

IK Helper Tool

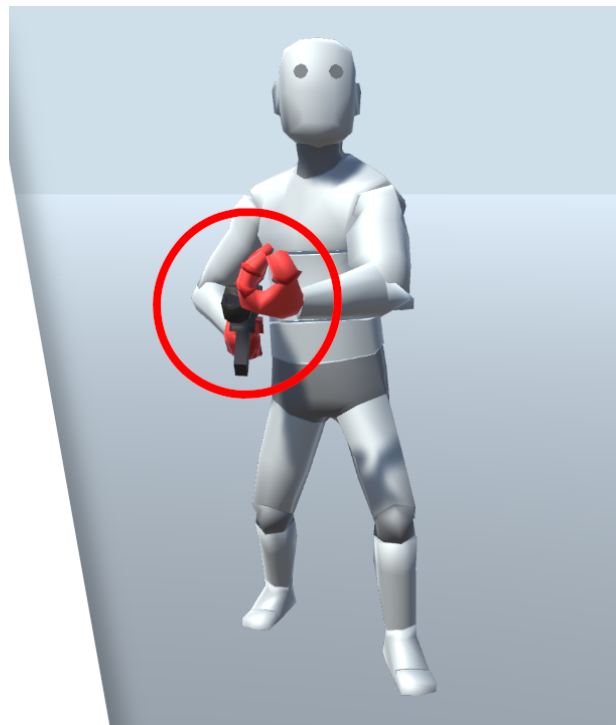
Unity Script Asset

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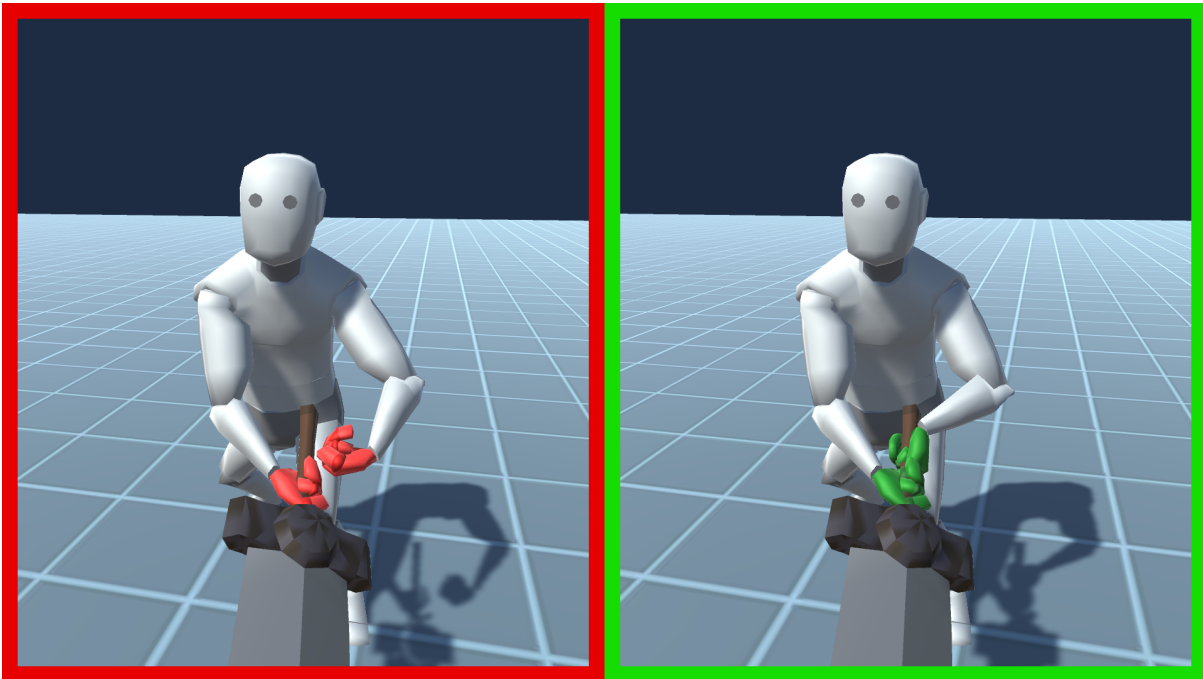


