



Blender Market - Launch Control / Auto Car Rig v1.8

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BM - Launch Control / Auto Car Rig revolutionizes vehicle animation by addressing common issues found in traditional workflows. The latest version, Launch Control 1.5, introduces a revamped core, enhancing the overall experience for LC users. With a new Physics Engine, users can now simulate jumps, navigate bumpy roads, conquer loops, and execute spins, allowing for versatile animation possibilities on both 'TrackMania Asphalt' and challenging 'Rally Trails' through the forest.

Lazy Rigging becomes a one-click setup, as LC intelligently detects key components like wheels, body, brakes, and wheel covers for 4-wheeled vehicles. The process is made even more user-friendly with helpful pop-ups guiding users through the tagging process. LC seamlessly integrates with pipelines, offering custom tag options for enhanced flexibility.

The template provides a range of neat presets for animations, offering a head start for jumps, drifts, donuts, off-road maneuvers, and loops. Users can easily customize and build upon these presets to achieve their desired vehicle animations. The animation process is further simplified by drawing or adding control points within a Bezier or Nurbs curve object, with the "Update Driving Path" button ensuring smooth animation adjustments.

Featuring real-time physics with customizable presets, users can easily achieve their desired response, taking advantage of simulated gravity or opting for a more hands-on approach. PostFX options provide ultimate control, allowing users to fine-tune parameters like body roll, bounciness, and pitch for a precise and artistically directed animation experience.



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