A Year Without a Santa Claus:

Snow Miser

User Manual

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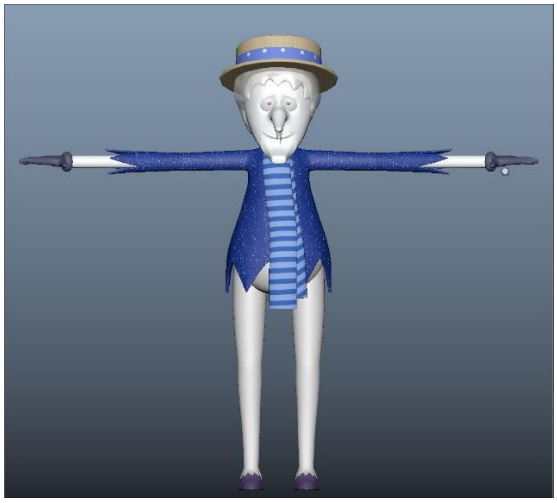
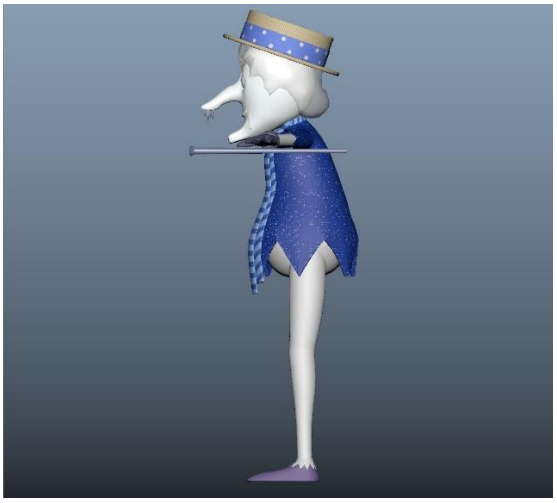
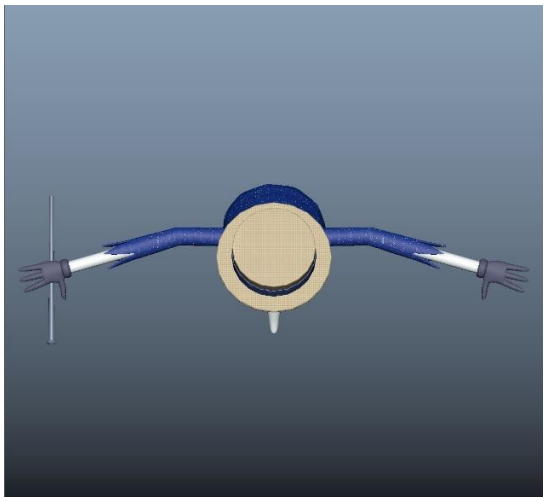
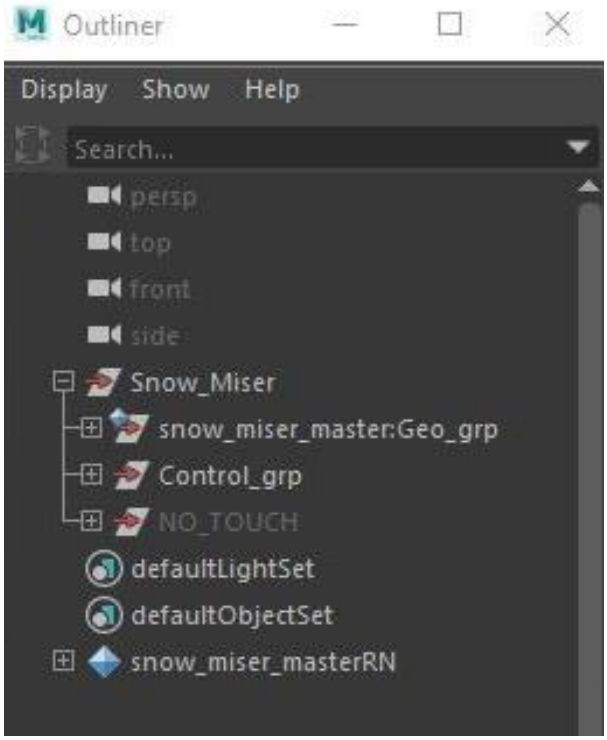
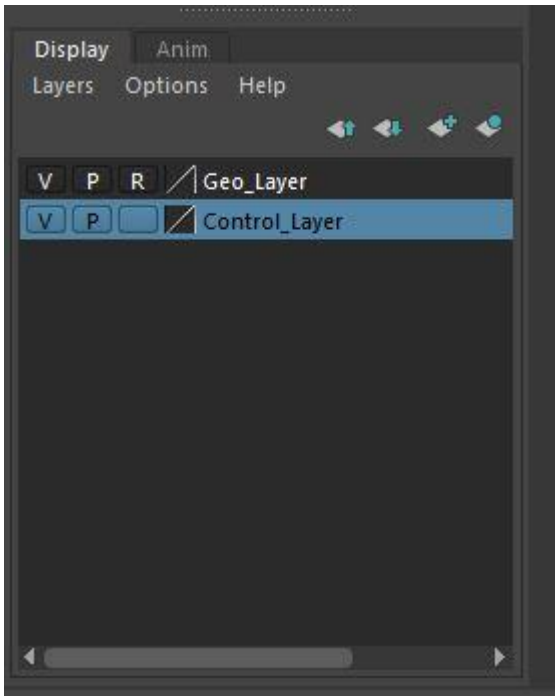
Skin