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Overview

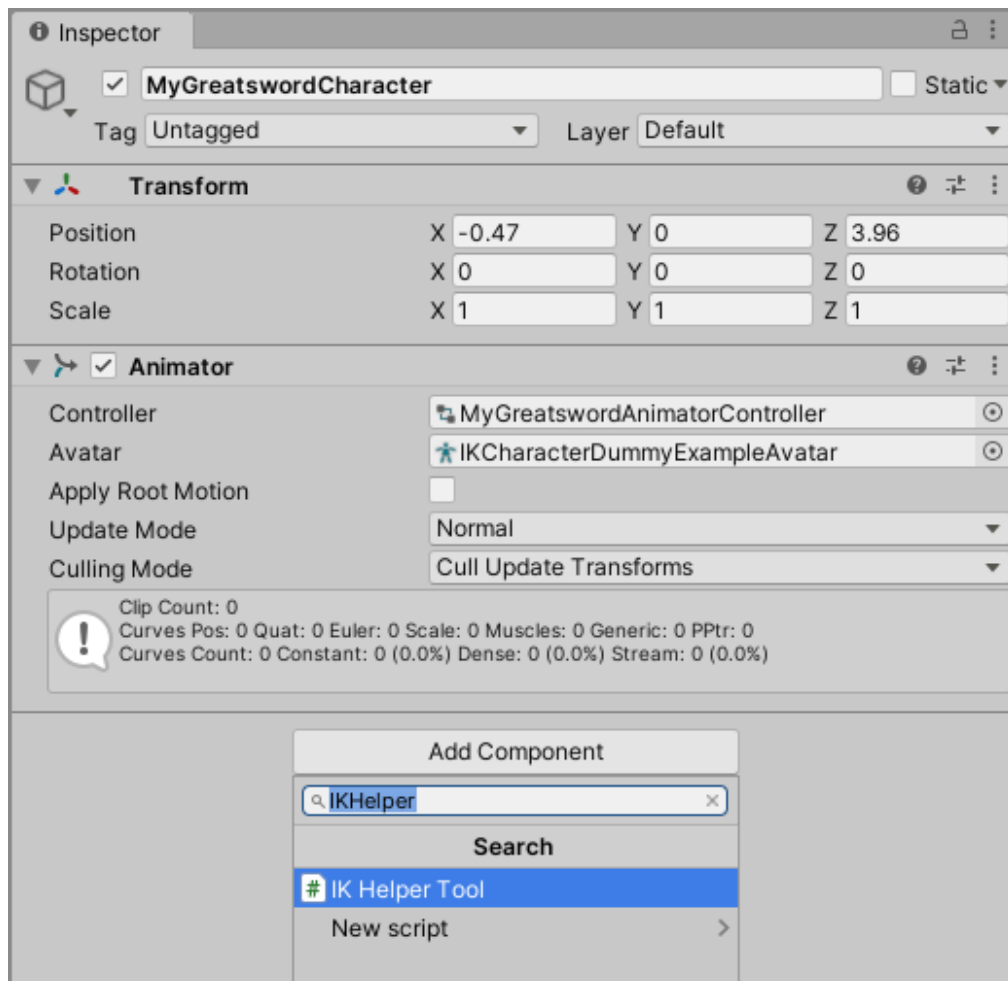
IK Helper Tool is a script that fixes mispositioned hands when retargeting animations (holding an item or prop) between two models with different arm rig length.



