

Hello!

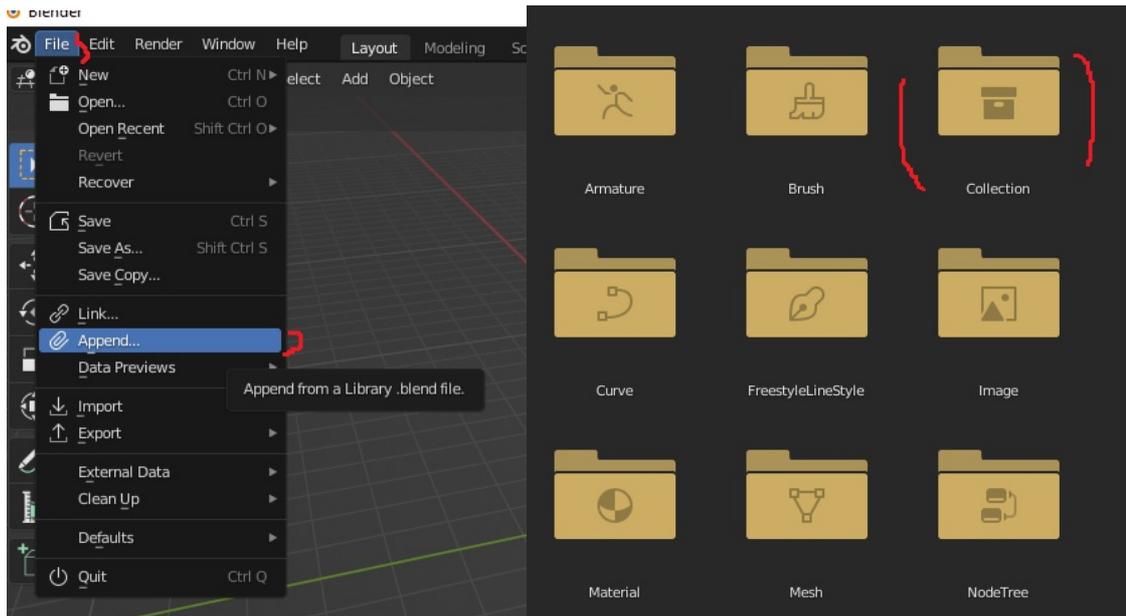
If you are reading this, it means you downloaded a model for animation and maybe you don't know where to start.

To understand a model is pretty simple, as it's basically a simplified mode to work on a model.

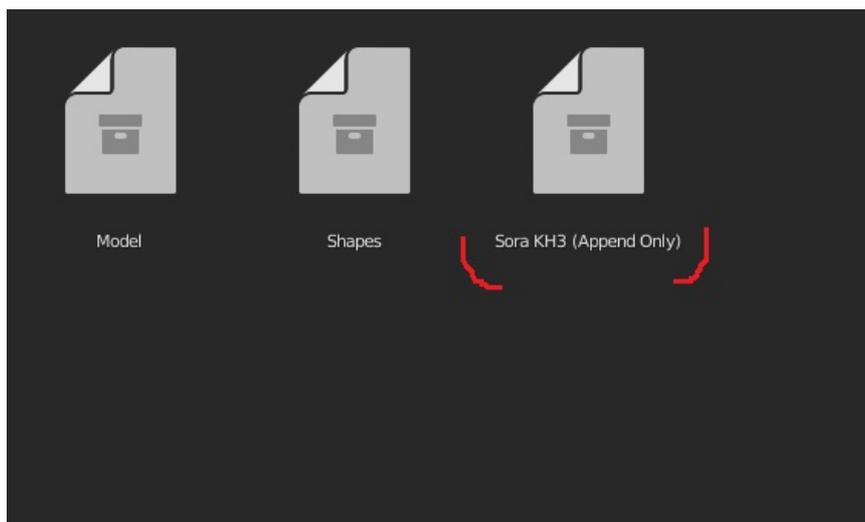
HOW TO GET INTO BLENDER.

