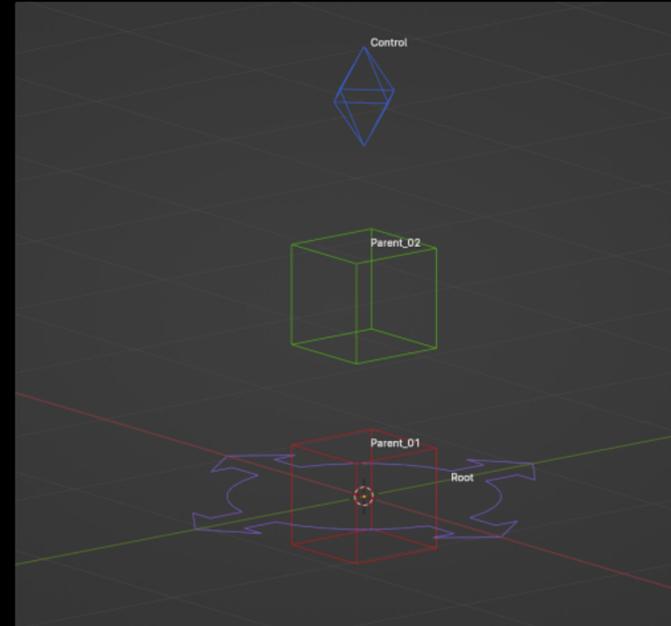


# RIG

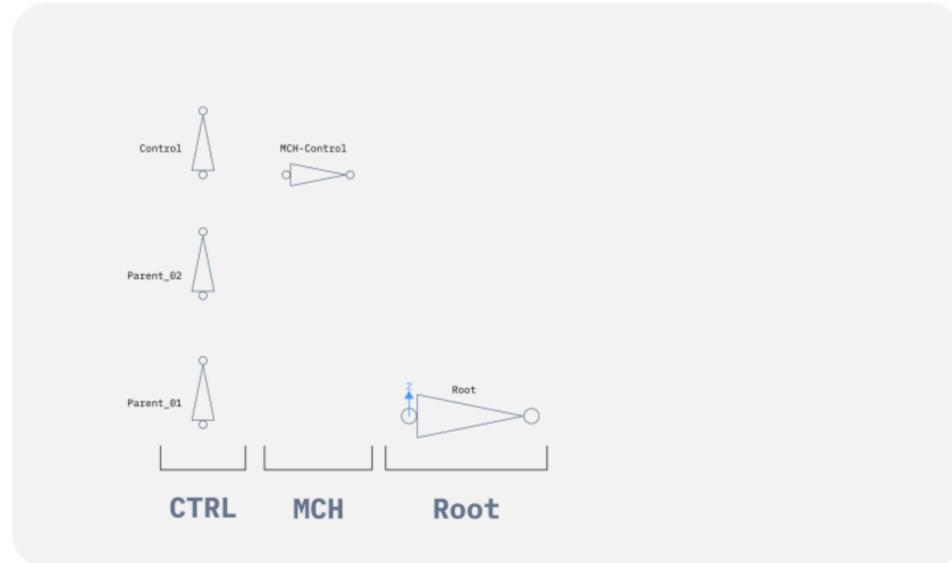
Blender's  
Character Rigging  
Playbook