Outliner and Layers

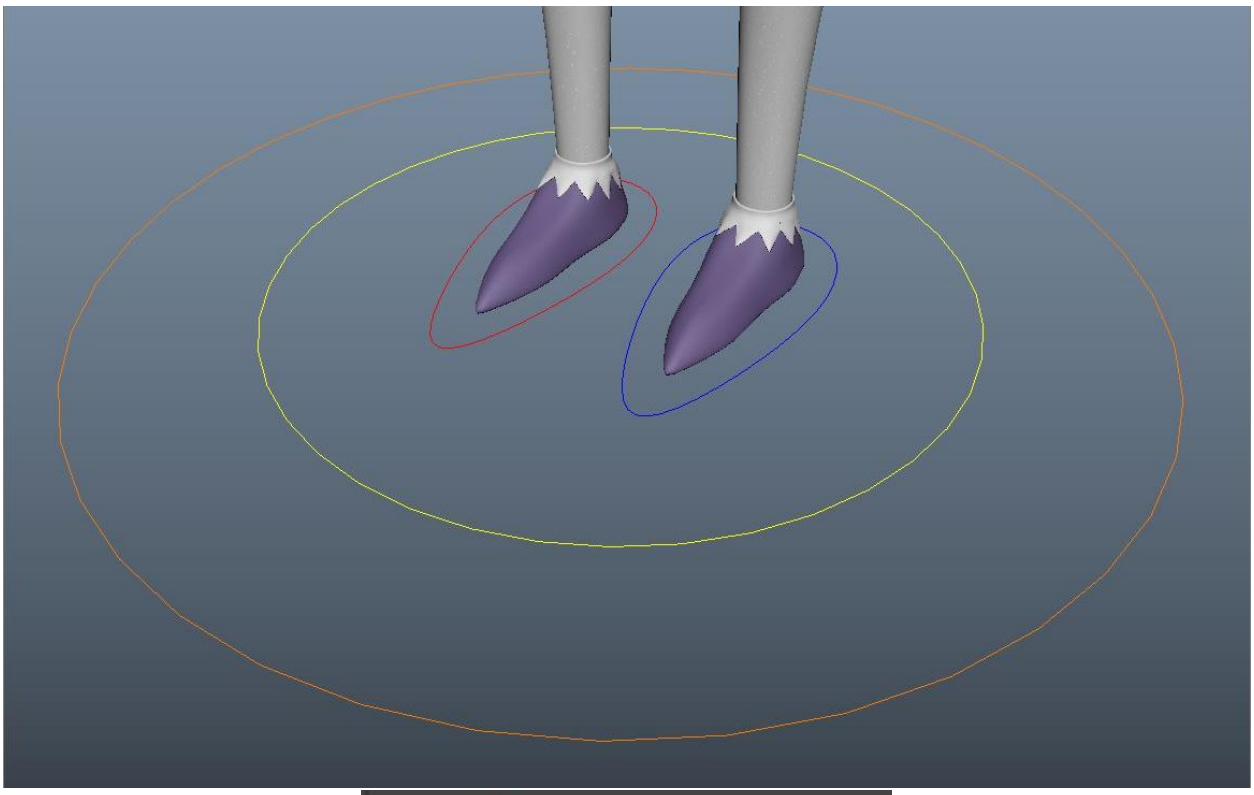




There are two layers, one for the geometry and one for the controls. The “Geo Layer” is set to “Reference” on default.