Step-by-Step Guide

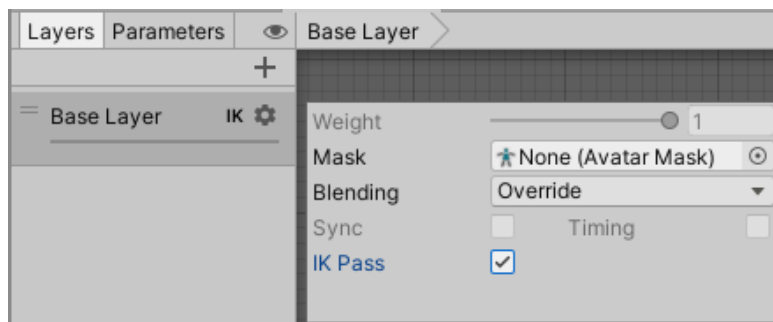
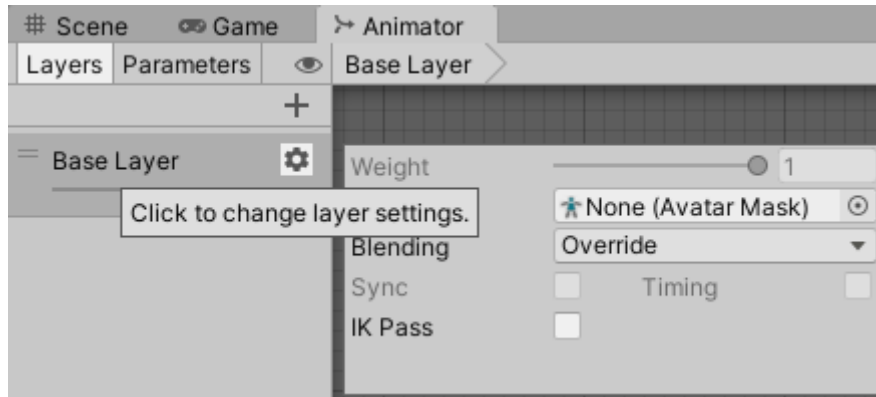
1 - Add the IK Helper Tool Script as Component to your character model

Select your character model and click on **“Add Component”** to search for the script.



2 - Check the IK Pass box

Open the Animator (Window > Animation > Animator) and click on the gear to change the Base Layer settings. Check the IK Pass box.

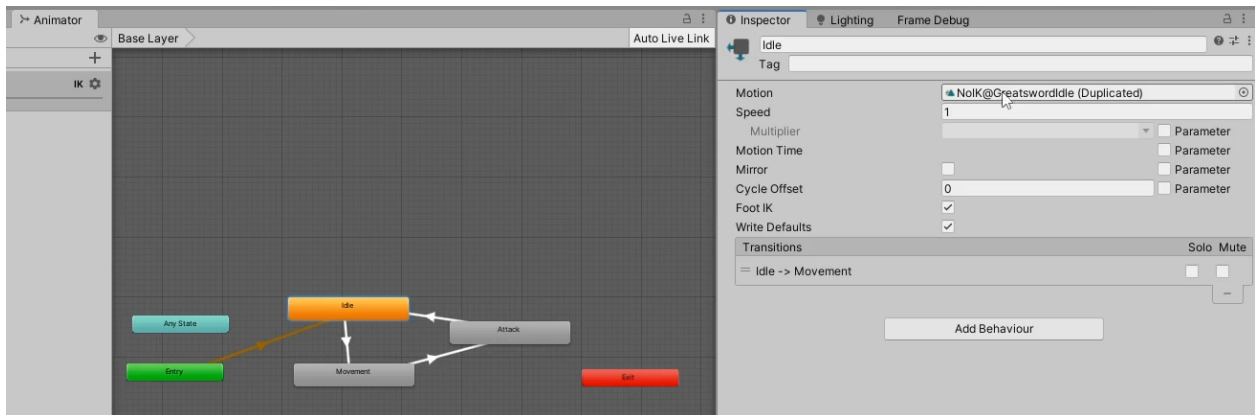


3 - Duplicate the Animation Clips that you want to fix

Duplicating the animation clips will make them writable.