# Schematics Reference Guide



Parent Switch simplified example

BONES



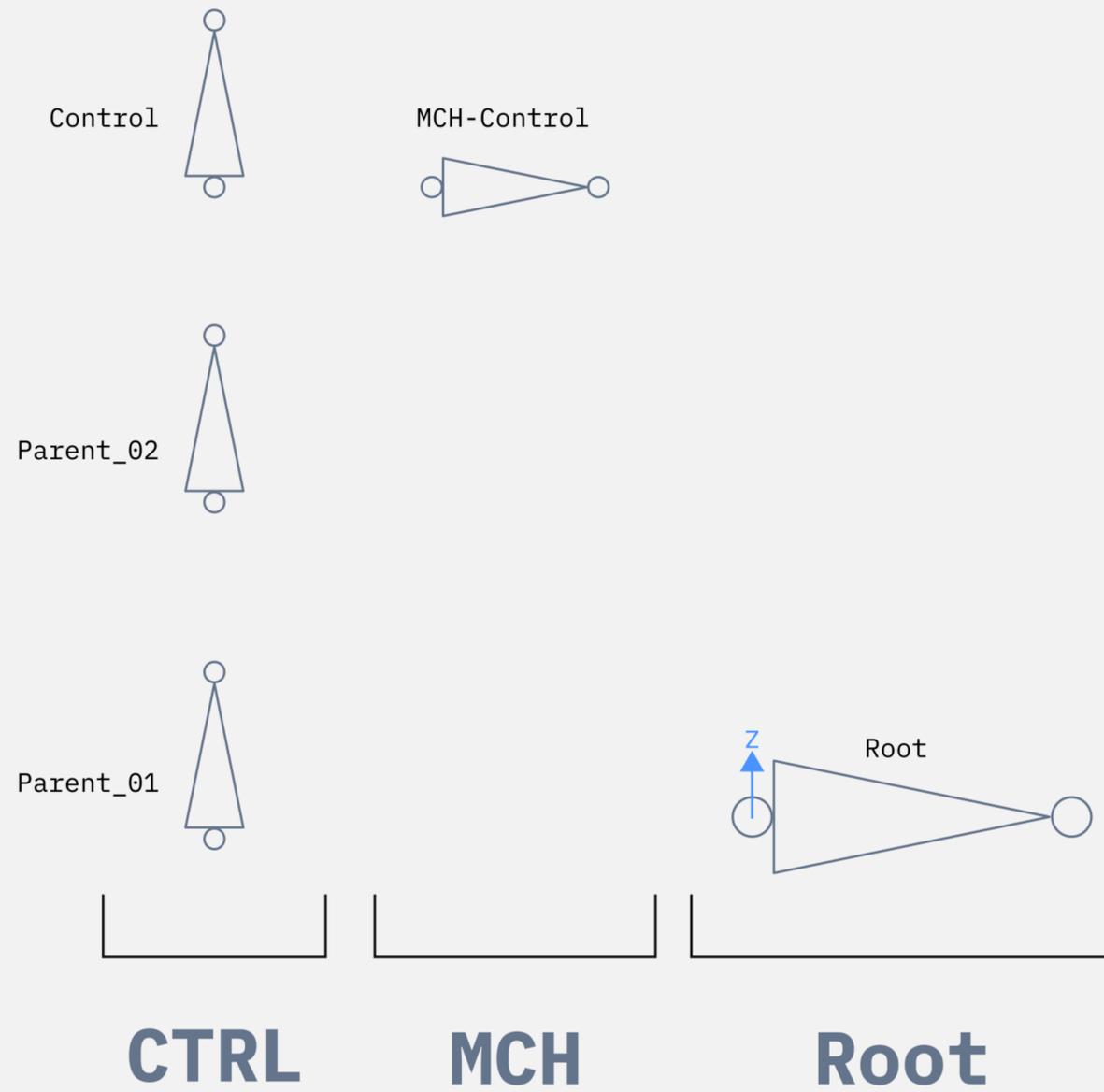
CGCOOKIE.COM

CGCOOKIE.COM

V01

