

Hi5 Rigging Instructions

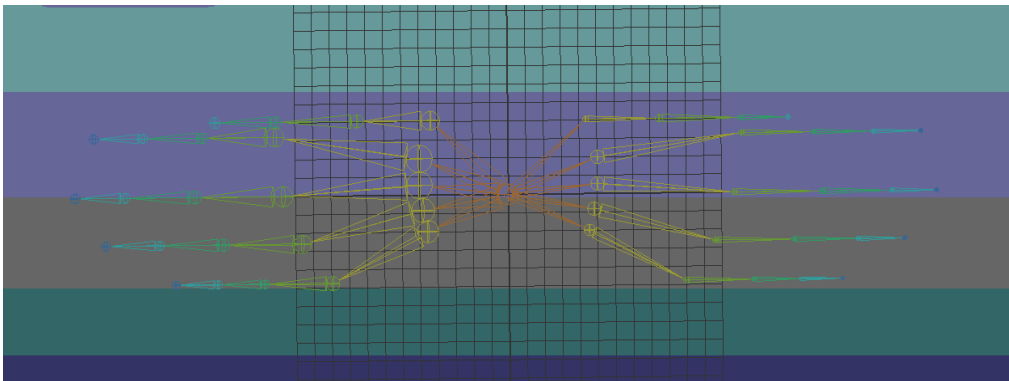
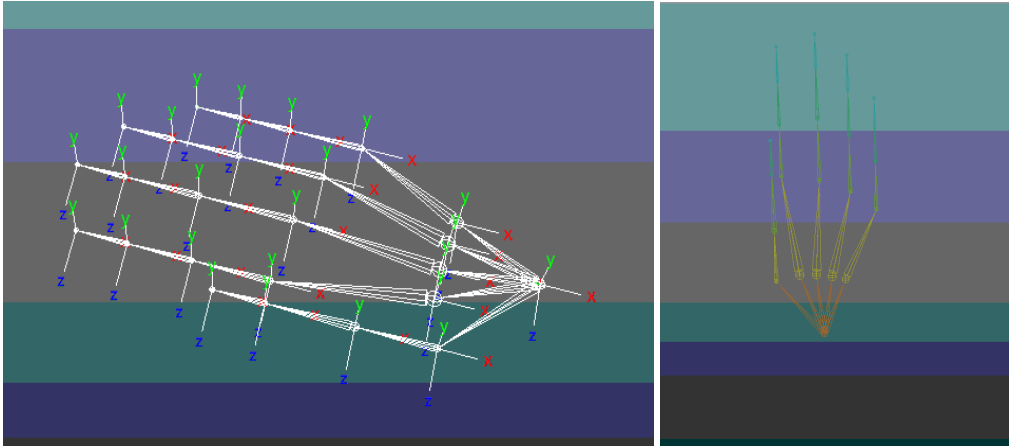
Sep. 2017

- Open Autodesk Maya 2017, use the HumanIK tool to make a basic skeleton.

Refer to:

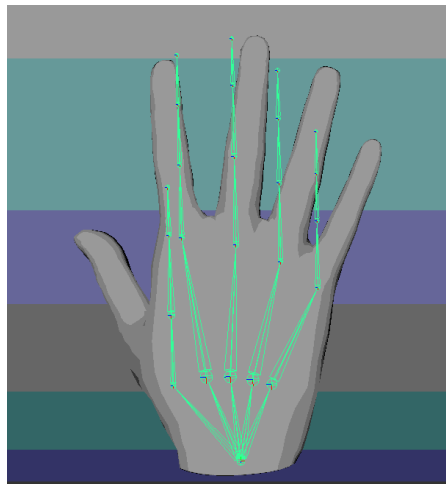
<http://help.autodesk.com/view/MAYAUL/2017/ENU//index.html?guid=GUID-9921EDE1-05E2-4062-9F0D-4BADECA29226>

Note: If you don't use Maya 2017, you need make sure the local axis of each joint must be same as the world axis coordinate.

