotation boxes to “0” You will want to set scale to 1 which should be the default scale.

FKElbow_R	
Translate X	0
Translate Y	0
Translate Z	0
Rotate X	119.104
Rotate Y	45.514
Rotate Z	0
Scale X	1
Scale Y	1
Scale Z	1
Visibility	on

FKElbow_R	
Translate X	0
Translate Y	0
Translate Z	0
Rotate X	0
Rotate Y	0
Rotate Z	0
Scale X	1
Scale Y	1
Scale Z	1

If you have created a pose that you completely wish to reset i.e:

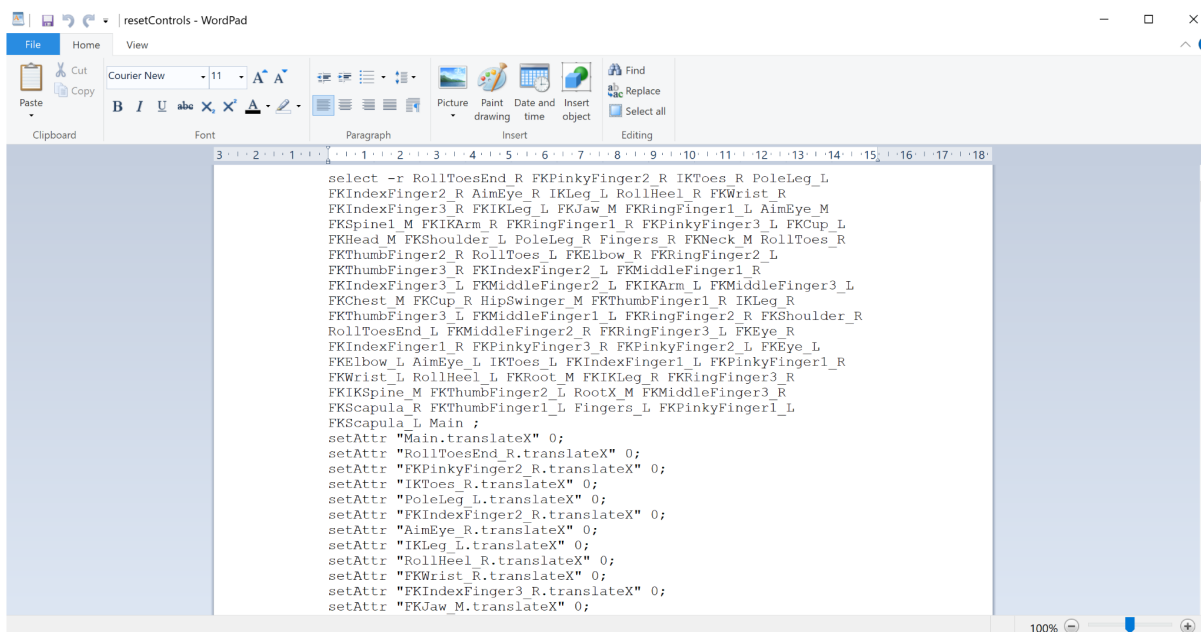


You can utilise the script provided in the script folder.

	AnimTest	2022-03-24 9:22 PM	File folder
	Model	2022-03-27 5:45 PM	File folder
	Rig	2022-03-24 9:24 PM	File folder
☒ 	Scripts	2022-03-24 9:23 PM	File folder

	resetControls	2022-03-24 7:45 PM	Maya Script File	21 KB
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To use it, open it inside a text editor such as wordpad and copy the lines of code.