To work with a model in nice workflow, you'll need to append the model. How do we do that? In blender go to file > append and search for your blend file and then look for the collection.

There you shall find a set of folders, however you only need the "Collections" one to gather what you need.



With the standard port, you will need to append the collections normally, however, for the premium ports you'll find a special blend file with the words "**Append Only**"



Make sure to only select this collection while appending a premium port to avoid duplicates and problems with a model.

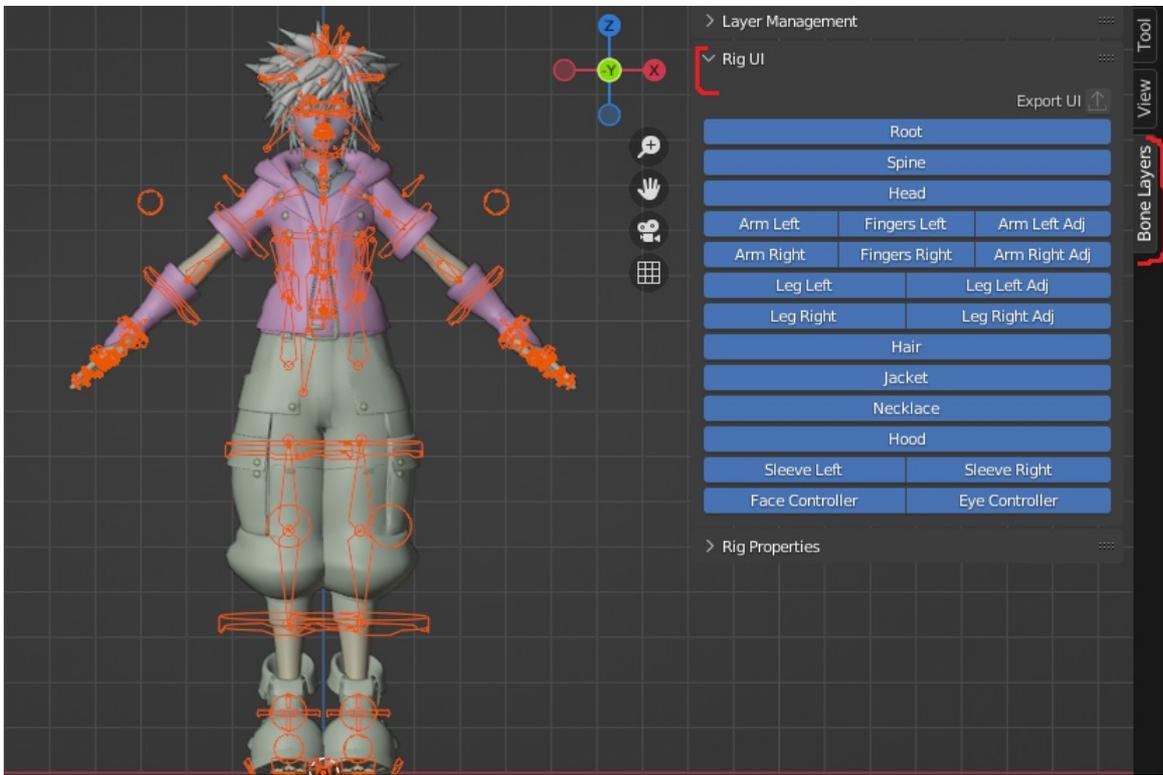


Once your model is loaded it might look a bit of confusing, but worry not its actually simplified from the standard view.

To have better control on the model I highly recommend you to download an addon called "Bone Layer Manager" (don't worry, its free) Since the bone sets are separated via layers, and looking through them manually can be a pain.

