

# *Spirit Hunter: Death Mark*

## Hanahiko Spirit

# User Manual



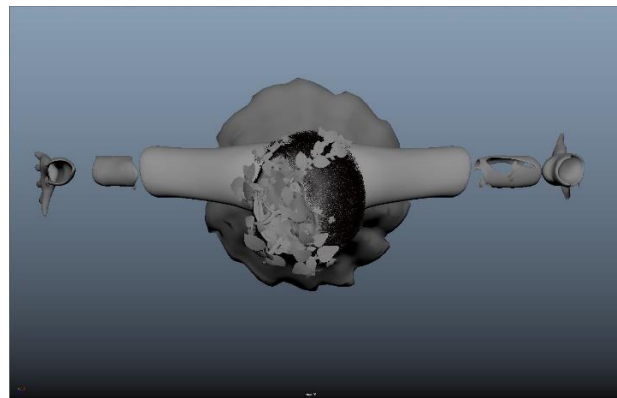
Jessica Thomson

2/14/22

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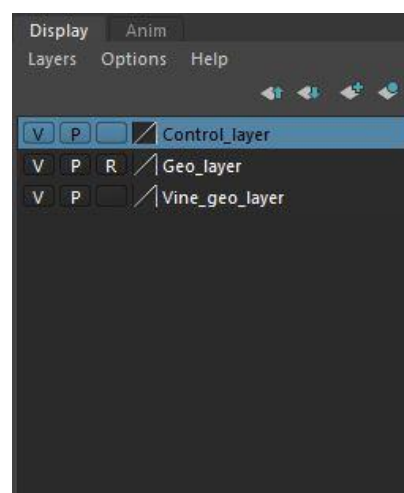
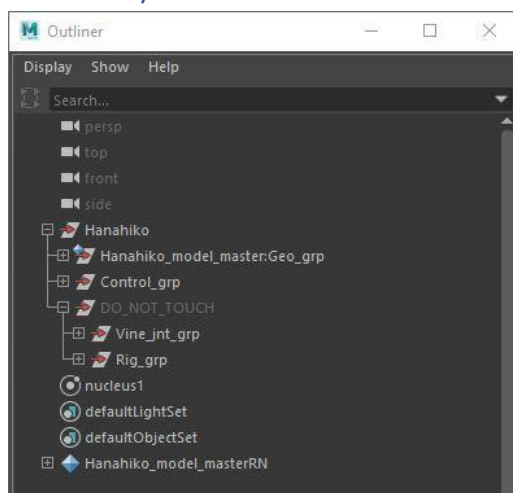
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## Skin



This model is based on the 2D sprite of Hanahiko from the game *Spirit Hunter: Death Mark*. He used to be a young boy who wore skirts and loved makeup until he died in a school fire, now he is a spirit that haunts mirrors and attacks with vines and thorns.

## Outline and Layers



The outliner has five main groups for the geometry, controls, vines, and rig, with the last two inside a hidden Do Not Touch group. There are layers for the controls, all geometry, and vine geometry, with

the Geo and Vine Layers defaulting to a reference. Since the vines automatically follow dynamic chains, hiding their geo can make animating easier on the program.