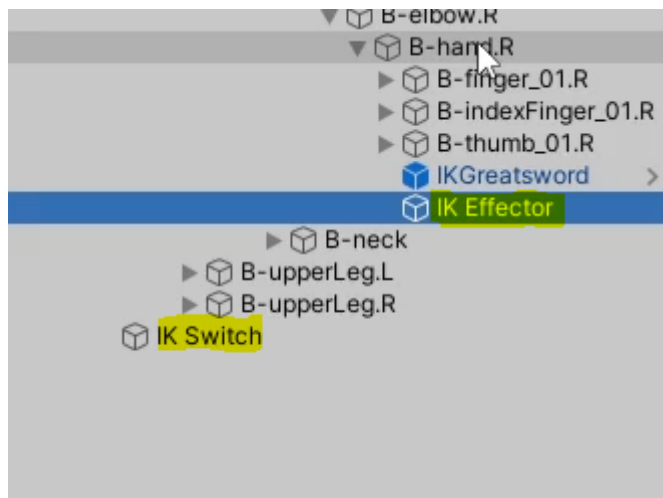


Once the animations are duplicated and renamed (to tell them apart from the originals), put the duplicated animation clips in their corresponding animations in the Animator.

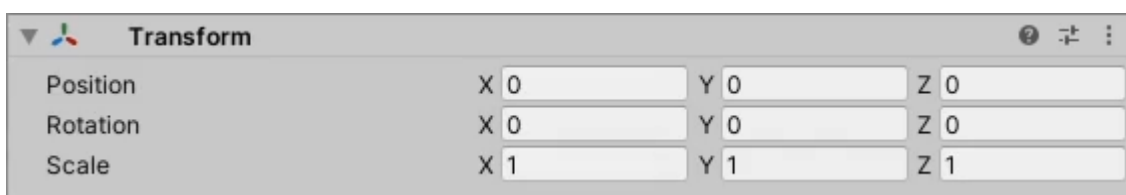


4 - Create two empty GameObjects: The IK Effector and the IK Switch

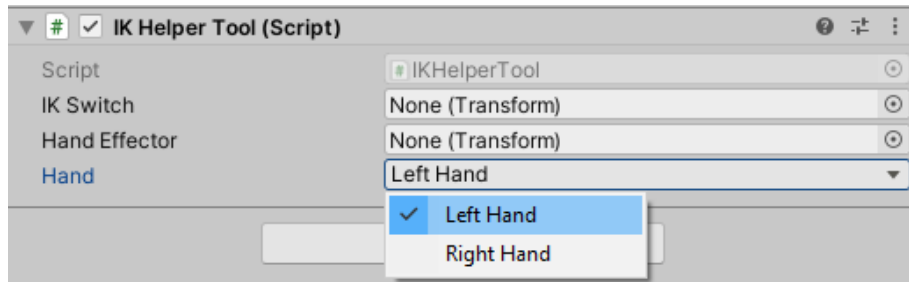
Create two GameObjects: One will be the IK Effector and the other the IK Switch. Make the IK Switch child of the Model and the IK Effector child of the hand that does NOT need any fix.



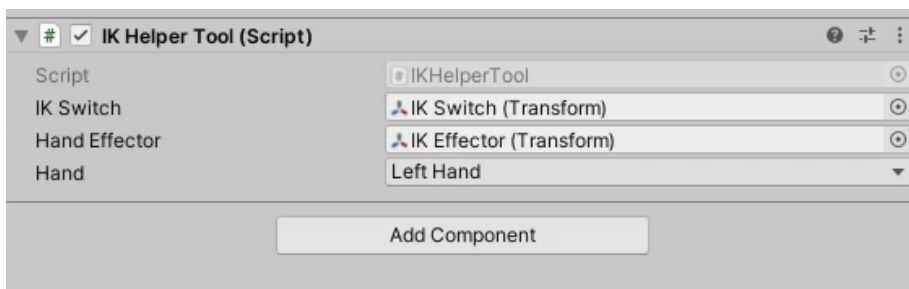
Don't forget to reset their transform positions by making every value in the Transform of the GameObjects equal to 0.



In the 'Hand' field we can select which hand needs to be fixed. Usually there is one hand that controls both the object being held and the other hand.