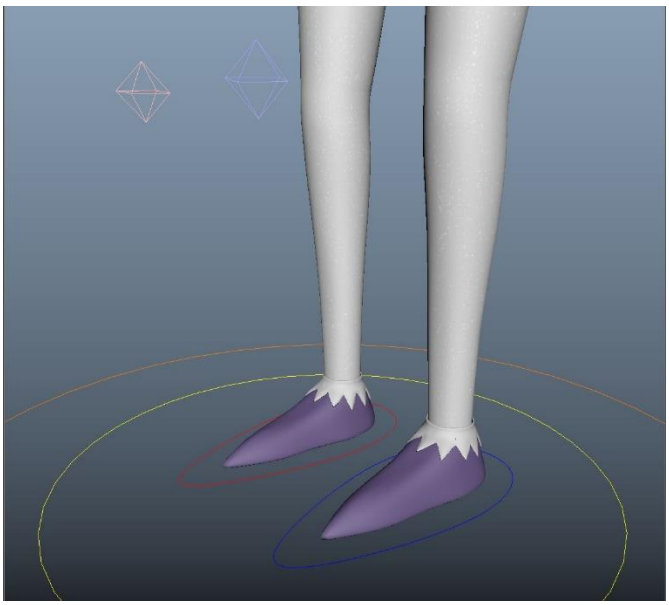
The outliner shows the main group named “Snow_Miser,” and three subgroups, one for geometry, one for the controls, and one for the joints and IK handles that the animator should not touch.

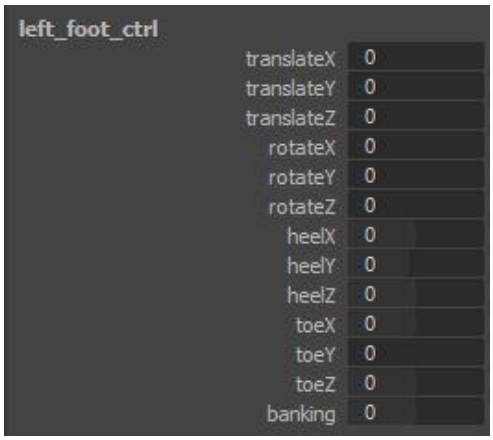
Placement/Master Controls



The yellow circle at the base of the model is the Master Control, which controls the entire model including its scale. All space switches treat the Master Control as “World.” The orange circle is the Placement control and is the parent of the master control.

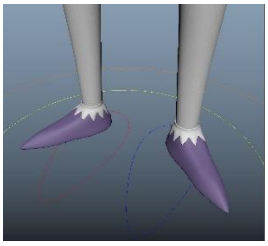
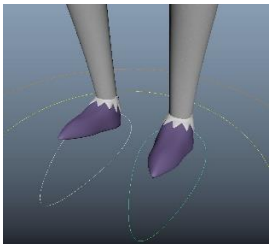
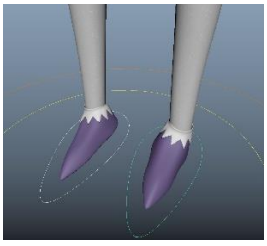
Feet and Legs

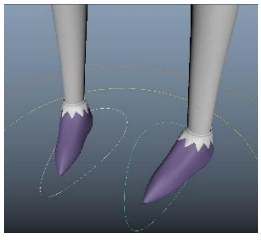
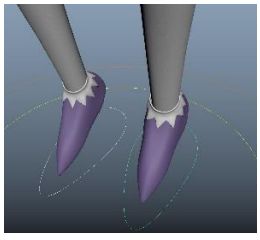
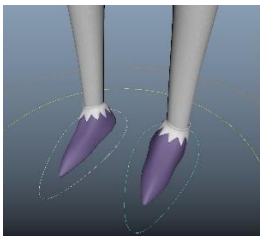


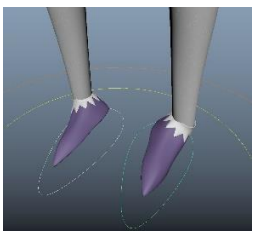


The rhombuses in front of the knees change the direction the knee is pointing and can only move along the X-axis. They also have a space switch that changes whether they are free-floating or follow their respective the foot controls.

