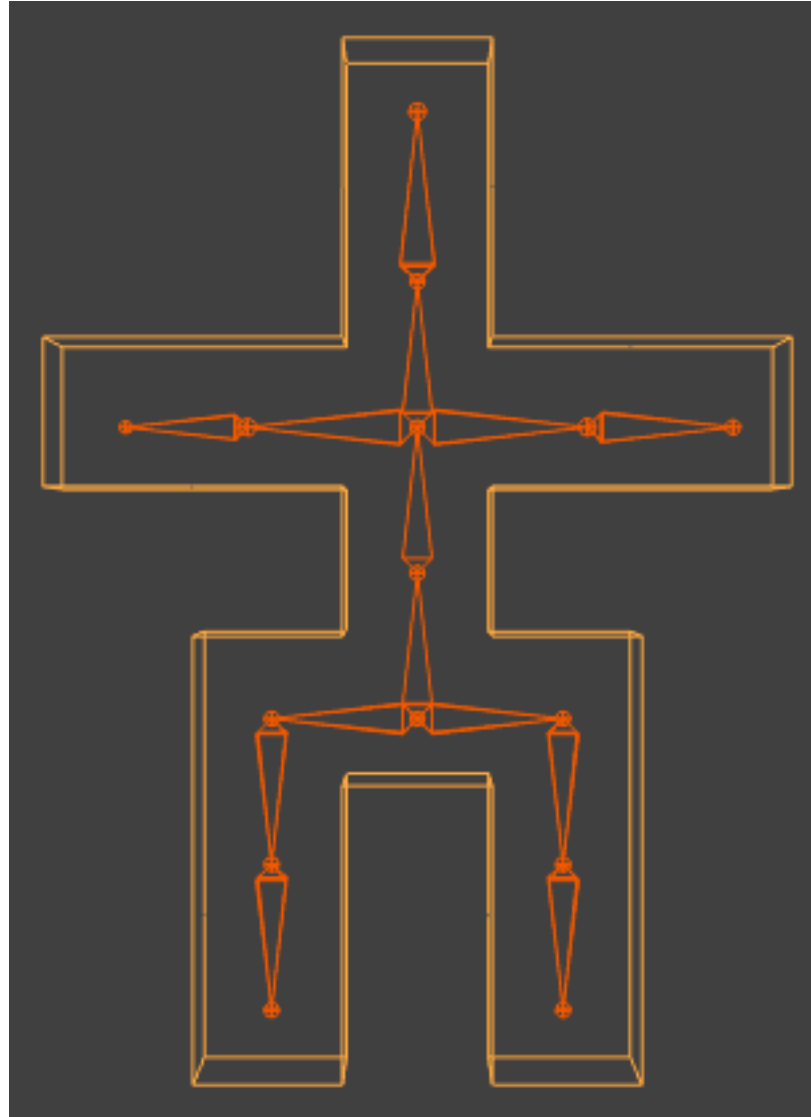


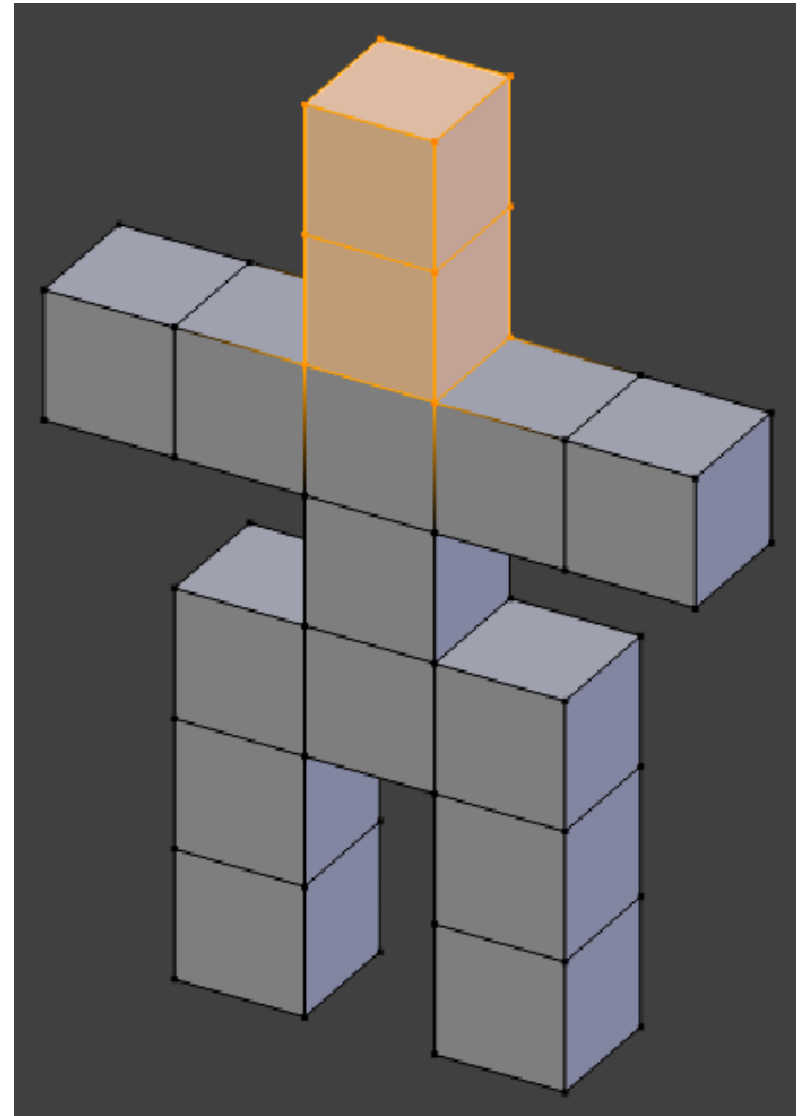
