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owes a friend a favor
(or loses a bet), whose
passion is to be
secluded on a
mountain and to write
whilst surrounded by
small, furry dogs and
hot coffee) was struck
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This rig was created for the purpose of study, practice, animation challenges and communal content creation projects. Have fun! This character rig as been optimized for

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Maya 2018 and above. If you are using older version of Maya, DG evaluation mode is advise. Patch notes Dec 2020 - Joints structure improved for game engine exports.
Credits:

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I have a problem. I

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have a scene with the rigged model, and a stage scene in which I animate it. I already made the first animation draft and decided to fix some weight maps. As part of it I fixed the "feet" to bend naturally and it works fine (LEFT) but when I reload or even replace the model wit...

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