



BlenderMarket – Auto-Rig Pro: Rig Library

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BlenderMarket – Auto-Rig Pro: Rig Library: The leading Blender rigging system got even better! Rig any animal effortlessly with our library featuring 24 Auto-Rig Pro presets.

IMPORTANT: This extension requires Auto-Rig Pro (version 3.68.12 and up).

The Rigs:

- Allosaur
- Apatosaurus
- Bear
- Bird
- Cat
- Crab
- Dog
- Dolphin
- Dragon
- Duck
- Elephant
- Giraffe
- Gorilla
- Horse
- Human
- Kangaroo
- Lizard
- Mouse
- Ostrich
- Pig
- Shark
- Snake
- Spider
- Turtle

Easy Workflow:

- Select a rig
- Scale the rig
- Adjust the number of bones
- Place the bones within your model
- Bind your model to the rig. Done!

Upgrade your rigging experience with the enhanced Auto-Rig Pro library. Rigging is made simple, efficient, and versatile.

- **Animations Included:** Each rig has a locomotion animation (walk/run/fly/jump/swim) in the Complete Version of the rig library.
- **Block Mesh:** A block mesh is included for reference in placing bones within your model. It acts as a visual guide during rig scaling.
- **Realistic Anatomy:** All rigs feature realistic anatomy. Custom clavicle bones have been added to the Horse, Giraffe, and Dragon rigs.



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- **Game Ready:** Designed with game engine export in mind (Unity/Unreal), all animations run on 30fps for seamless integration.



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