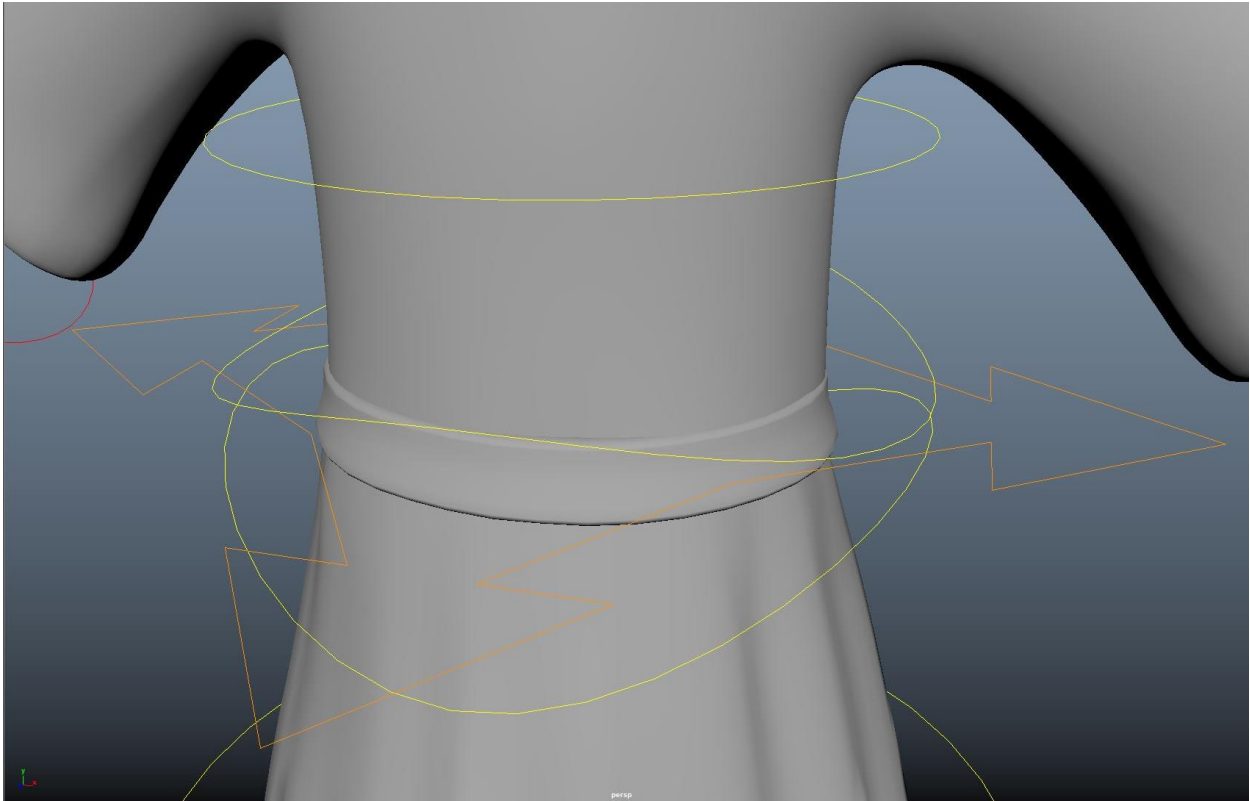
## Placement/Master Controls



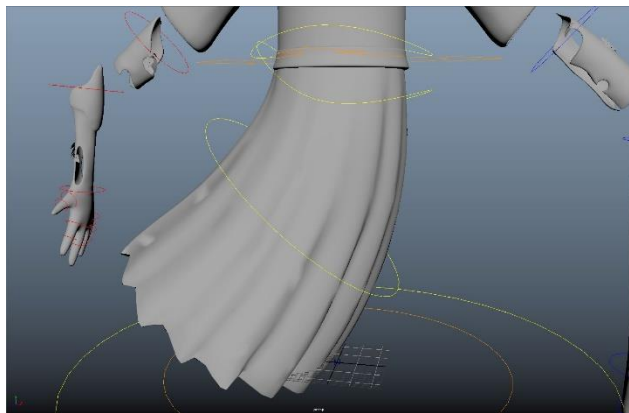
master_ctrl	
translateX	0
translateY	0
translateZ	0
rotateX	0
rotateY	0
rotateZ	0
master_scale	1

The orange circle at the base of the model is the master control which affects the entire model, including a master scale control. The large yellow circle around the master control is the placement control which allows extra location animation.