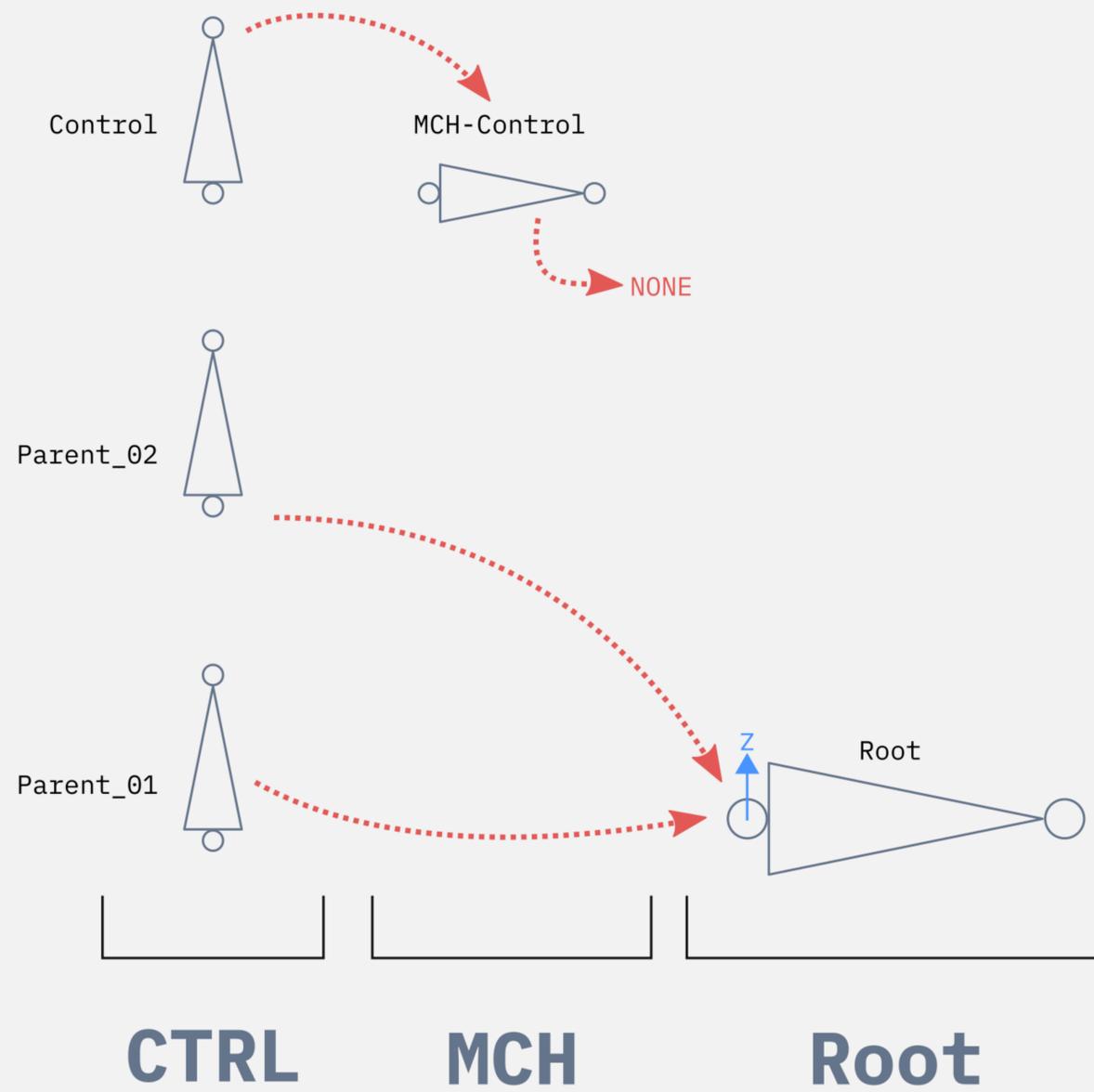
# Parent Switch simplified example

BONES



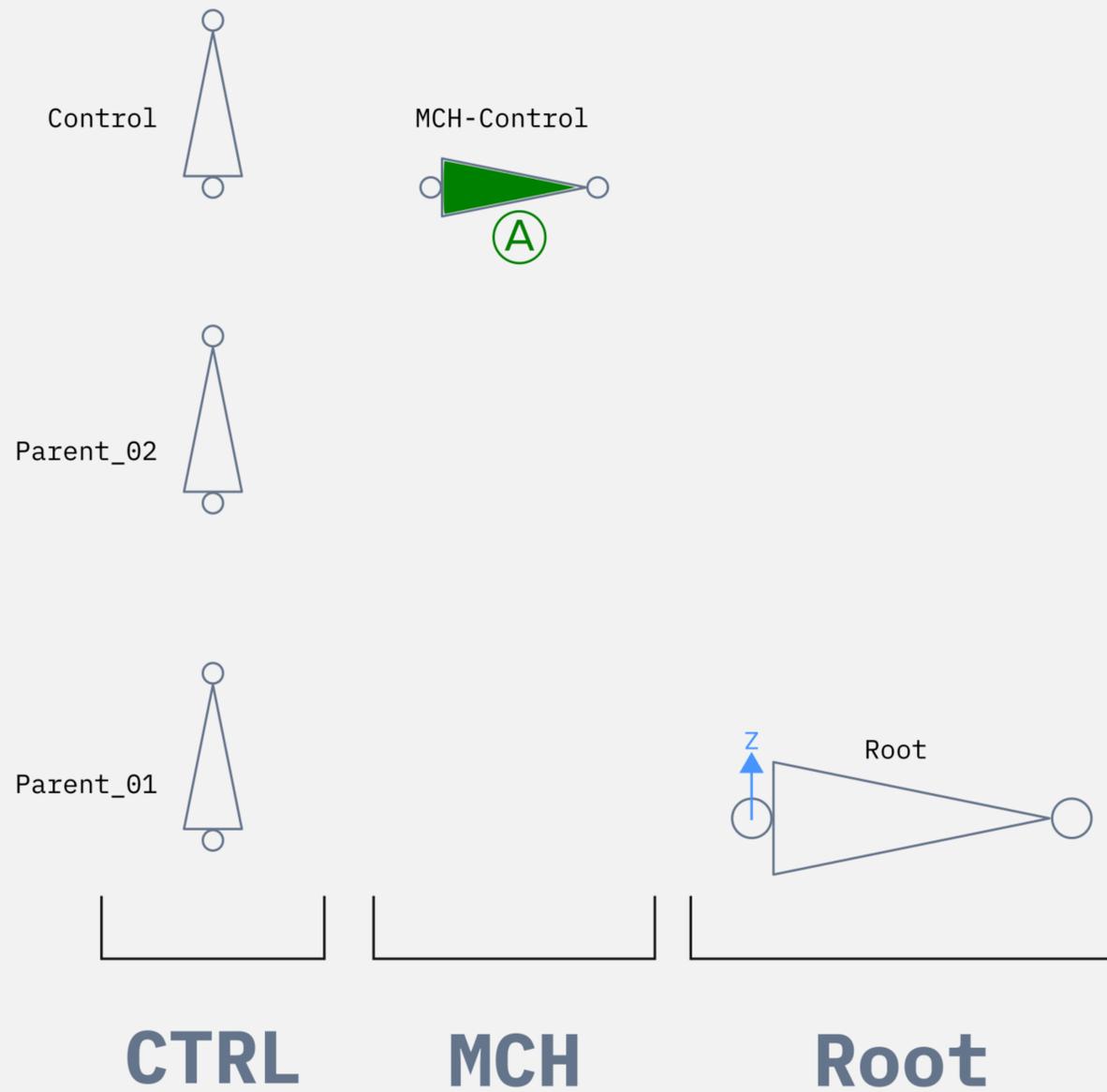
# Parent Switch simplified example

PARENTING



# Parent Switch simplified example

## CONSTRAINTS



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Parent Switch:

