

Blender Market – Auto-Rig Pro Quick Rig v1.26.46

2025-02-10 16:51:48 [label](#) [我要反馈](#) [下载页面](#)



Blender Market – Auto-Rig Pro Quick Rig v1.26.46: Quick Rig is a powerful extension for the Auto-Rig Pro addon, designed to streamline the process of turning any skeleton and mesh into a fully rigged Auto-Rig Pro armature with animation-ready controllers. It's essential to note that Auto-Rig Pro must be purchased and installed before using Quick Rig.

Limitations:

- Multiple heads or multiple spines are not yet supported.
- Facial head bones are not supported as Auto-Rig Pro facial bones.
- Some limitations may be addressed in future versions.

Updates in Version:

- **Auto IK Roll Setting:** Arms and legs now come with an "Auto IK Roll" setting, though it's disabled by default, providing users with more control over inverse kinematics.
- **Manual Finger Phalange Adjustment:** Users can now manually set each finger's phalange, a handy feature when dealing with non-direct child phalanges.
- **Improved Arm and Fingers Up Axis Autodetection:** Significantly enhanced the autodetection process for arm and fingers' up axes by evaluating axes in a virtual T-pose, ensuring more accurate results.
- **Up Axis Setting for Arm Bones:** Extended the "Up Axis" setting to include arm bones (previously applicable only to hand and fingers), offering additional customization options.
- **Enhanced Straight Arms/Legs Correction:** Improved correction for straight arms/legs to align with IK constraints. The angle is now evaluated in the bone's Z-axis space instead of the global space, ensuring more precise adjustments.
- **Check for Update Differential Log:** The "Check for Update" feature now presents a differential log, providing a detailed comparison between the log of the newly available version and the current old version for better insight into updates.
- **New UE5 Preset:** Included a preset specifically designed for Unreal Engine 5, catering to the needs of users in that environment.
- **Multiple Animations Baking Support:** Users can now take advantage of support for baking multiple animations, streamlining the animation process.
- **Improved c_root_master Controller Shape:** The c_root_master controller shape has been refined to better align with the global character scale, enhancing overall visual coherence.
- **Changed Default Presets Path:** Altered the default presets path from C:/Quick Rig Presets/ to /Quick Rig Presets/, making it more operating system-agnostic and adaptable.
- **Global or Local Space Retargeting:** Introduced the option for global or local space retargeting for orphan bones' animated locations, providing greater flexibility in animation workflows (previously limited to local space).
- **Blender 4.0 Support:** Added support for Blender 4.0 while ensuring backward compatibility with older versions, ensuring users can seamlessly transition to the latest software version.

Preserve and Convert Modes:

- Preserve mode keeps the existing armature untouched while binding it to rig controllers.
- Convert mode generates a complete Auto-Rig Pro armature for advanced editing and exporting tools.

Constraints Retargeting:

- Supports constraints retargeting with certain limitations.
- Allows for shape key drivers retargeting.

 **100% Virus FREE and Safe** 

去下载

标签

Resources

Blender Market

平面设计

Limb Setup:

- Quick limb setup by adding limbs with a simple selection process.
- Auto-detection of the selected bone type for rapid limb configuration.

Animation Support:

- Animation support where the skeleton animation is baked to the control rig as an option.

Mapping Presets:

- Import and export custom mapping preset files.
- Built-in mapping presets include Realillusion Character Creator, DAZ, Human Generator, Mixamo, Unreal Mannequin, VRoid, and more.

Limb Types Supported:

- Supports various limbs, including spine (2 to 6 bones), head (with optional neck and up to 10 neck bones), legs (thigh, calf, foot, toes, with optional twist bones), and arms (shoulder, arm, forearm, hand, fingers, with optional twist bones).

Orphan Bones Support:

- Automatically includes orphan bones, such as facial bones, unusual twists and tweaks, and bones for clothes and props.

Customization Options:

- Custom shape drawing options for orphan bones.
- Automatic leg and arm angle correction to avoid IK direction issues.

Weight Overrides:

- Allows manual setting of correct skinning weight matches using weight overrides for extraordinary skeletons.



产品数量
已有 42647个



付费会员
已有 1676位



价值评估
商业价值约 ¥6635.87万元



下载数量
已下载 222908次