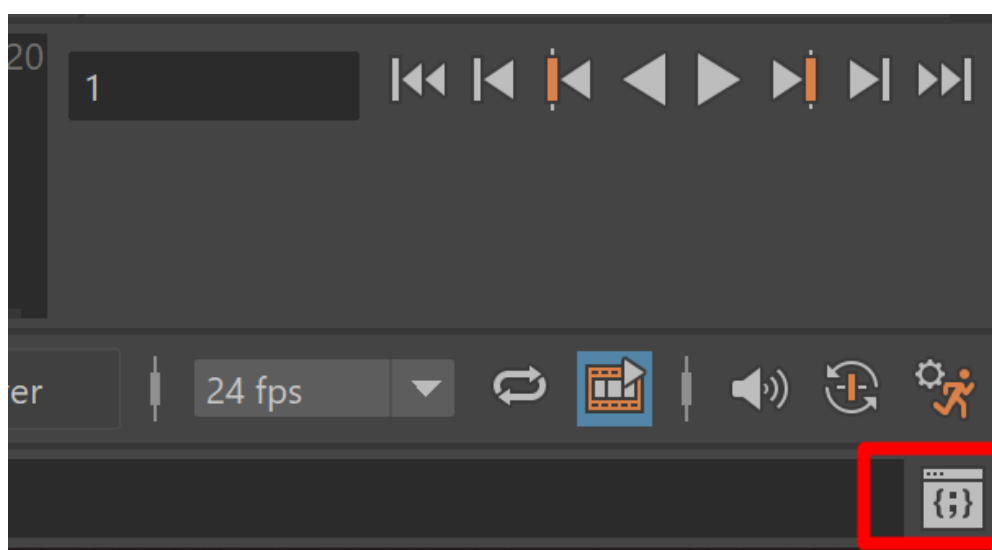


```

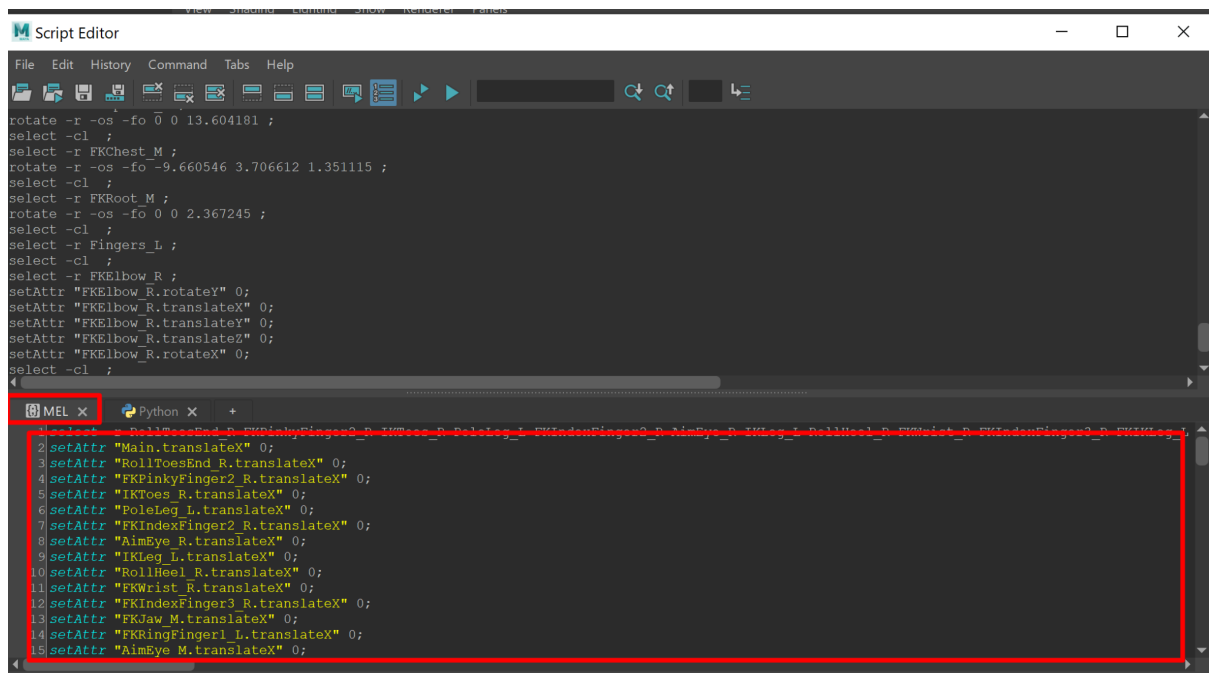
select -r RollToesEnd_R FKPinkYFinger2_R IKToes_R PoleLeg_L
FKIndexFinger2_R AimEye_R IKLeg_L RollHeel_R FKWrist_R
FKIndexFinger3_R FKIKLeg_L FKJaw_M FKRingFinger1_L AimEye_M
FKSpine1_M FKIKArm_R FKRingFinger1_R FKPinkYFinger3_L FKcup_L
FKHead_M FKShoulder_L PoleLeg_R Fingers_R FKNeck_M RollToes_R
FKThumbFinger2_R RollToes_L FKElbow_R FKRingFinger2_L
FKThumbFinger3_R FKIndexFinger2_L FKMiddleFinger1_R
FKIndexFinger3_L FKMiddleFinger2_L FKIKArm_L FKMiddleFinger3_L
FKChest_M FKcup_R HipSwinger_M FKThumbFinger1_R IKLeg_R
FKThumbFinger3_L FKMiddleFinger1_L FKRingFinger2_R FKShoulder_R
RollToesEnd_L FKMiddleFinger2_R FKRingFinger3_L FKEye_R
FKIndexFinger1_R FKPinkYFinger3_R FKPinkYFinger2_L FKEye_L
FKElbow_L AimEye_L IKToes_L FKIndexFinger1_L FKPinkYFinger1_R
FKWrist_L RollHeel_L FKRoot_M FKIKLeg_R FKRingFinger3_R
FKIKSpine_M FKThumbFinger2_L RootX_M FKMiddleFinger3_R
FKScapula_R FKThumbFinger1_L Fingers_L FKPinkYFinger1_L
FKScapula_L Main ;
setAttr "Main.translateX" 0;
setAttr "RollToesEnd_R.translateX" 0;
setAttr "FKPinkYFinger2_R.translateX" 0;
setAttr "IKToes_R.translateX" 0;
setAttr "PoleLeg_L.translateX" 0;
setAttr "FKIndexFinger2_R.translateX" 0;
setAttr "AimEye_R.translateX" 0;
setAttr "IKLeg_L.translateX" 0;
setAttr "RollHeel_R.translateX" 0;
setAttr "FKWrist_R.translateX" 0;
setAttr "FKIndexFinger3_R.translateX" 0;
setAttr "FKJaw_M.translateX" 0;

