



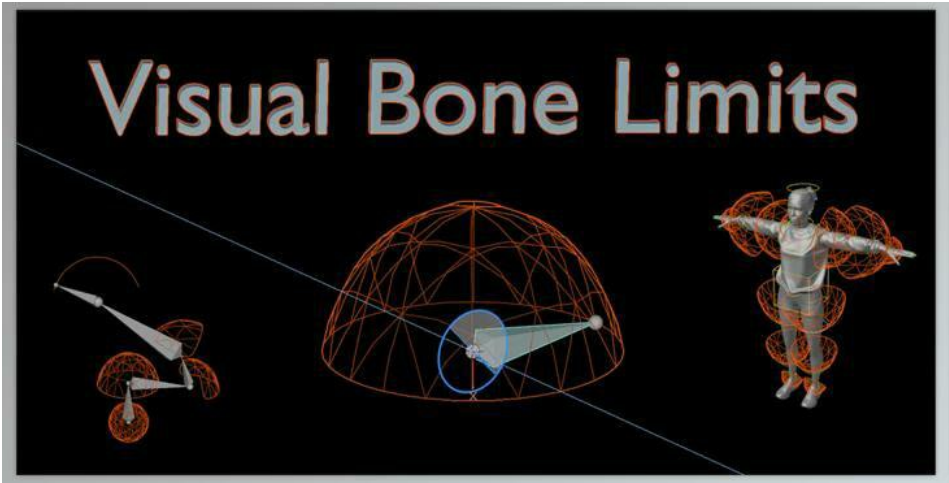
Blender Market - Visual Bone Limits v1.0

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Blender Market - Visual Bone Limits:

Visual Bone Limits is a tool that allows users to easily constrain bone rotations to mesh surfaces with a single click, replacing the unreliable Limit Rotation constraint.

It provides a clear visual representation of the rotation limit space and is compatible with Rigify. Users can access it via the N-panel under the Visual Bone Limits tab, select their desired limit type, and optionally disable the Display Constrained option to view the bone's actual rotations.

In Pose Mode, users select the bone(s) (e.g., ORG-bones for Rigify) and click Add a limit(s) to selected bone(s) to apply the constraints.



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