<https://fin.gumroad.com/l/STdb>

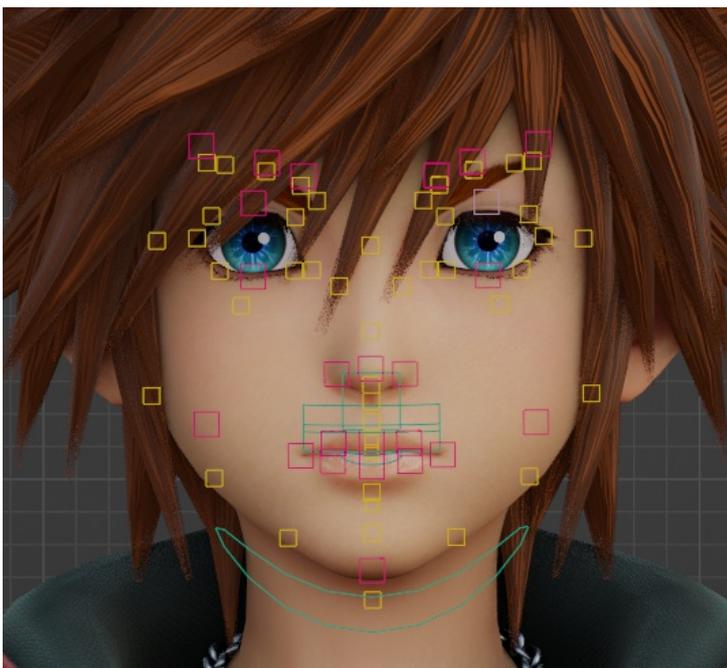
The bone layer manager will help you get through the specific things you want to move. Once installed, press N on the viewport and you'll find the addon and 3 small tabs, use the Rig UI to find the specific part you want to work on.

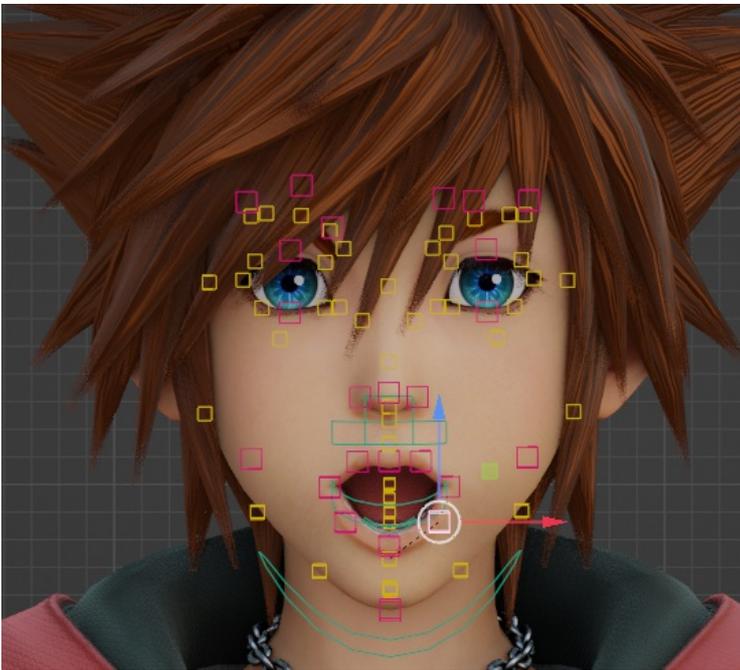


To select what you want, you just simply click in what you need and deactivate everything else if you need to.

THE CONTROLERS AND WHAT THEY DO.