## COG and Hips

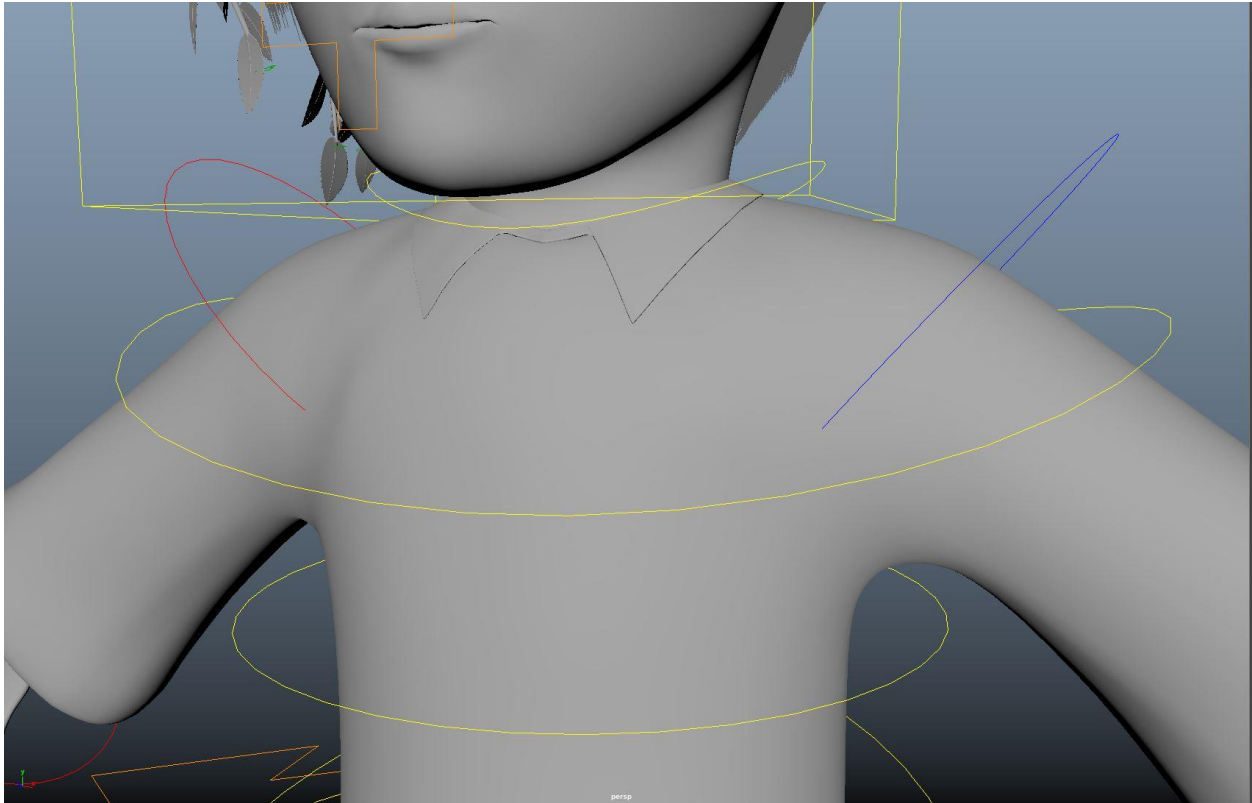


The orange control with four arrows is the COG control that only rotates, turning the whole model around its center of gravity. However, controls with a space-switch set to "World" will not follow the COG.



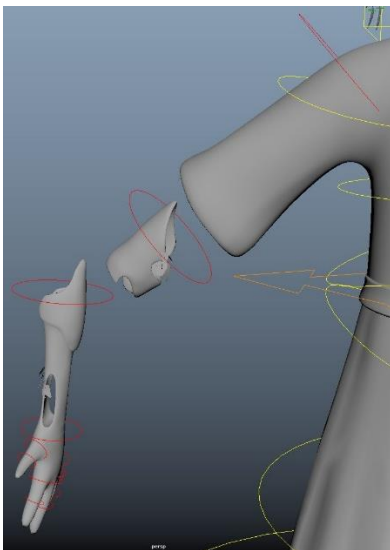
The two bent yellow circles are the hip controls. The one bending down controls from the hip down including the skirt control. The one bending up controls from the hip up. Both only rotate.

## Torso



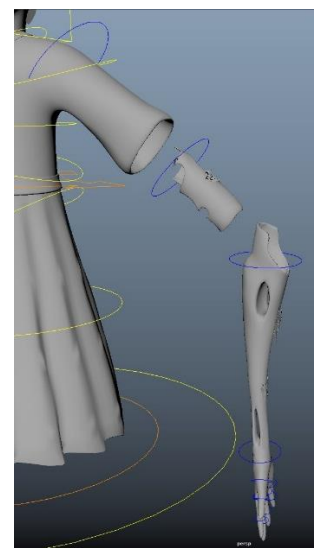
The yellow controls above the hip rotate the waist, chest, and base of the neck. They only rotate. The shoulder controls follow the chest control when their space switches are set to 1.