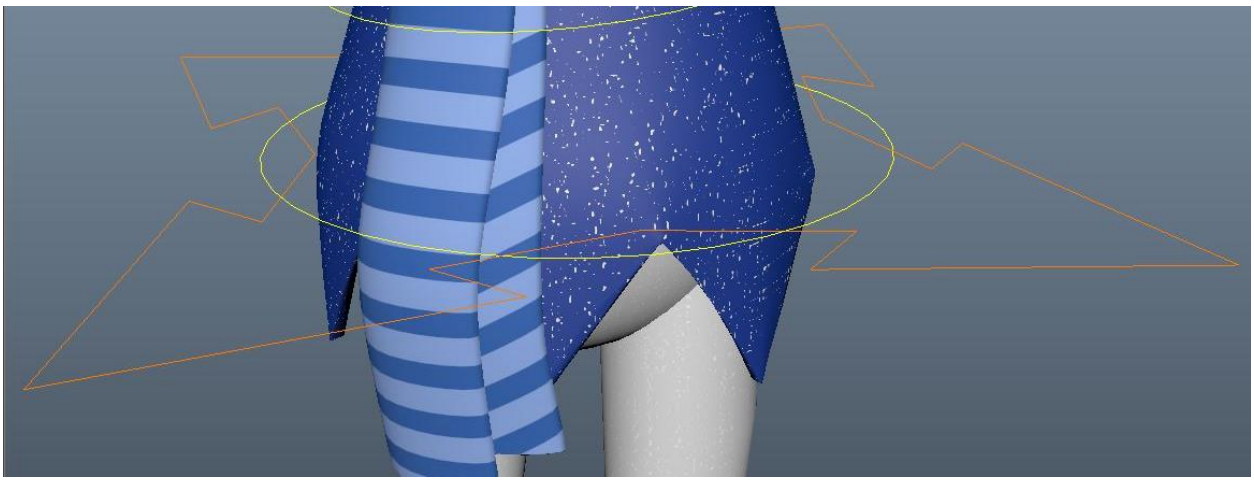
The ovals around the feet control their position and rotation. The extra attributes on the controls change the angle of the foot with the heel, toe, or edges of the foot as a pivot point. These attributes are limited.

Heel X: 
Heel Y: 
Heel Z: 

Toe X: 
Toe Y: 
Toe Z: 

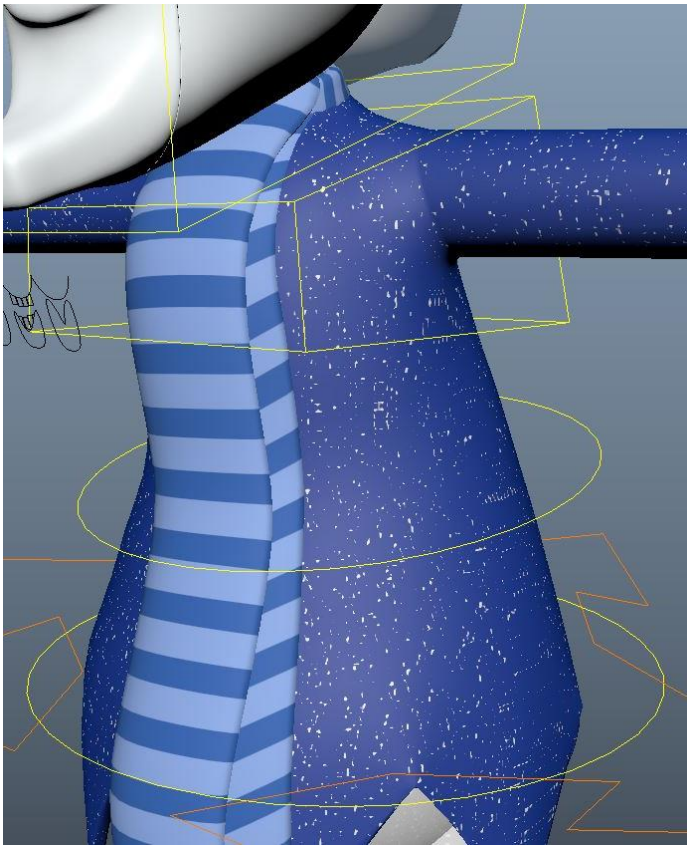
Banking: 

COG and Hip



The COG control is the orange arrows and affects the entire model, allowing rotation around model's hips. The hip control is the yellow circle overlapping the COG control and rotates the model's upper body with no effects on the legs. Neither have added attributes.