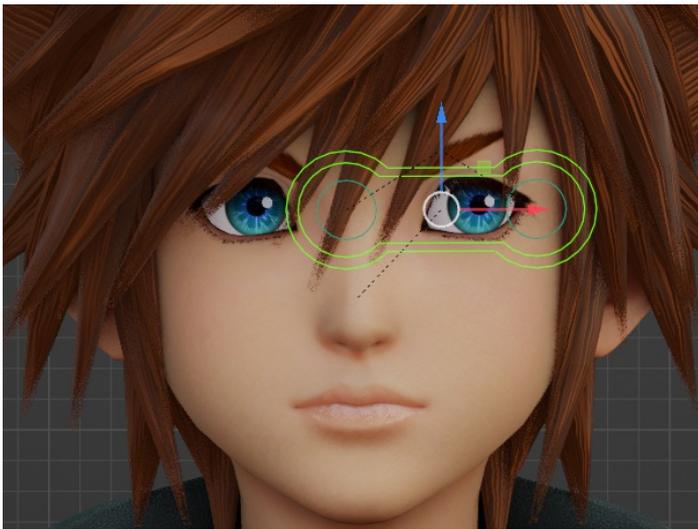
FACE CONTROLLER





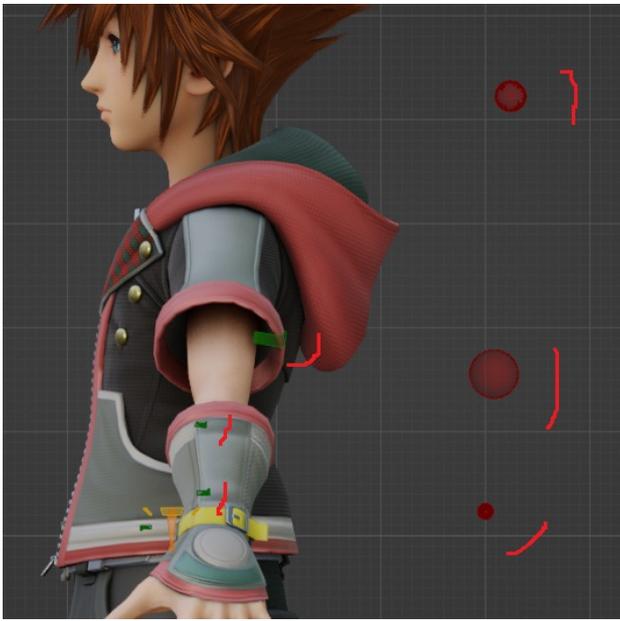
Kind of self explanatory, the Face controller is made with rigify to take away countless hours of try and errors, the controller is made to simplify the task of posing things like eyelids, blinks, smiles and much more.

EYE CONTROLLER



The Eye controller can help you do clear pose for both eyes or a single one depending what you select. The Big green one moves both, while the blue dots move them separately. The eyelids have also smart reactions everytime the eyes move.

SPINE CONTROLLER

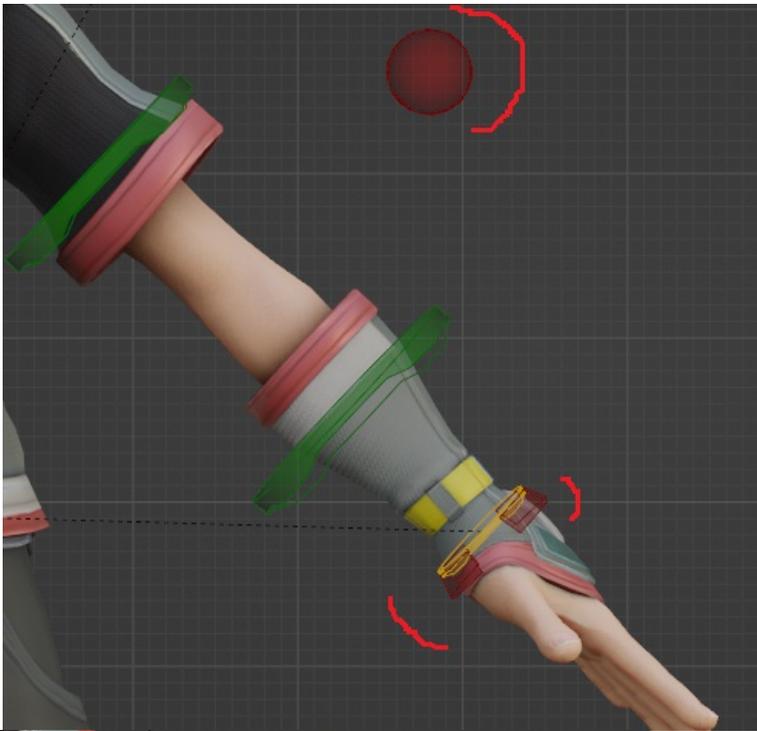


The spine controllers work with these 3 small spheres, you can move them back and forth to give the model a desired pose, it looks more neutral and organic than using the original bones, but if you need to use the original, they are shaped in green inside the body. This set up also helps to make the model bend the legs from below more easily.