## Shoulder and Arm Sections



left_upper_arm_ctrl	
translateX	0
translateY	0
translateZ	0
rotateX	0
rotateY	0
rotateZ	0
world_shoulders	1

left_elbow_ctrl	
translateX	0
translateY	0
translateZ	0
rotateX	0
rotateY	0
rotateZ	0
world_forearm	1

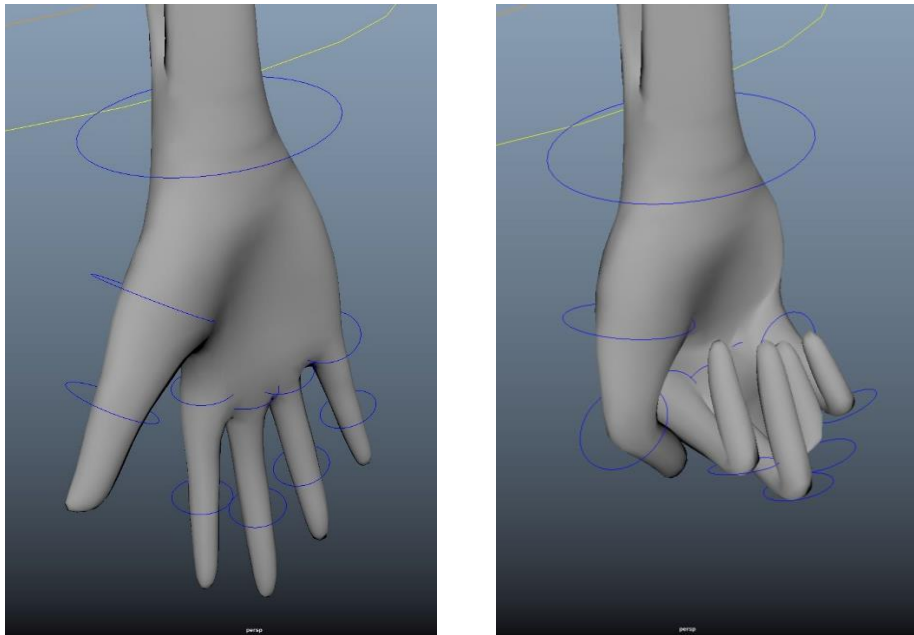


The blue/red circles around the shoulders control only rotate on the Y and Z axis. They control their respective arms from the shoulder to half the upper arm.

The upper arm control affects both rotations and translations of the first arm section. It will follow its respective shoulder control if its space switch is turned on, otherwise it follows nothing.

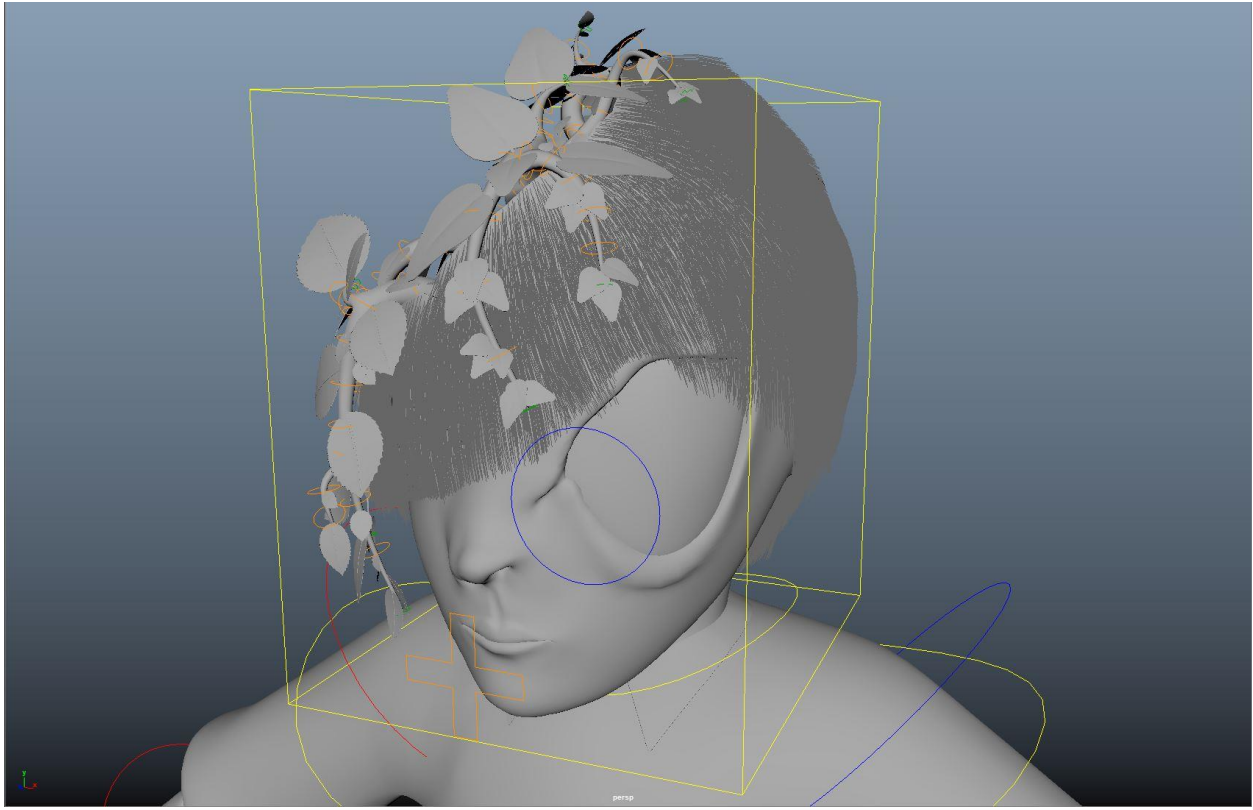
The elbow control affects both rotations and translations of the second arm section including the hand and wrist. It will follow the upper arm control if its space switch is turned on, otherwise it follows nothing. Unless the upper arm's control is following the shoulder, the elbow will not be affected by the shoulder.

