RIGGED – An Instruction on how to use the Molid RIG Shelf

Foreword

My goal for this script toolset was to help not only my group, but all groups this year to cut down the time it takes to rig, especially considering we in TGA Stockholm do not have designated animators in the same way TGA Malmö does. I hope this will help shorten the rigging times and make the process a bit less painful.

If there are any problems, write to me on **Discord mechonion#7607** for the quickest response.
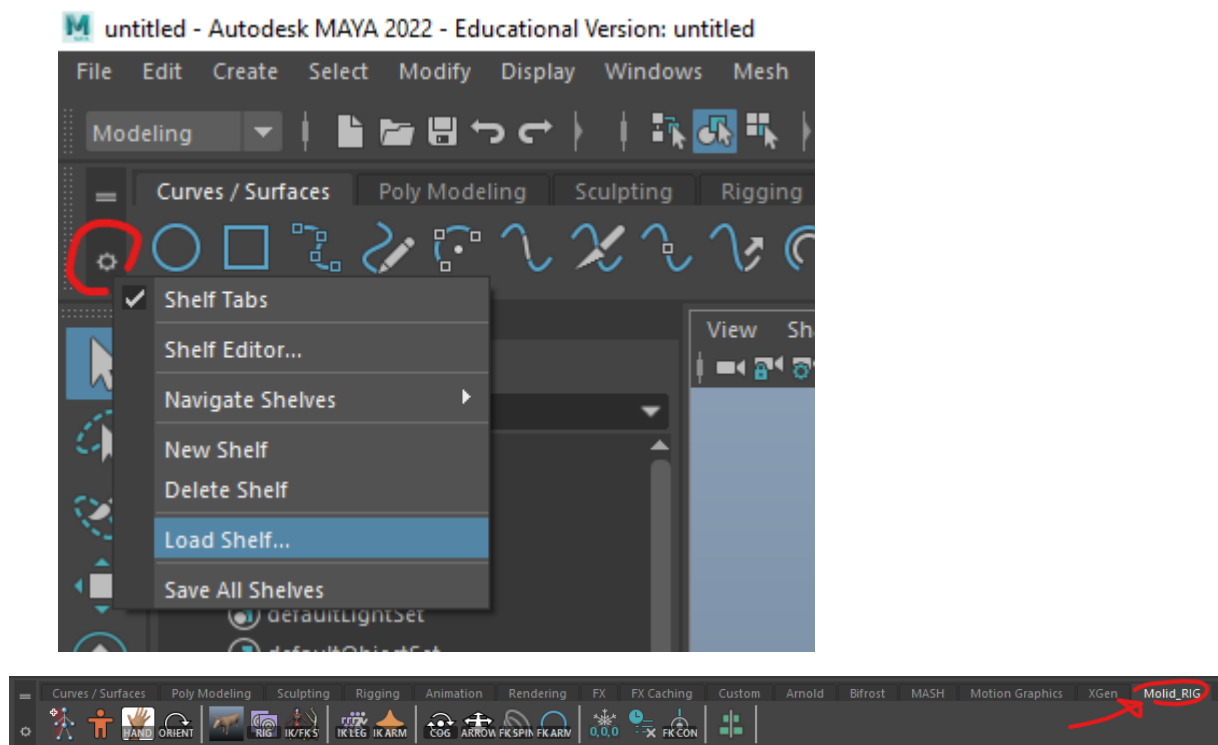
Please also read CREDITS_TOS_Molid_RIG for terms of usage and how to credit usage of Molid RIG!

Good luck with your projects!

How to import the Molid RIG Shelf

1. Navigate to the Shelf Settings
2. Click on **Load Shelf…**
3. Find and choose the **shelf_Molid_RIG.mel** file

It will appear at the end of the shelf, click it to move to it.

The Icons of the RIG Toolset: Quick Guide

Yes, the icons are a bit confusing, no, I did not have time to make custom ones.
They do, however, follow the order in which you are (mostly) supposed to use them.

In order from left to right:

1. **Skeleton (A-Pose) Base Creation**
   - Creates a character joint skeleton base with correct naming conventions following "Hips." It also assigns the joints type and side, for future reference. This Skeleton is ready to add hands onto and/or mirror immediately, but you probably want to move the joints to fit your character first.

2. **Skeleton (T-Pose) Base Creation**
   - Same principle as the one above, but creates a T-pose base instead.

3. **Hand Creation**
   - Creates a hand joint skeleton base with correct naming conventions. You can move and rotate the whole hand using the LeftHand_fixGrp or move the individual joints to fit your hand.

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4. **Re-Orient Skeleton Half**
   - This re-orients the half base skeleton after you've moved the joints. If a hand exists, it also unparents the fingers to correctly reorient the chains, so please place your hand in the right spot before using this. Make sure to **do this before you mirror your skeleton**.

5. **Mirroring + Parenting Skeleton (The Bull)**
   - Ok, why is this a bull? No reason really, I just thought it was funny, and it helps making it stick out since it's a very important step.
   - This takes the half base skeleton you've created, moved and re-oriented to mirror the joint chains, then parents legs, spine, arms and neck together. Bam! Full Base Skeleton!

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6. **IK + FK + Result Skeletons (RIG)**
   - Now, we don't want to animate the base character skeleton. This script takes the base character skeleton and duplicates it three times, renames all the joints, groups them up, binds them with constraints, creates IK/FK Switches, creates layers for the different joints and in a second. It even creates and colourises Controller Groups for you! (You're welcome!)

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7. IK Leg Rig Auto

- Sets up IK Leg rigs to the IK skeleton! This includes feet and pole vector controllers, ikHandles, groupings, onToe, onBall, onHeel and toeFlap attributes. No need to fool around in the Attribute or Connection editor!

8. IK Arm Rig Auto

- Sets up IK Arm rigs to the IK skeleton! Includes hand and pole vector controllers.

9. IK/FK Switch Setup

- Do you hate using the Node Editor? Don't worry, this sets up the IK/FK switches for the selected joint chain, defaulting to FK for both. It also hides the non-selected control group, good to know when you're making your FKs or IKs!

10. Hip COG Controller Setup

- Creates the funny wavy controller to move the hips, pairs well with the IK Legs.

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11. FK Arrow Controller & Master_Controller

- A dual script. If nothing is selected, it will create a master_ctrl, used to move the entire skeleton. If you select a joint, it will work the same way as the FK Spine/Arm scripts.

12. FK Spine Controller Creation

- Creates a simple FK controller and fixGrp for each of the the selected joints. You can resize it and reshape it however you want, but **you might want to freeze and delete history before constraining (Icon 15)**. This is pre-shaped to fit more as a back/spine controller, use the FK Arm script for a simple circle.

13. FK Arm Controller Creation

- Works in the same way as the FK Spine script, but is a plain circle and rotates it 90 degrees to fit the arm orientations. You can resize it and reshape it however you want, but **you might want to freeze and delete history before constraining (Icon 15)**.

14. FK Finger Controller Creation

- Works in the same way as the other FK Arm script, but is sized smaller to fit fingers quicker. Select all your finger joints and run this once for quick controllers!

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15. FK Controller Constraining

- Orient constrains the selected controller to its related joint, as well as parent constrains the fixGrp to the previous joint in the chain. **If you use this without freezing the controller before, it can end up accidentally removing the controllers' transformations.**

16. Mirror FK Controllers (Left to Right)

- Mirrors the selected FK controllers from the left side to the right, and constrains them as they should be. We love not having to do manual labour twice.