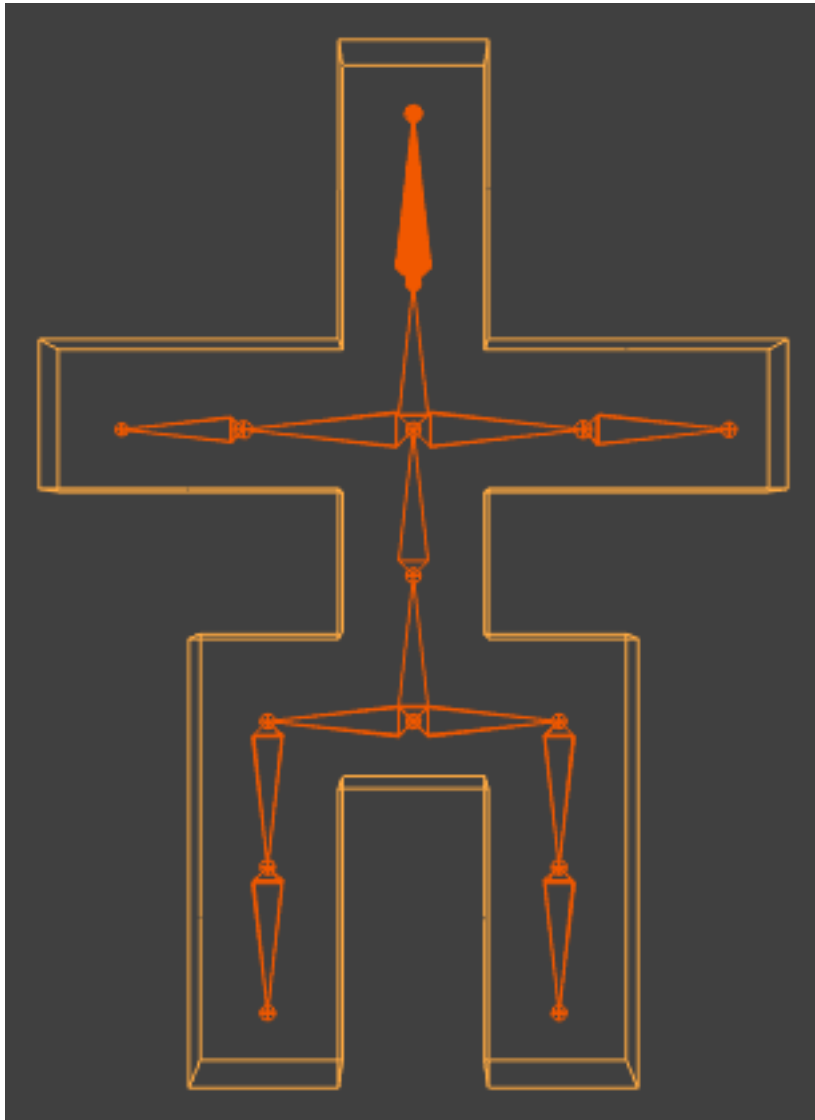
Character Rigging for Animation



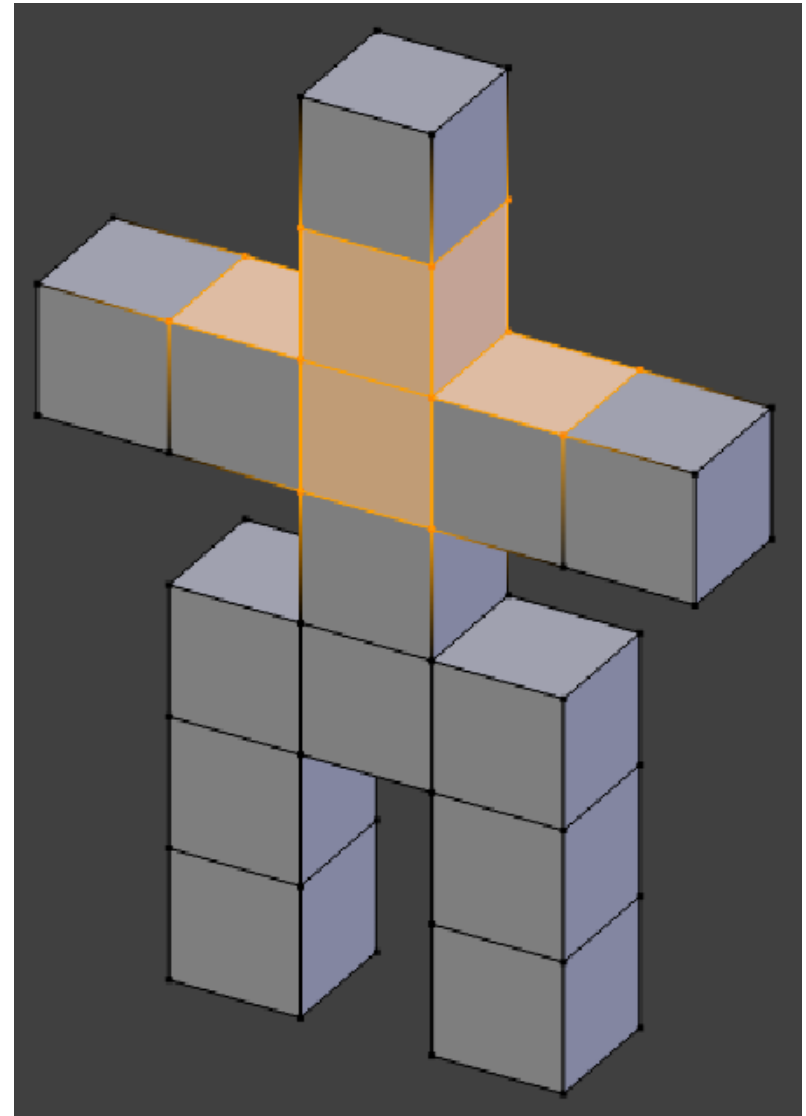