## Hand



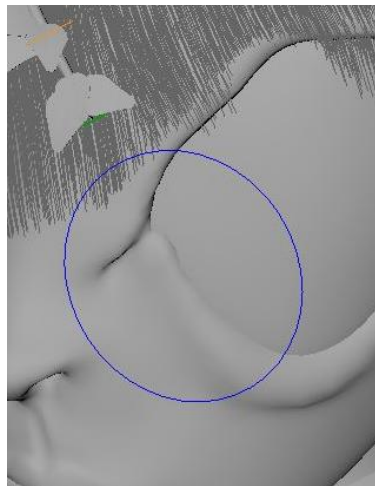
Each finger has 2 controls. The base controls rotate along the Y and Z axis, except for the thumb base which has all rotations. All mid controls rotate on the Y axis only.

## Head



The yellow box control rotates the head and all relevant controls. It can only rotate.

## Eye

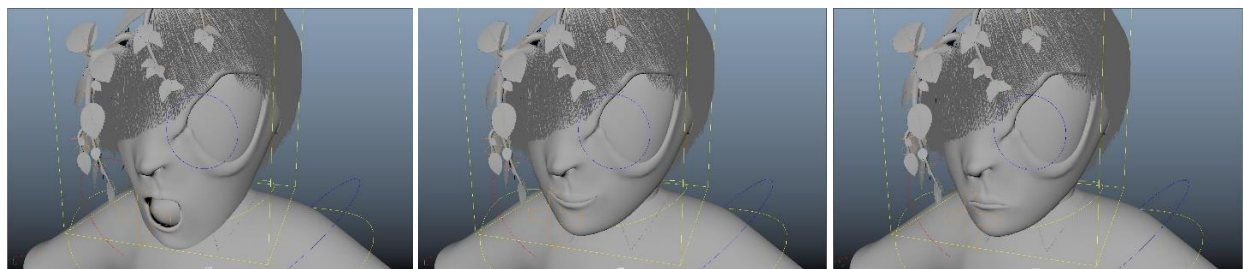
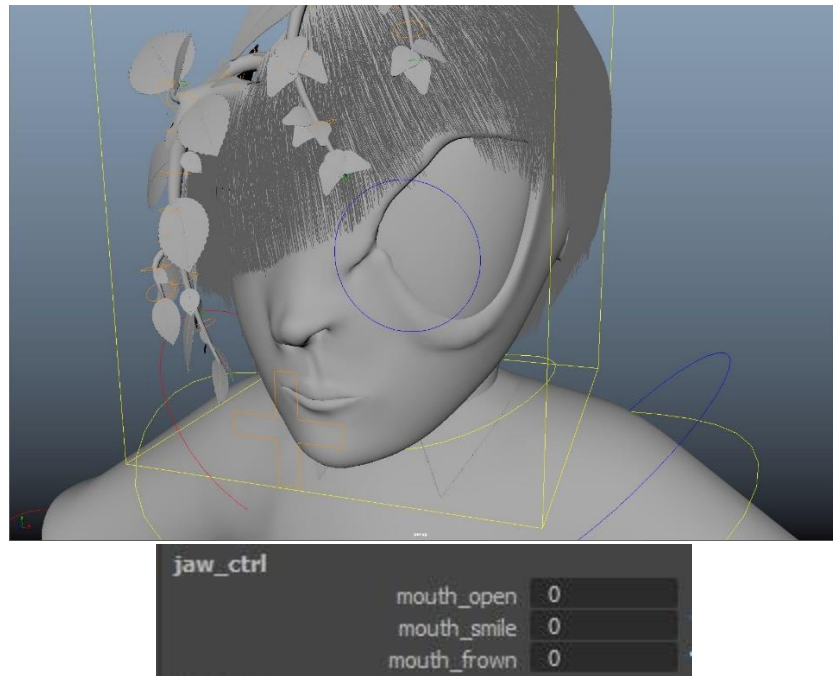


