

Generi Rig for Blender

This is a Blender port of the excellent "Generi" Maya character rig by Andrew Silke which I created whilst playing round with the new Blender 2.46 release. I'm now giving it away to the animation community - hopefully it'll inspire other animators as the original inspired me!

The original Generi rig was for non-commercial use only, and therefore so is this version. I would also ask that you respect the following conditions:

- Due credit is provided to both Andrew Silke and Karl Erlandsen; claiming other people's work as your own isn't nice.
- Optionally, a quick email to me if you make any cool animations with it!

FEATURES

- IK/FK arms and legs, with the ability to blend between IK and FK modes and to scale them along their length
- FK spine, with the ability to scale individual FK segments
- Facial shape keys from the original Generi rig, complete with driver-based interface.
- Reverse-foot IK setup with automated foot/toe roll.
- Head and eye aiming.
- Automatic eyelid tracking as the eyes move.
- Stability - this rig is fully capable of flips and upside-down motion.
- Zeroed controllers. Just select any controllers and press Alt-S/Alt-R/Alt-G to reset them back to their default state.
- Blended forearm rotations - twisting the wrist won't lead to the dreaded "drinking straw effect".
- Facial modifiers for the jaw, the brow, the tongue, and even ear controls
- Character scaling
- Locked controllers - if you can translate/rotate/scale it, then try it and see what happens!
- Locked selection - selecting all controllers is as easy as hitting the 'a' key...

MISSING FROM THE ORIGINAL

- No space-switching. It's doable in Blender, but it would be a lot of work, and the interface for it would be a huge mess without keyable custom attributes...
- No "trigger selection" interface
- Some custom attributes (eg on the fingers), to cut down on interface clutter

- No low-res proxy model (but then, Blender's so fast that you don't need one anyway!)

DOWNLOAD

Get it here whilst it's still hot! More comprehensive release notes are provided in the .blend file itself. Please note that the rig requires Blender 2.46 or higher to function properly.