



# EasyWalker

## Quickstart Guide

EasyWalker is a powerfull tool to rig your character within minutes. Plus you can create walkcycles and runs with just a few clicks.

These short instructions will show you how to get in touch with the coolest thing since sliced bread.

### Set up your Rig

The EasyWalker Rig is set to the proportions of the „Zygote Man“ Model by default which is included in the Cinema 4D presets Library. So you can start instantly.

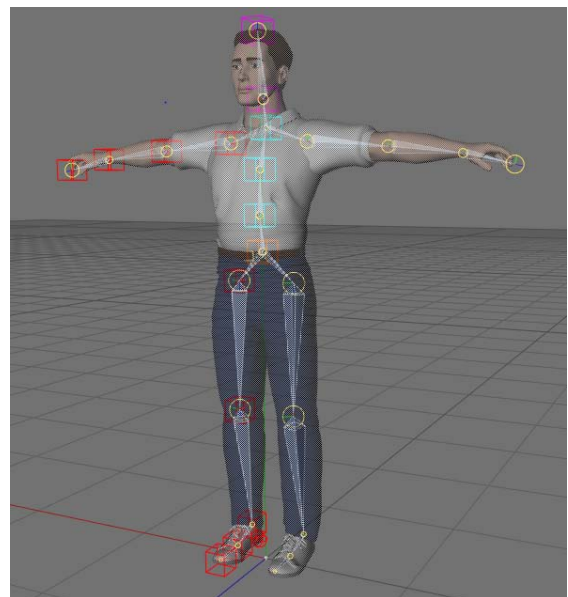
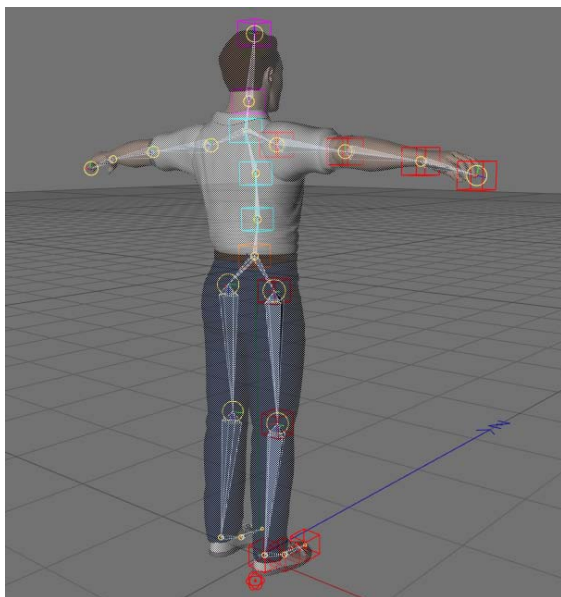
First be sure to have Nulls and Joints enabled in your viewport filter menu. Otherwise you don't see anything. The default mode is the „Editing Mode“. There you can simply customize the rig and fit it to your character. Just select the colored Nulls and place them to the hinges of your model.

*It's Very important not to rotate the rig. You have to align the Mesh to the rig (facing Z+ Axis), not the other way round!!*

For rig scale use the „Scale Tool“ on the „Rotation Group“. Keep in mind, to leave the X-Value of the Spine Nulls to zero. Also the Leg Nulls need all the same X-Value.

The round Heel Solver must be placed at the very end of the foot to guarantee a clean foot roll.

The prepared model should look like this:

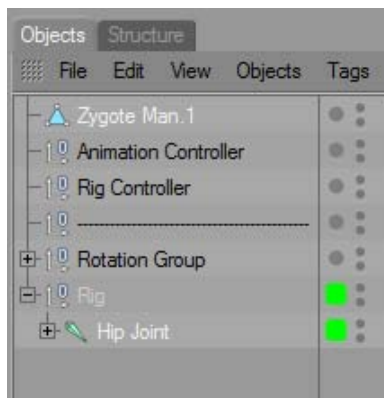


## Bind the Mesh to the Rig

After setting up the rig you need to bind the Mesh to it. First switch to the „Animation Mode“.

***Never Bind your Character to the rig in Edit Mode!!***

After switching, simply select all the joints under the Rig Null plus your model. Now go to the character tab and click „Bind“. Click on the weight-tag and push the button „Auto Weight“. For more information about weighting check out the Cinema 4D manual. A good weighting can increase the look of the mesh deformation a lot. So get in touch with it ;-)



You should now have a working rig which you can animate by yourself using keyframes. The foot roll user data can be accessed by clicking on one of the foot controllers.

## Use the Walkcycle Generator

If you want to use the Walkcycle Generator you only have to enable the Animation Tab on the Animation Controller.

***Before switching back to the Edit Mode you have to disable the animation and the weight tag! And press „Set Pose“ before you enable the weight tag again.***

The most important controls are explained now:

Step Duration	Duration of two steps in Frames
Save Animation	Saves all the user data of the animation controller
Load Animation	Loads the saved data (EasyWalker comes with a saved vanilla walk by default)

Reset All                      Resets the rig to the initial pose (should be done before entering the Edit Mode)

Walk                              You can switch between „straight“ and „along spline“. For the along Spline option you have to drop a Spline to the Spline Window beneath.

The controls for the different body parts are very self-explanatory (I hope so;-)) just try them and you will see what is happening.

## EasyWalker FAQ

**Q: In Edit Mode my left arm joints twitch.**

A: This can be ignored. But remember to bind the mesh to the rig in Animation Mode only. Otherwise the Mesh could be deformed.

**Q: I switched to Run at the Legs tab but the character doesn't run.**

A: A run is defined by a lot of parameter. The most important one is the Body up and down. The Run / Walk switch just modifies the behaviour of the foot roll depending if it's a walk or run.

**Q: When I angle the arms, my mesh is pushed to the middle.**

A: Autoweight often binds some points from the chest to your upper arm joint. Weight these points to one of the spines and everything will be fine.

**Q: My head deforms while walking.**

A: Also a weighting issue.

**Q: Some joints move a little bit when switching from Edit to Animation Mode.**

A: Ask Jesus. I'm still searching for a solution ;-)

**Q: My rig is broken, what can I do?**

A: Nothing. A broken rig is broken and can't be healed. You can prevent this by not using too extreme values.

**Q: Is this crazy shit really for FREE?**

A: For you but not for me.

**Q: Can I send you something to eat or drink?**

A: That's really cute but if you want to reciprocate I would appreciate if you make a donation. It will be invested 100% into Red Bull to stay awake and improve the EasyWalker.