Torso

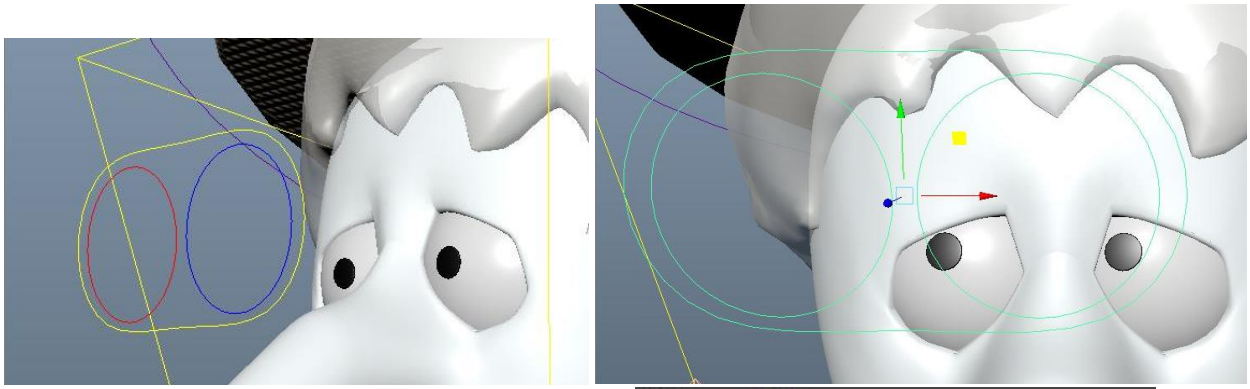


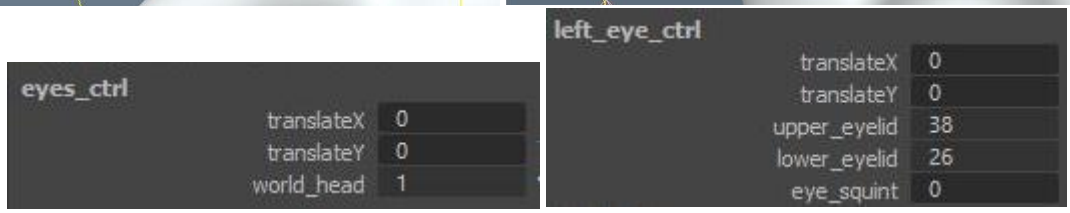
Above the hip control is the yellow waist control and the yellow cube chest control. Both can only rotate and have limited rotations. Neither have extra attributes.

Head

The yellow cube around the head controls its rotation. It has no extra attributes.

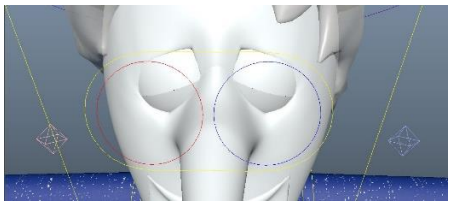
Eyes

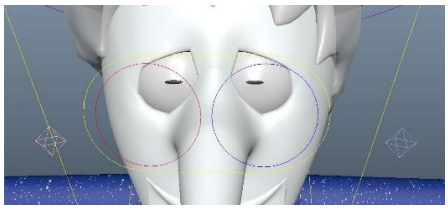




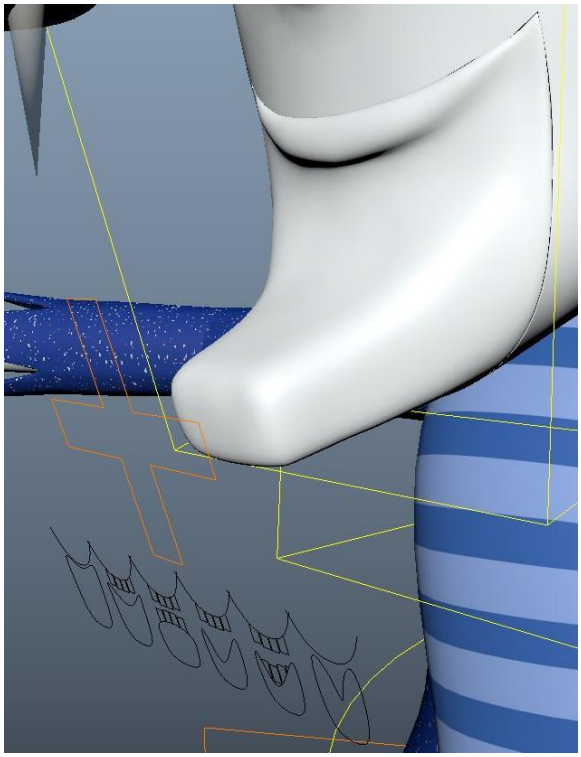
The yellow outer oval can only be moved along the xy axis and controls the direction of the individual eye controls. Its space switch changes whether it follows the head control's rotations.