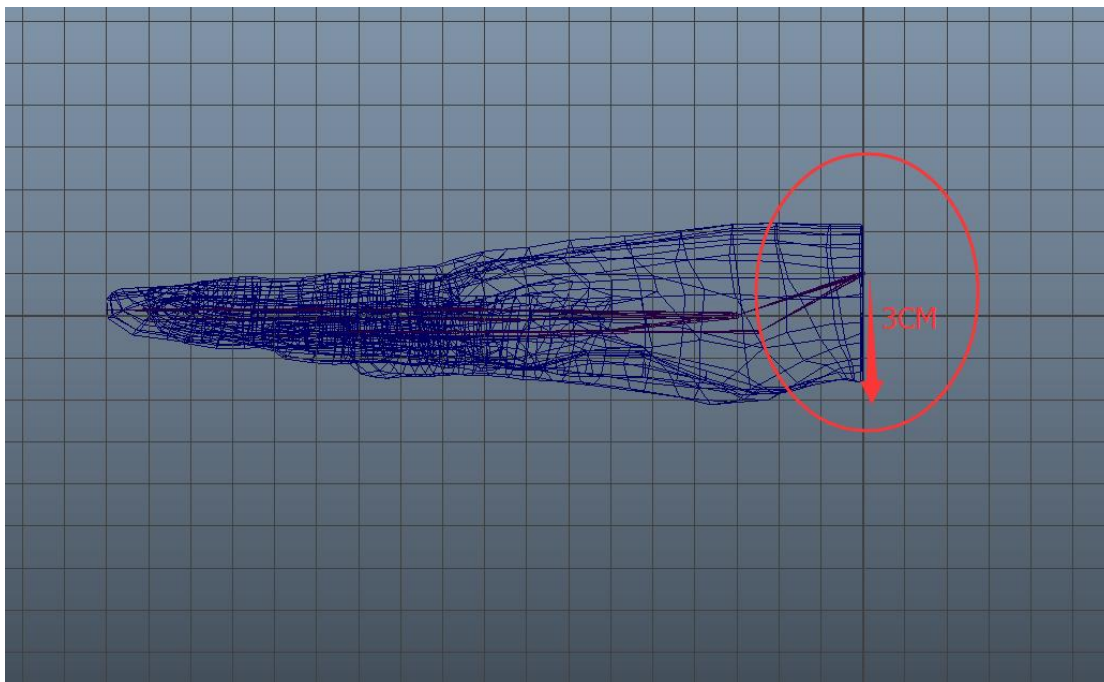
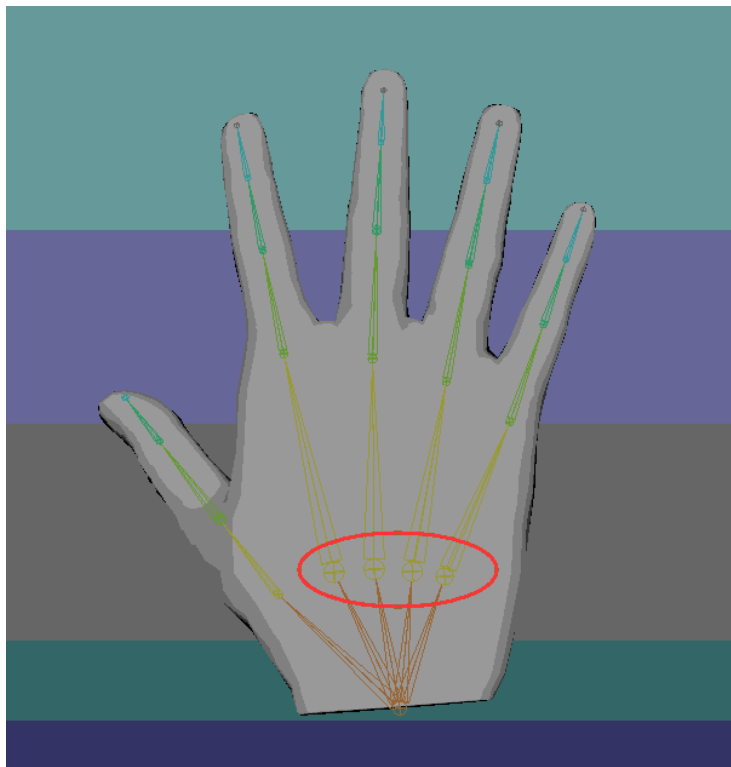


The initial position of the hand's root is at the center of the world coordinate system. The 2 hands should face opposite direction.

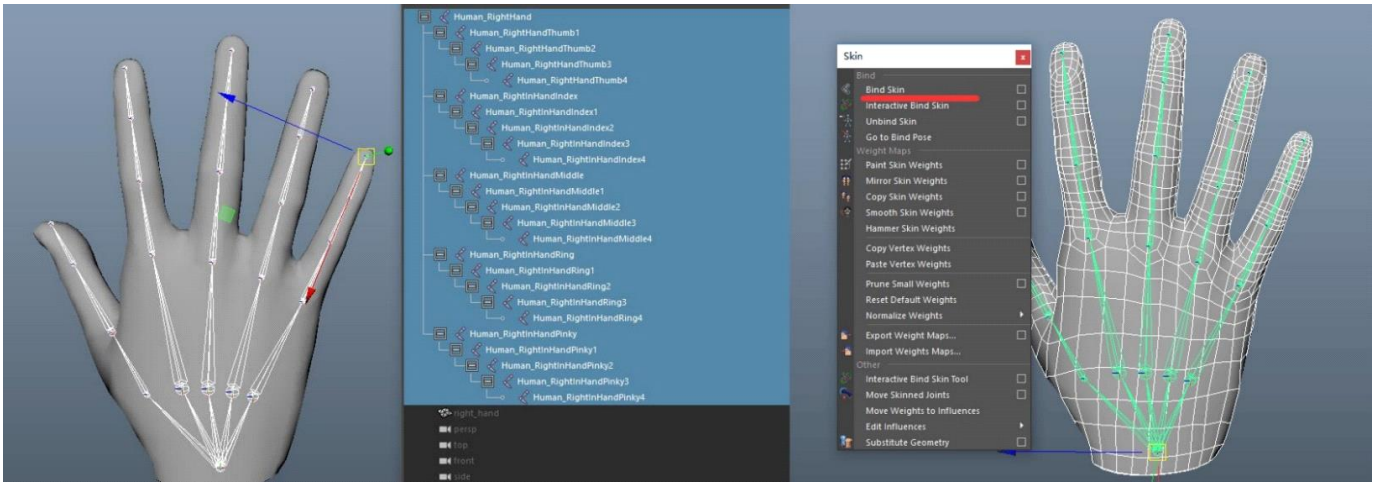
- Scale the model to match the size of skeleton



- Match each skeleton joint to the related place.
Note: The joints in the red circle area cannot be moved. The finger joints only can be moved around Z-axis.



Please note the vertical distance between the root bone of palm and the polygon surface of hand should be 3 centimeters.



- After matching all the skeleton joints, select all the skeletons and start rigging.
- Once you complete rigging, clean all the rotation data to zero, make the skeleton as a default state.