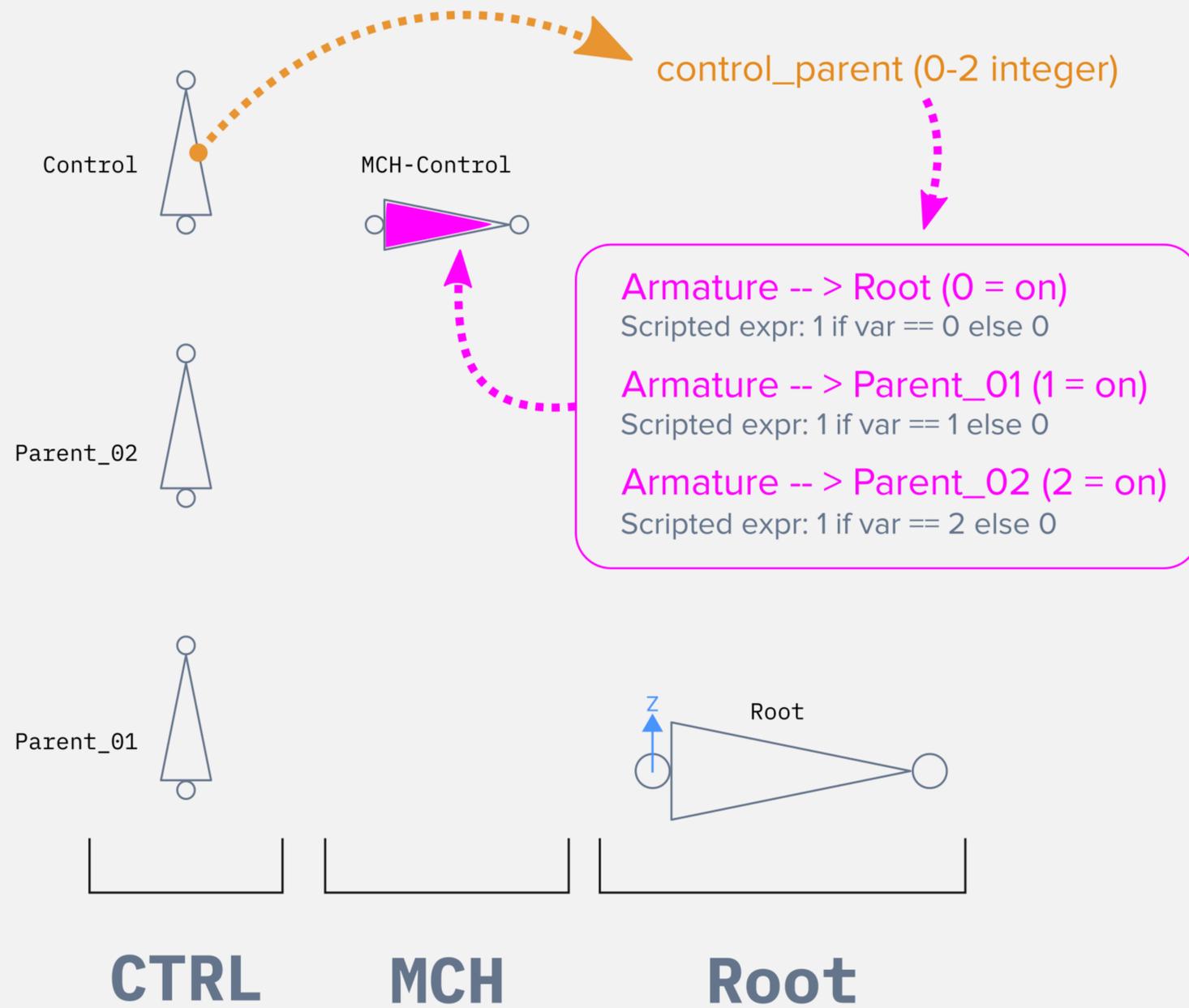
Armature --> Root (inf)

Armature --> Parent\_01 (inf)

Armature --> Parent\_02 (inf)