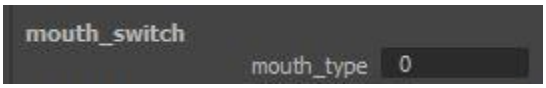
The circular individual eye controls only move along the xy axis and had limited attributes that control the eyelids and the "squish" of the pupil.

Eyelids closed: 

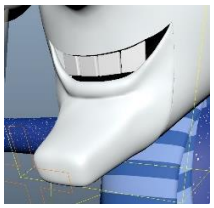
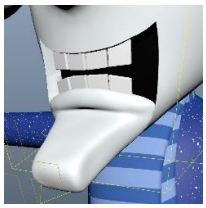
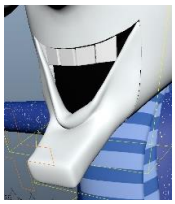
Eye Squish: 

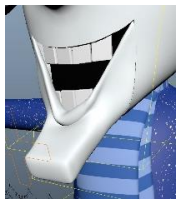
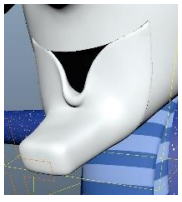
Mouth



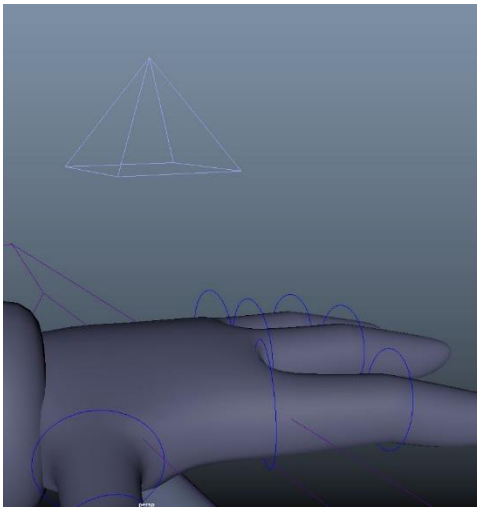


The orange plus sign changes which jaw the model has. The black shapes under the plus sign show which jaw corresponds to which number. Jaw #0 is the default smile.

Jaw 1: 
Jaw 2: 
Jaw 3: 

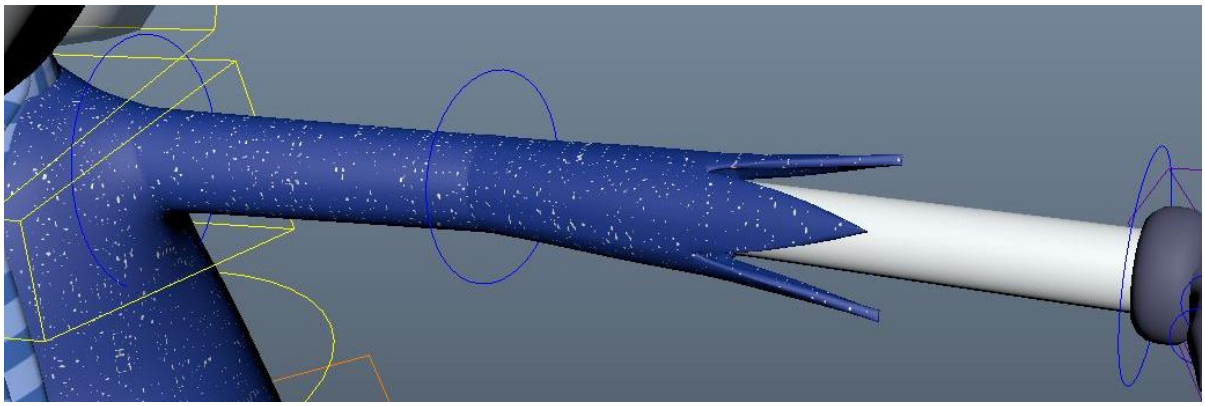
Jaw 4: 
Jaw 5: 