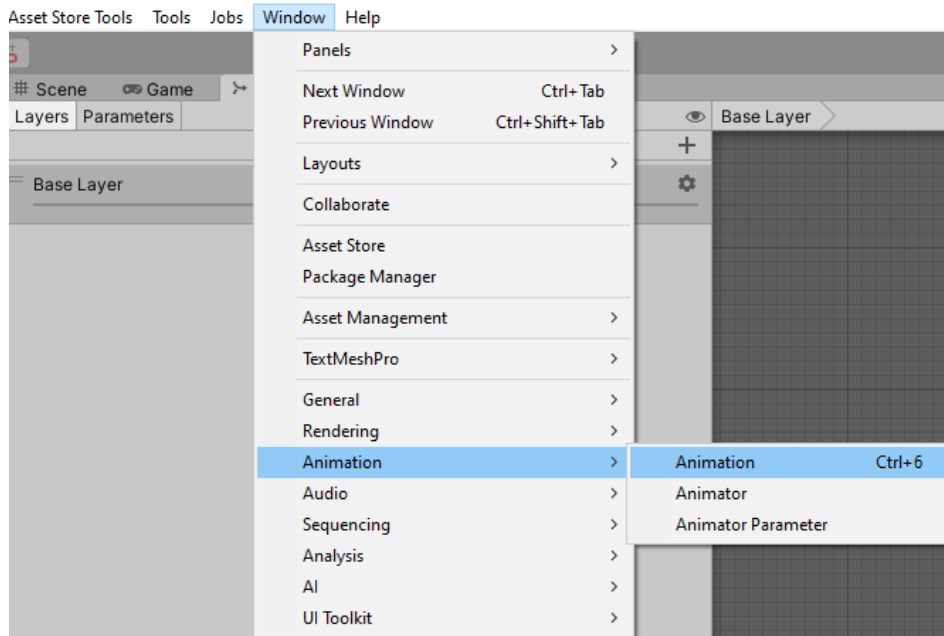


The IK Switch and Effector we just created should be referenced in the script.

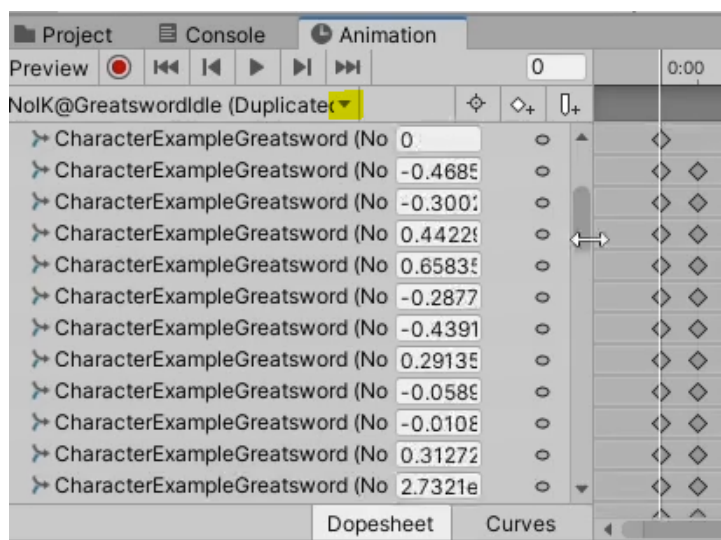


5 - Change the Position Property of the IK Effector

For the next step we need to select our character and, while it is selected, we are going to open the Animation window using the Unity top menu bar (Window > Animation > Animation).