By moving the lowest sphere, you can get a natural leg bend.

ARM CONTROLLER

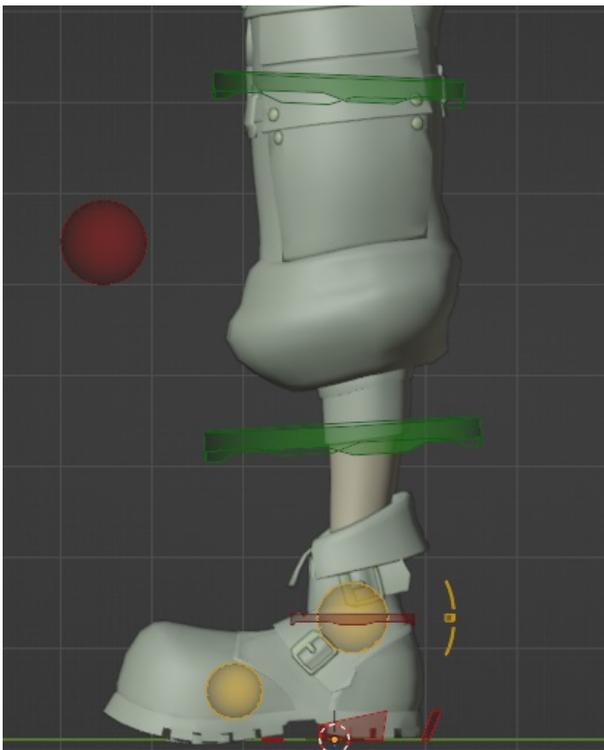


The arms are controlled by 2 bones, the one from the wrist moves the arm entirely and the pole gives direction to the elbow and the arm depending on the pose you select.

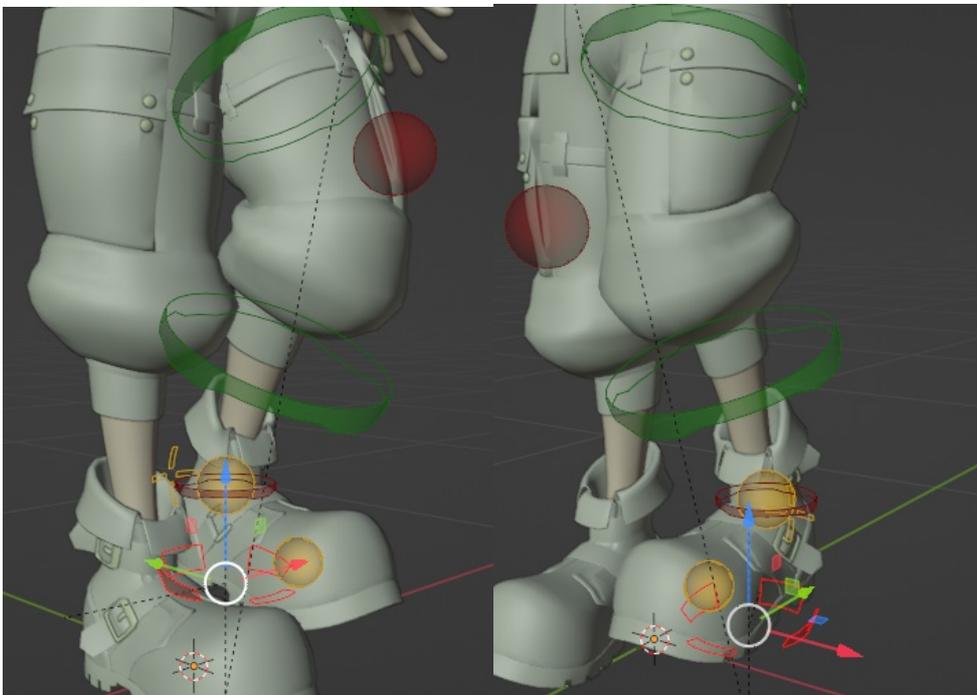


Finger controllers work pretty similar to the original, with the difference that this ones include a master controller to roll the finger more naturally instead of moving one by one, you can use the green rings to adjust and move the finger as you like.