Arms' FK/IK Switch



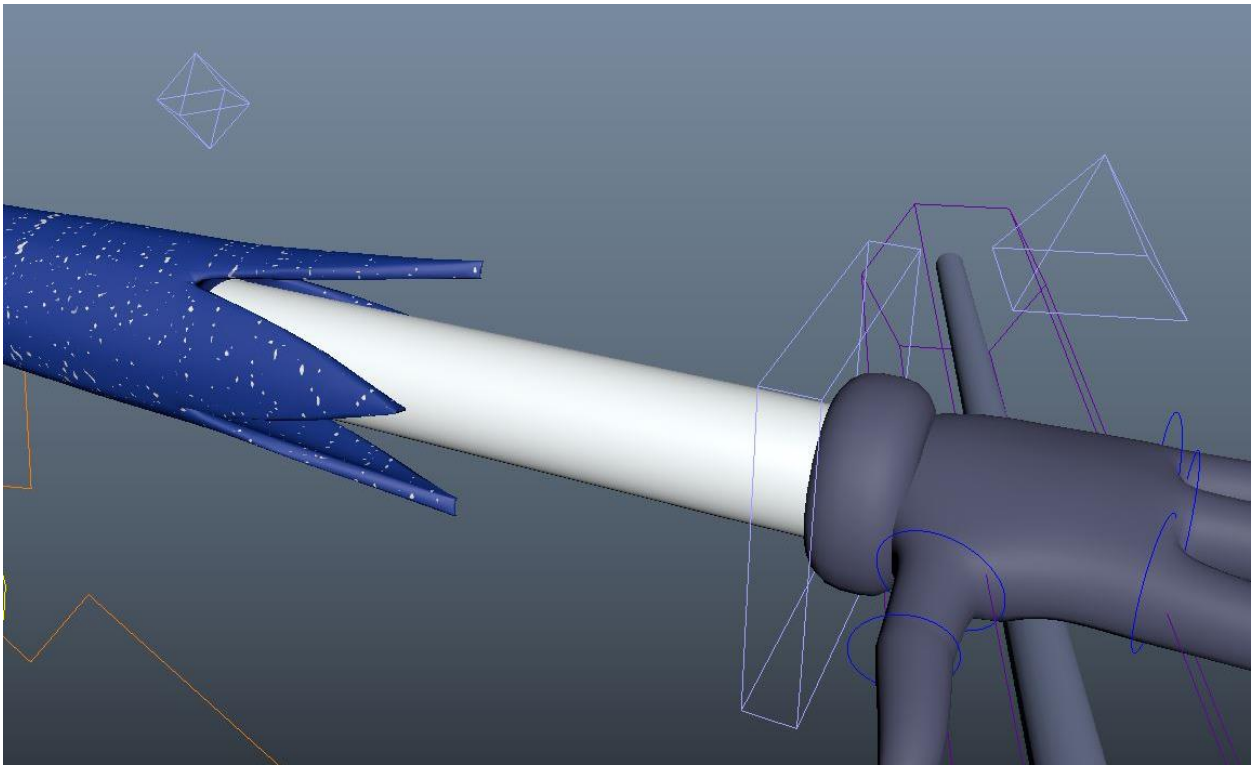
The pyramid above the palm of the hands switches the arm between IK and FK mode. It will always follow the palm and has no other attributes.

FK Arm



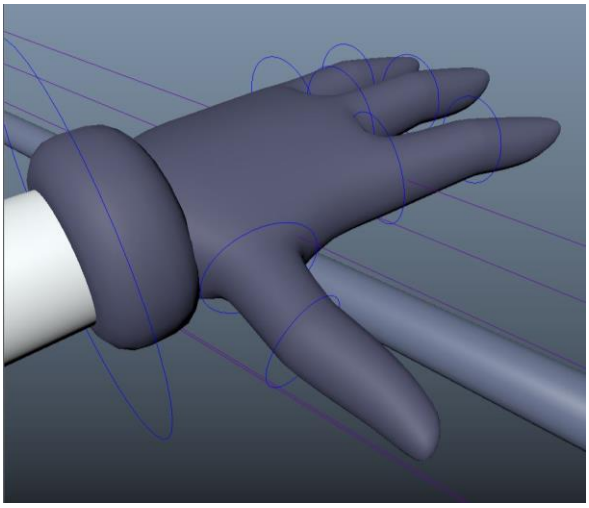
The three circles along the arm allow manual rotation of the shoulder, elbow, and wrist. The elbow can only rotate on the y axis, the other two have full rotation.

