

CARTOON COP CHARACTER

Rig Information

This cop character is very useful for learning animation techniques with a **full bi-pedal character** – it is perfect if you want to learn subjects such as **walks, runs, idles or jumps** which are classed as core skills that an aspiring 3D animator should know.

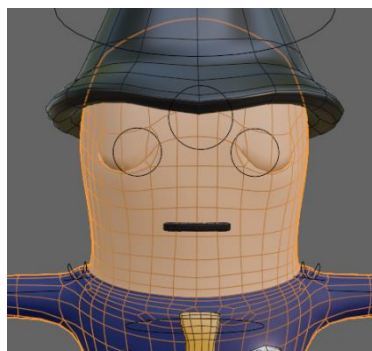
From a technical stand-point the rigs contain:

Basic Cartoon Materials

FK & IK switching for the Arms and Legs

Basic Facial Controls (Blink and Eye Darts)

The Blink control uses a **Shape Key** – this can be used to create a simple animation.



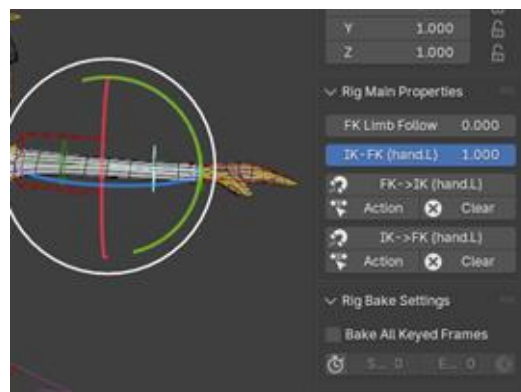
Further File Information

There is also a money bag which can be used on the rig – for example you may want to set up a bone constraint and attach it to the hand.

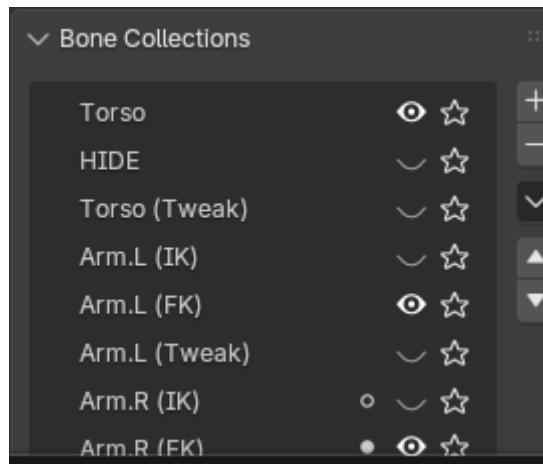
There is also a Camera and Light in the scene and hitting F12 will create a basic render.

Technical Information

IK switch is located in the Rig Main Properties - simply type 0 or 1 to switch between FK and IK.



Bone collections can be found in the Data Object Properties panel and can be used to show / hide required bones.



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