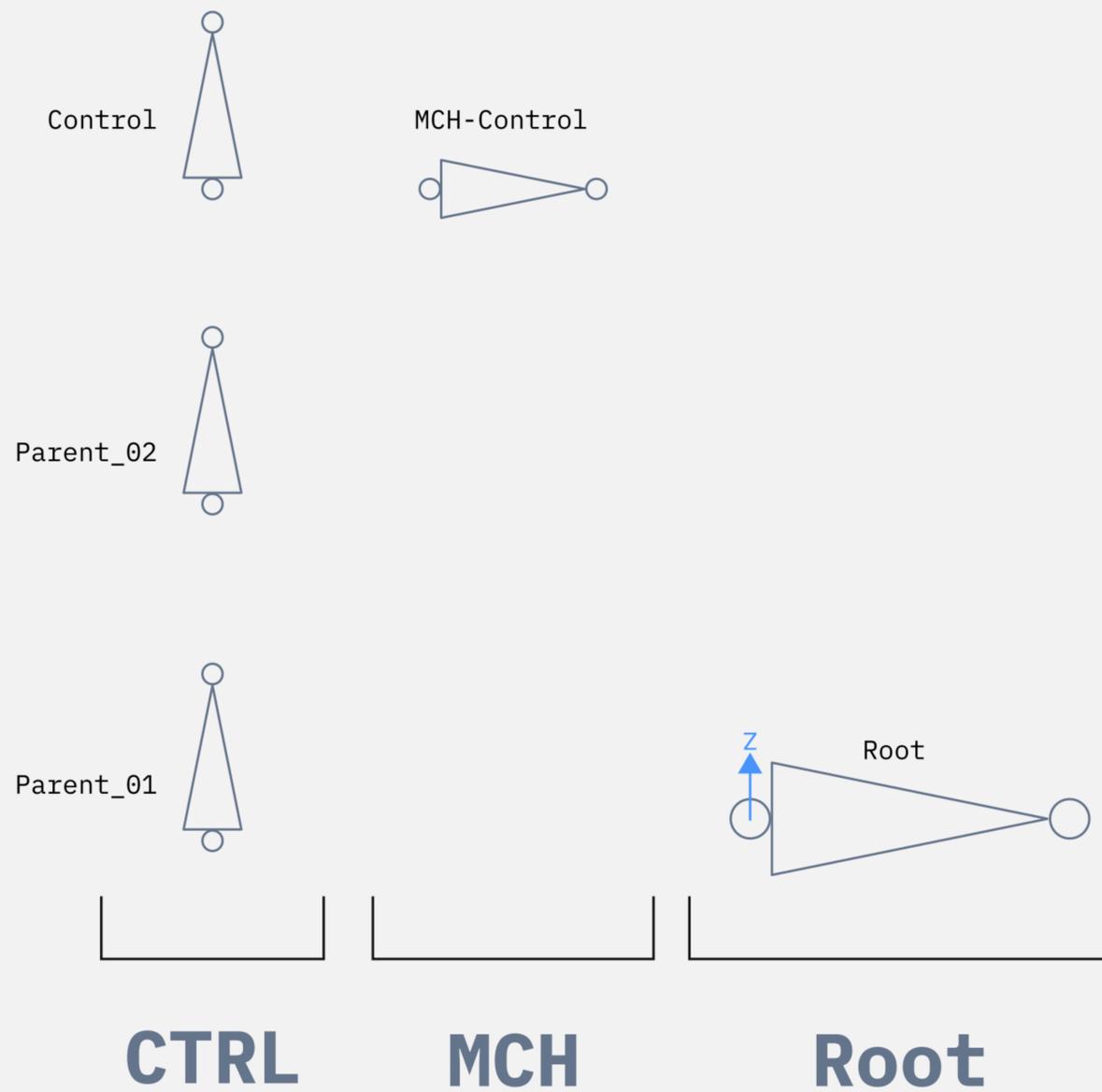
# Parent Switch simplified example

DRIVERS



# Parent Switch simplified example

LOCKS



No Locks

# Parent Switch simplified example

WIDGETS