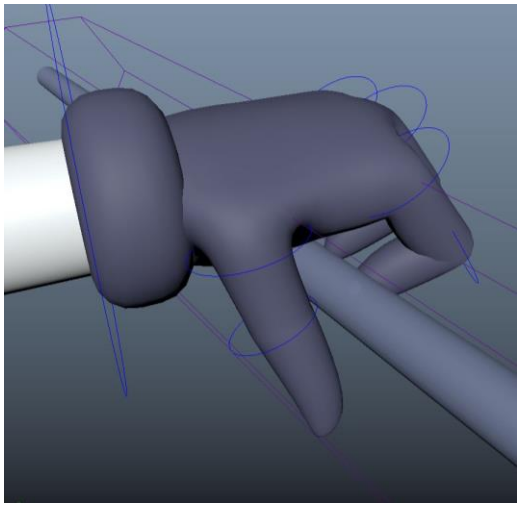
IK Arm



The square around the wrist controls the arm and has both translations and rotations, as well as a space switch for the world, hip, and head. The rhombuses by the elbows change the direction it points and has a space switch to make them either follow the world or the hand.

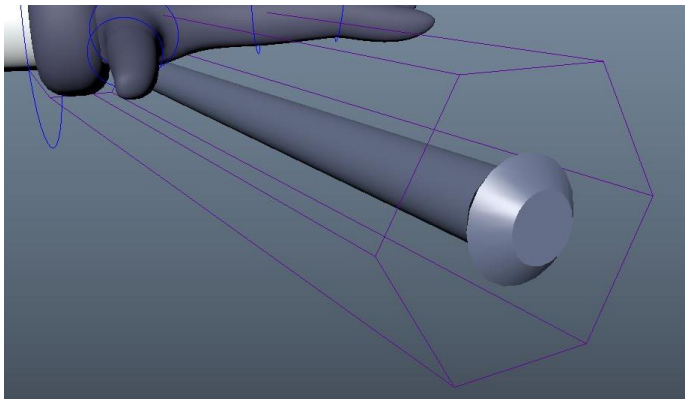
Hand

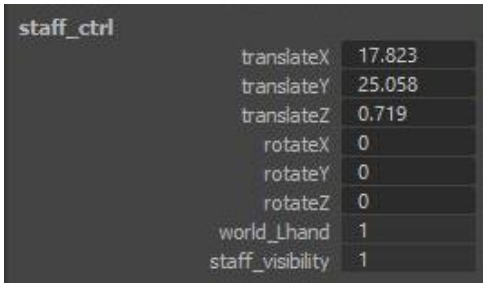


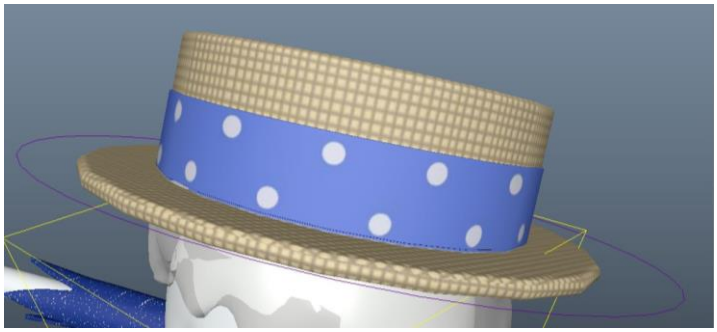


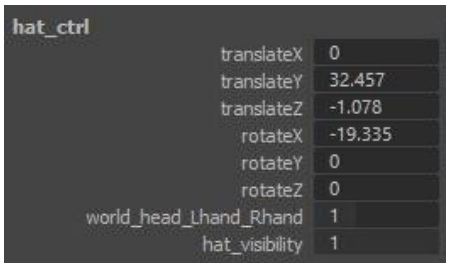
The hands have circular controls around each finger, all limited. The circles at the base of the fingers move along the yz axis while the middle controls only rotate along the z axis, except for the thumb where the base rotates on all axis and the middle control rotates on the y axis.

Props









There are two props with this model, a hat and a cane. Both have controls that change their rotations, translations, and visibility. The hat has a space switch that changes whether it follows the head, either hand, or nothing. The cane has a space switch that changes whether it follows the left hand or not. Both also start with translations and/or rotations.