left_eye_ctrl	
translateX	0
translateY	0
world_head	1

The blue circle in front of the large eye controls where the eye is pointing. The control can also only translate along the X and Y axis and the translations are limited. It also has a space switch that follows the head control when on and nothing when off. Note that it controls the texture of the eye rather than the geometry, so the texture may appear strange if the head control is rotated too far while the space switch is off.

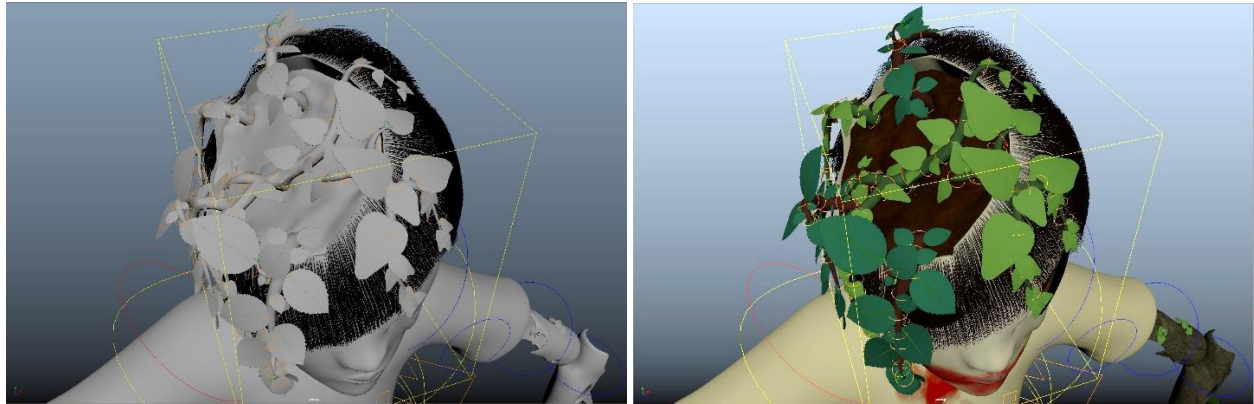
There is no control for the right eye. It is pure black and purely aesthetic.

## Mouth



The orange plus in front of the mouth changes its shape. There are 3 different mouth types in total that can be mixed: open, smile, and frown.

## Vines



visibility	on
FK	0
Static	0
Attachment_Points	0
Stiffness	0
Start_Curve_Attract	0.3
Attraction_Damp	0
Gravity	0.98
Damp	0
Drag	0.05
Motion_Drag	0
Turbulence_Strength	0
Turbulence_Frequency	0.2
Turbulence_Speed	0.2

There are 6 vines total, each set as a dynamic chain that will animate automatically based on the model's other animations. The leaves will automatically follow their vine. There are orange controls around each joint that can be animated separately if necessary. The green plus at the end of each vine controls their individual dynamic chain's attributes. As default they have all the same settings, but they can be made different if necessary