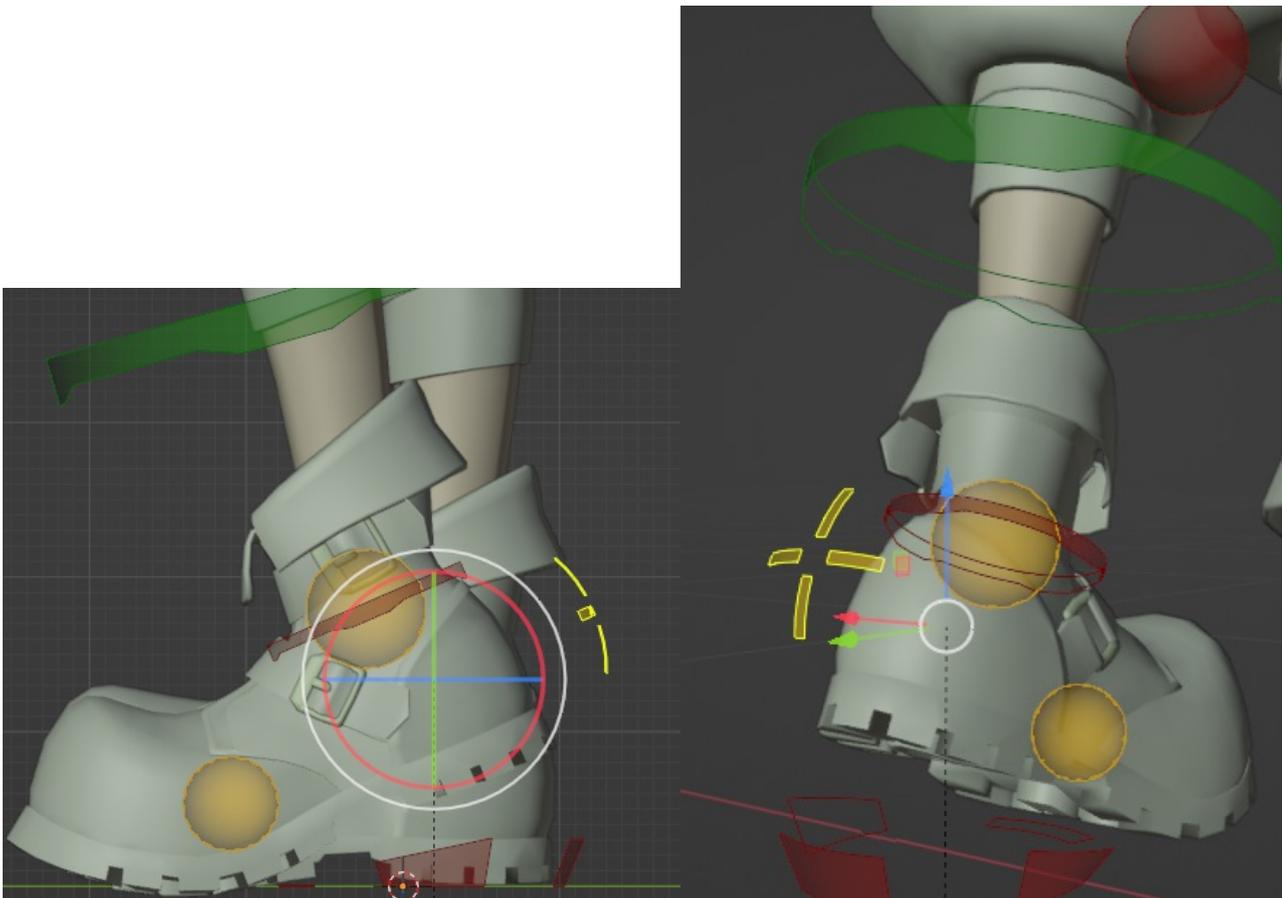
LEG CONTROLLER



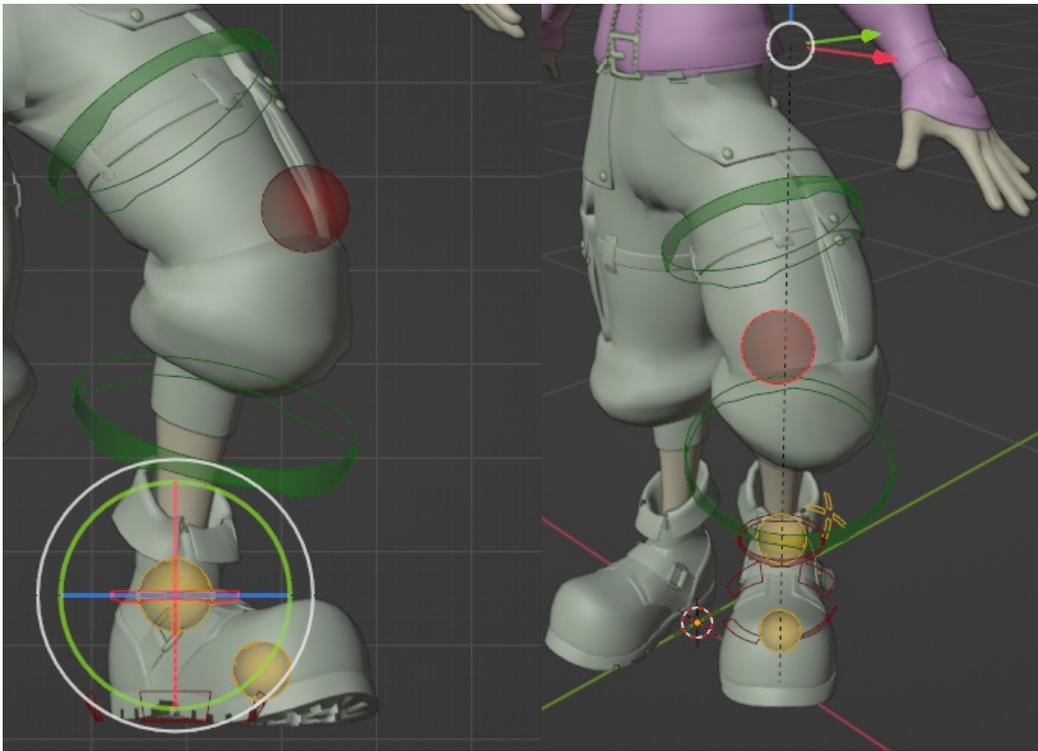
Legs might look complicated at first, but they are easy to work on once you know what does what, they are separated in segments.



First one is at the base, this will help you move the leg in the desired direction, also giving it a natural bend and natural directions without need of moving from the top.



Back on the foot, there is a pivot that will help you give the model a natural foot roll out in case you need a walking or jumping animation.



The 3rd one is a pole target for the leg, it changes the direction of the knee/leg to the desired location, to make it more natural and organic when moving a leg. Also, the leg contains a set of adjustment bones like the ankle and original leg bones to make it even more easier.

EXTRA BONES

All the original bones that are still needed are in the model as well to help you smooth the animation/posing process, like said at the beginning, you can find and pose all the necessary bones in the RIG UI of the Bone Manayer.

Root		
Spine		
Head		
Arm Left	Fingers Left	Arm Left Adj
Arm Right	Fingers Right	Arm Right Adj
Leg Left	Leg Left Adj	
Leg Right	Leg Right Adj	
Hair		
Jacket		
Necklace		
Hood		
Sleeve Left	Sleeve Right	
Face Controller	Eye Controller	

And with this we cover the basics! However if you still have doubts, feel free to contact me. Thank you for the support and happy posing!