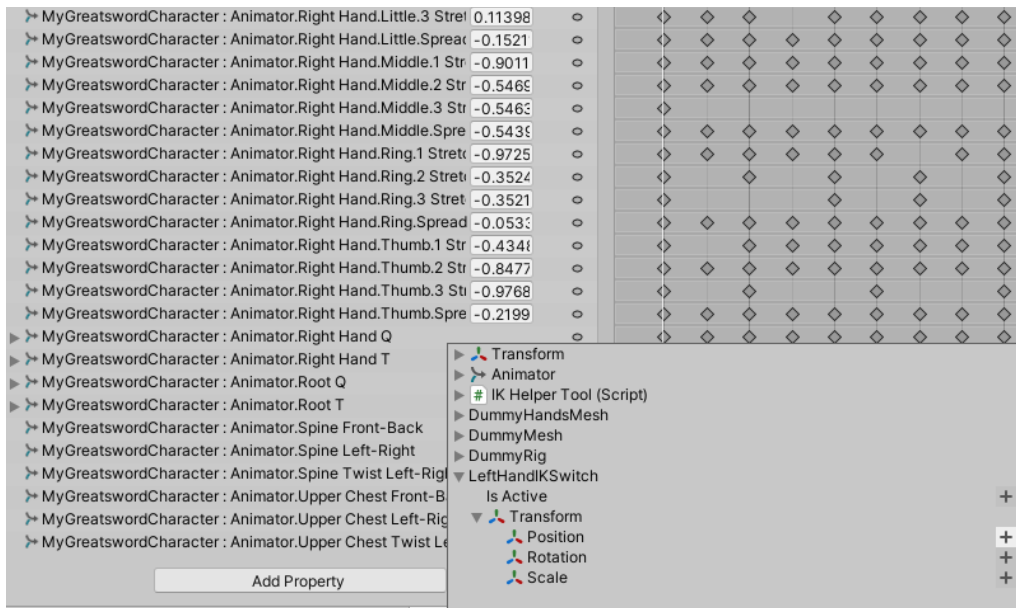


We will see something like this:



Select the animation to fix in the drop down at the top. Carefully scroll down to bottom and make sure you don't edit any values, we can mess up the animation. If that happens we can make a new duplicate from the original animation again.

At the bottom we will see a button called **"Add Property"**. Click on it, look for the IK Switch GameObject we created before and select to Add Position property (under Transform).

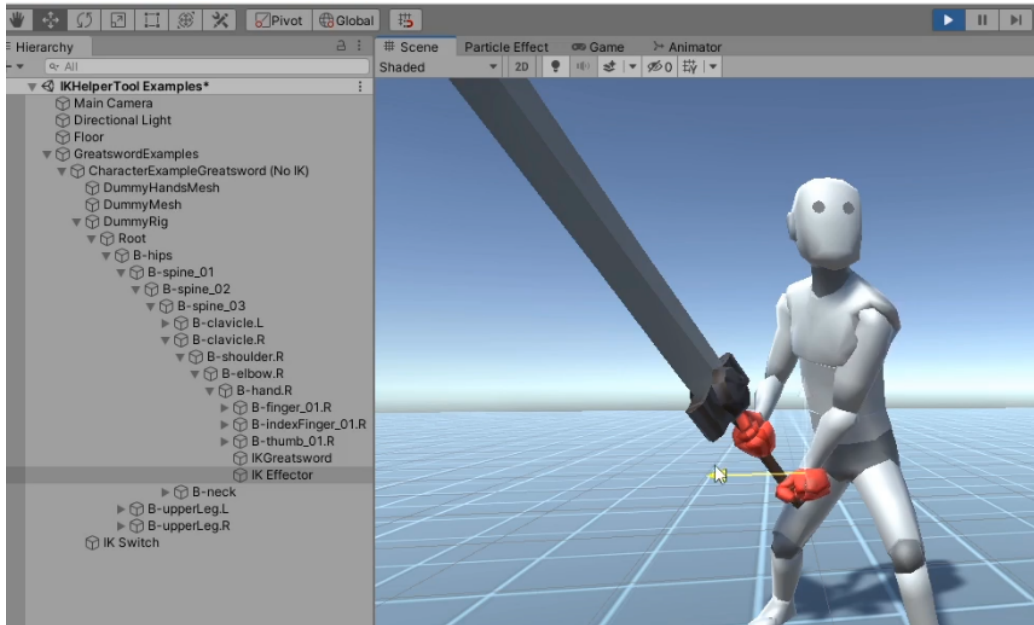


Then we will set the value of Position.y to 1 in the first and the final frame.

