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# BAO Bones 1.5.10 (Win, Mac)

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The Simplest way to rig And restore in After Effects! Installation and reestablish with IK in as little as 3 clicks.

The quickest, simplest way to set up and reestablish an IK rig After Effects!

Putting bones to get a reverse Kinematic series has never been simpler.

**How can it be distinct from many other rigging tools?**

1. **Distortion:** Duik along with other IK rigging tools Rely on After Impact's built-in puppet tool' to get distortions. The principal difficulty of this is the net from your Puppet Tools is automatic, so you can't specify this, and needless to say, can't change it on time. The net is defined to match joint bend, and you may modify it if you desire. You may use masks for really precise distortions.

1. **Bones does not require straight legs or arms to rig:** With Bones, you avoid the difficult Work organizing and unbending your layers in Photoshop.

1. **A totally keyframe workflow:** This Is the most important reason Bones was born. Using Phentermine, you are able to change the IK style from Automatic to Manual if you would like, you may also keyframe Parenting and Choice points. This usually means the subtleties of the cartoon never have to get compromised.

1. **Simplicity:** Bones was made to get a Cartoon feature movie, which necessitated the cartoon of a lot of characters. Bones makes it super simple to set up and handle many distinct characters.

1. **Fewer layers:** With Bones, you are able to control a Whole personality on a single layer without having any additional nulls or controls. This retains compositions light and tidy.

1. **Speed:** Bones Is a native plugin and doesn't rely upon expressions, therefore it's actually fast. Oh, and it's additionally GPU accelerated, therefore it's really, really quick!

- New In version 1.5: New module"Bones_overlaps_manager": Enables defining And animating a'Z' worth at the beginning and finish of every net, like'Puppet Tool' overlaps.
- New in version 1.3: You also may add a kid to some bone.
- New in version 1.4: Scale any component of your IK series.
- See tutorial movies on the two of these attributes from the Tutorials section under.
- Smooth skinning Bones Gives you the choice to use masks to specify the distortion net to get Ultra-smooth skinning with no artifacts.

- Fixed a Puppeteer memory issue.

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