

# ANIMATION FUNDAMENTALS RIGS

## Rigs Information

There are **five rigs** in the full package:

**Ali** – Tadpole type creature

**Oli** – Multiple Eye-Ball Creature

**Kiki** – Winged Creature

**Didi** – Eyeball Creature

**Regi** – Bi-Pedal Bulky Bodied Creature

These rigs are set up to teach the **fundamentals of animation** and can be used by students, teachers and hobbyists or even commercially for film if the appropriate licence is purchased.

These rigs were built using Blender 4.3.0 and have been optimised for use in the latest version of **Blender 5.0.0** (January 2025).

Textures have been packed and each rig file contains **Base, Roughness & Emission**.

## Using the Rigs

There are various controls which can be used and keyed in **pose mode**. The rigs contain some basic face controls such as blink.

The rigs have various controls to move the root and body. There are also minimal face controls such as blink to create some facial animation and eye darts. The Ali rig also offers some facial expressions such as angry and worried.

Each rig is contained in a Collection in the scene outliner.

## Plug-in

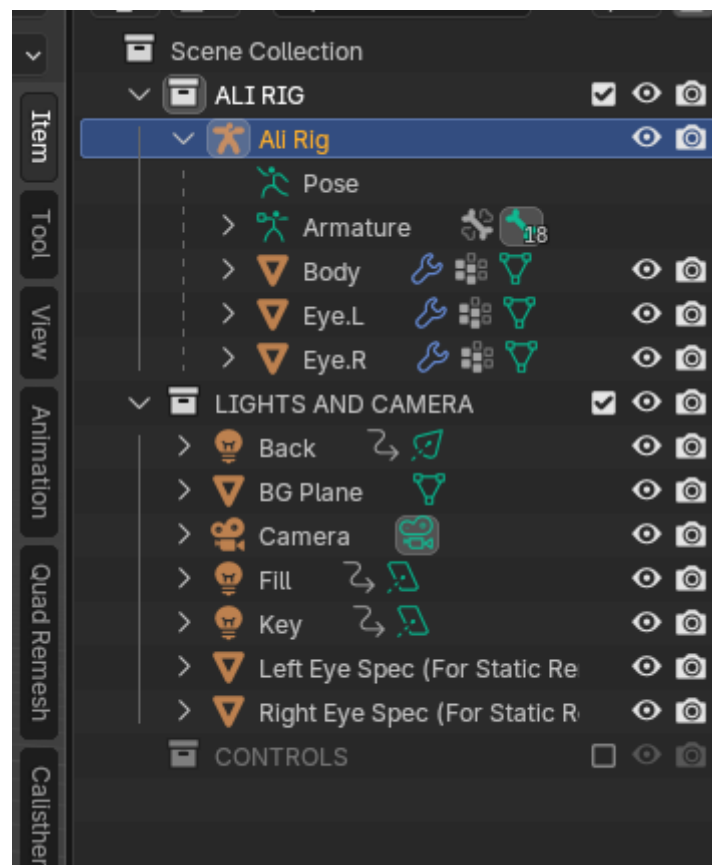
The Hollow Pixel **plug in** may be required if you are having trouble with geometry cutting through the eyeball when using the **blink controls**. This plugin is used to separate the XYZ value of a shape key and was used to adjust the driver curve so it didn't move in a linear fashion. Currently it works without the plug in but it needs mentioning in case problems occur in the blink control shape key.