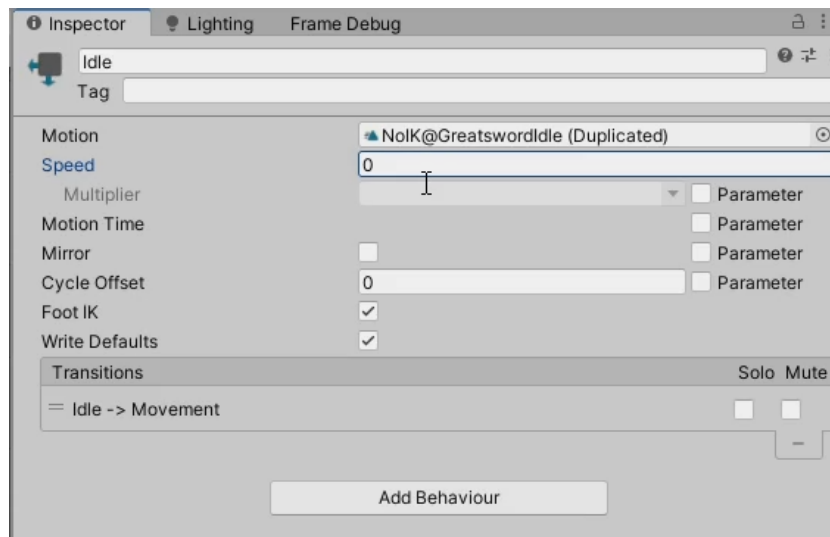


6 - Place the hands in their correct position

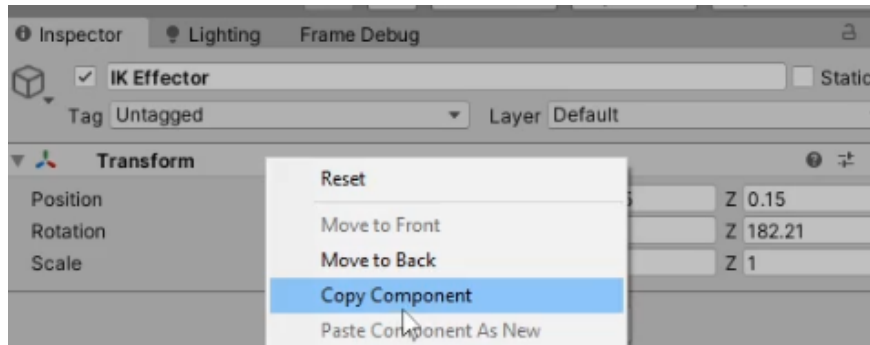
Now we should be able to move the position of the hand to be fixed by moving the position of the IK Effector in PlayMode.



It's recommended to reduce the animation speed to 0 in the Animator to have an easier time doing this.

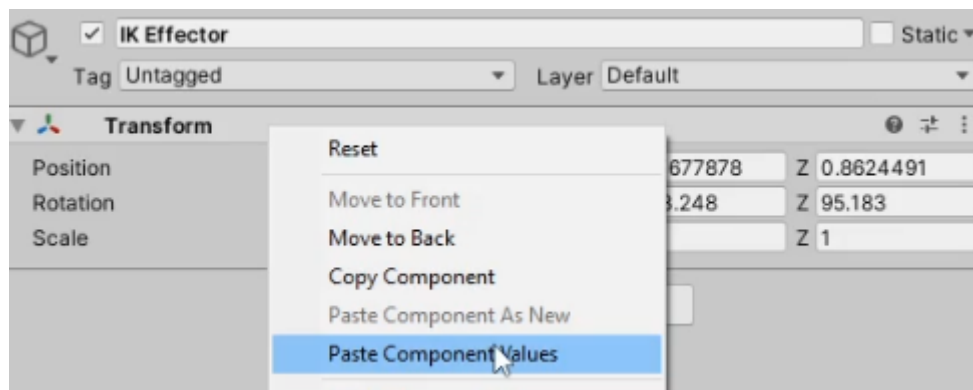


Without exiting PlayMode and once the hand is in the correct position, we should copy the IK Effector position components.



7 - Paste the Transform Components in the IK Effector and test the Animation

Finally just paste the Transform Component Values in the IK Effector outside PlayMode and we are done.



Don't forget to turn the speed of the animations back to their original value (inside the Animation State from the Animator Controller component).

Contact Support

For support, questions or suggestions regarding this product send me an email to:

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