```

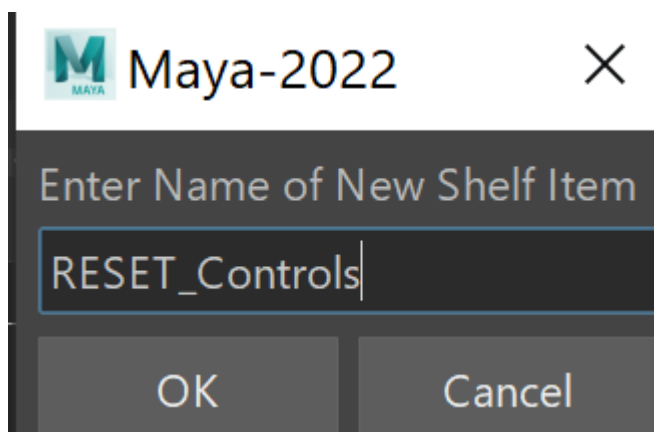
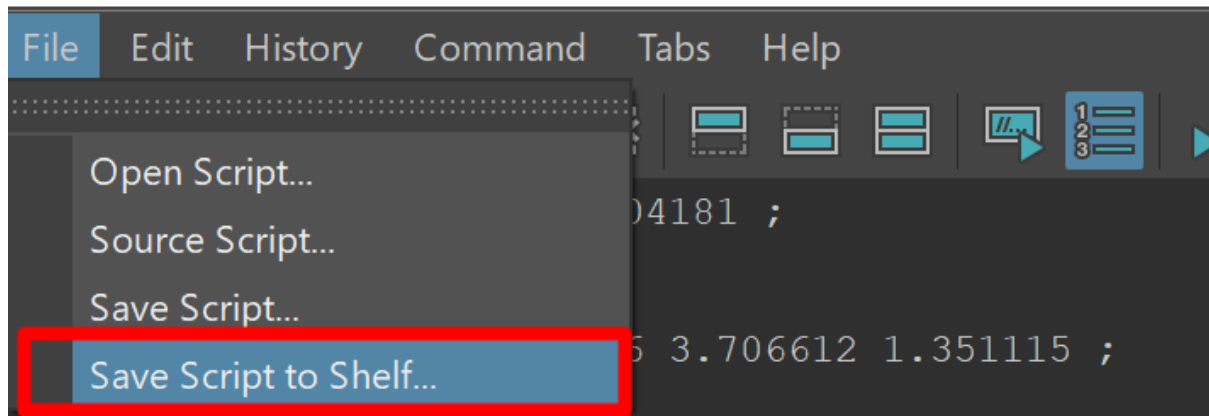
You will then want to open up the script editor (bottom right hand corner of the screen)

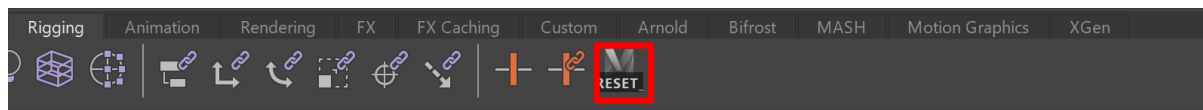


And paste all the code under the MEL scripting tab:



Then under file you can select save script to shelf which will save the script to your active Maya shelf so you can quickly re-use it.





Now you can just click this custom created script button to reset all the controls at any time.