



## Blender Market – Rigimap v1.5.9

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**Blender Market – Rigimap v1.5.9:** The Blender add-on RIGIMAP revolutionizes the application of motion capture data to Rigify rigs, simplifying the process for users. Unlike other solutions that involve complex mapping operations for each bone, RIGIMAP streamlines the workflow for Rigify users, making it exceptionally easy.

Rigify, an influential pre-installed Blender add-on, is known for its versatility in rigging human, bird, quadruped, and custom rigs. Ideal for character animation, Rigify is user-friendly and powerful. Enabling Rigify in the add-on section opens up a world of possibilities. For a more detailed tutorial, you can find videos online showcasing the features and usage of this Blender add-on.

RIGIMAP offers motion capture compatibility with various standard formats, making it incredibly versatile. You can import motion data into your scene, select the appropriate format within the add-on, and use the plug button—simplicity at its best. Further, animation editing becomes a breeze as you can adjust bone rotations and even animate bone rotation like a layered animation system. Afterward, you can bake it into keyframes, turning the motion capture animation into a Rigify action. Once baked, the animation can be used without the add-on. Both IK and FK are baked, allowing you to use both solutions.

Baked motion tools include Hand Pose Presets, designed for finger poses, and Feet Shake Reduction, especially useful for animations where feet must be fixed to the floor, reducing any shaking.

RIGIMAP simplifies the complex task of applying motion capture data to Rigify rigs, offering an efficient and user-friendly solution for Blender users.

- Compatibility with various motion capture formats, including Mixamo, Actorcore, Rokoko, IPisoft, Mocaponline, Perception Neuron, and Mocap. Market, Plask.ai, Xsens, and more.
- Two-button operation: select and plug.
- She advanced motion editing capabilities for fine-tuning animations.
- Snap IK to the mocap option for added convenience.
- Bake IK and FK for the flexibility to use both solutions once keyframed.
- Minimal tools are required for editing baked motion, including Hand Pose Presets and Feet Shake Reduction.



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