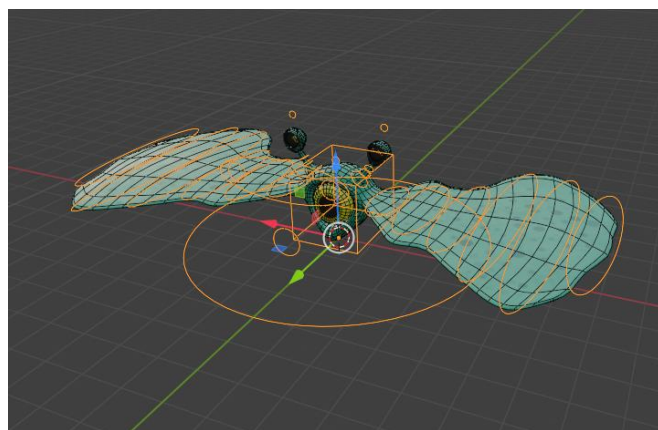
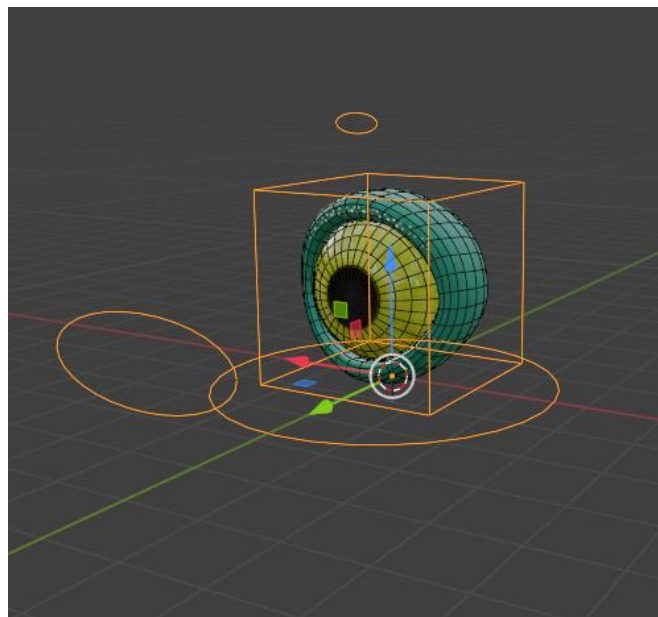
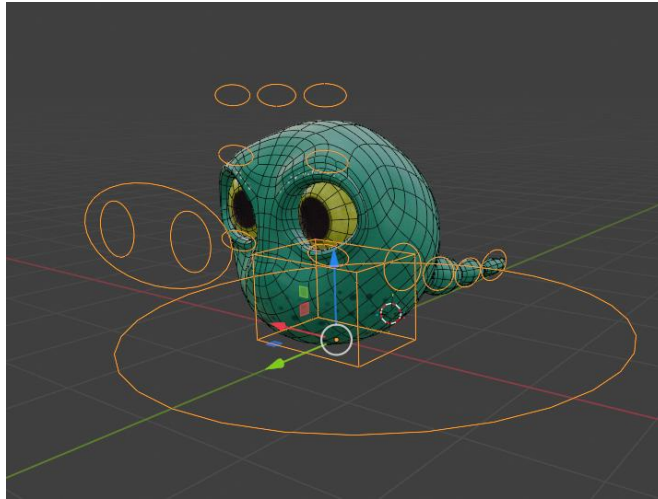
The Plug in is available [here](#) and credit goes to Hollow Pixel©. Simply download and install the plug-in as an add-on:

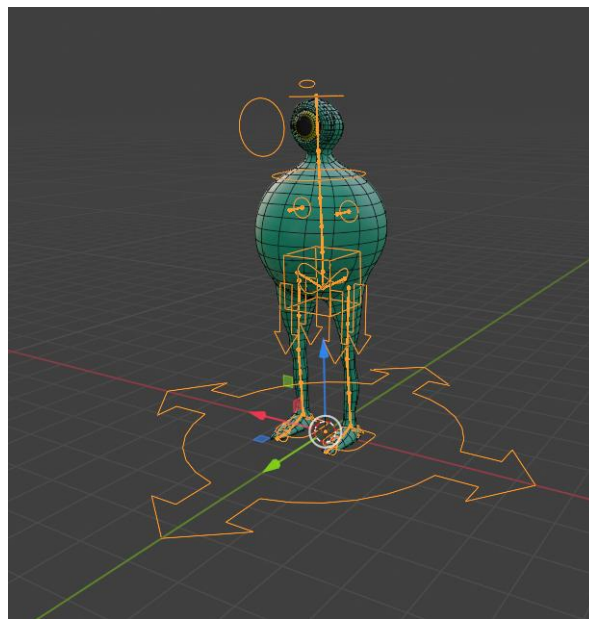
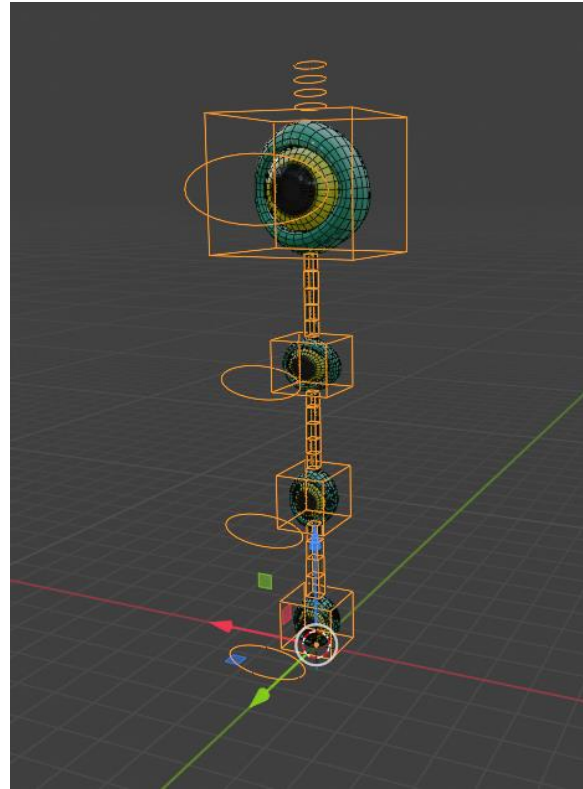
[https://www.jimmymoledigital.com/resources/HOLLOWPIXEL\\_shapeKeyoperatorsv2.py](https://www.jimmymoledigital.com/resources/HOLLOWPIXEL_shapeKeyoperatorsv2.py)

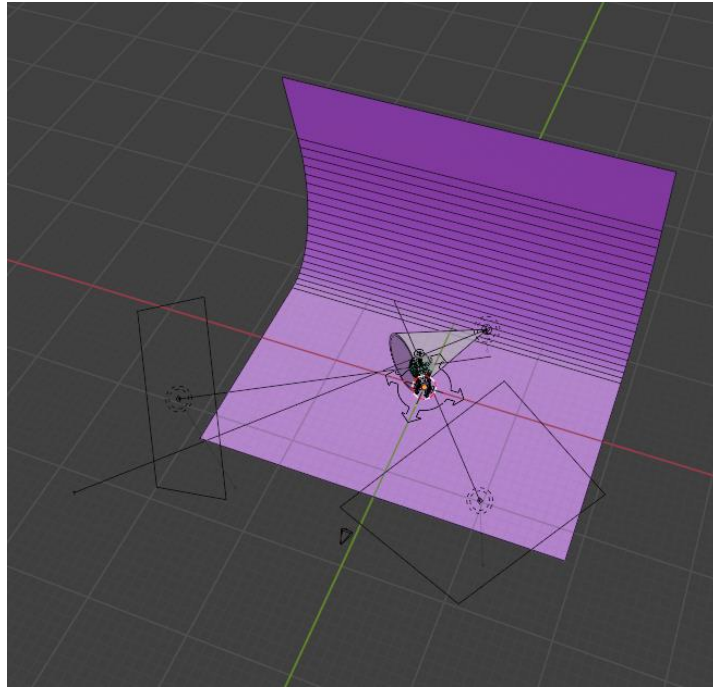
## Rendering

Cameras and lights have been set up for each rig with 3-point lighting and these are contained in a Collection. There is also an un-parented specular highlight in the render set up which is simply used to render a single frame and not intended to be used for animation purposes.









[www.jimmymoledigital.com](http://www.jimmymoledigital.com)