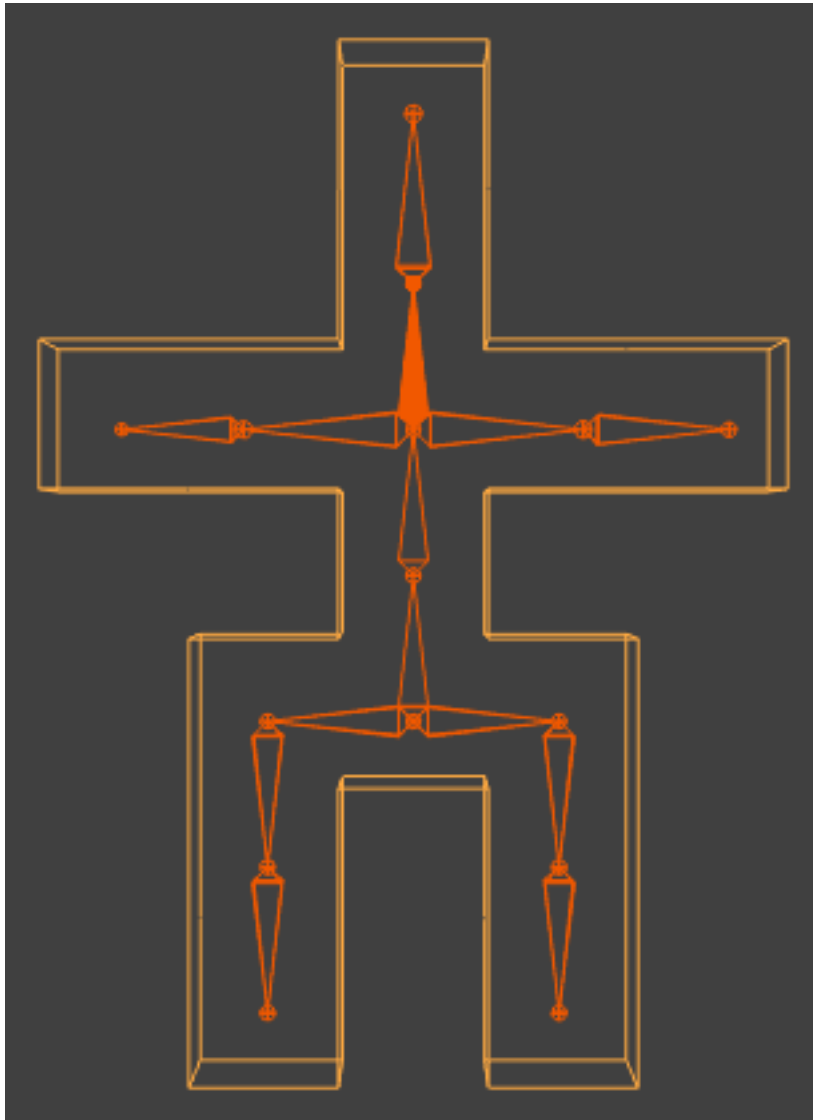
Rigging: chaining of bones



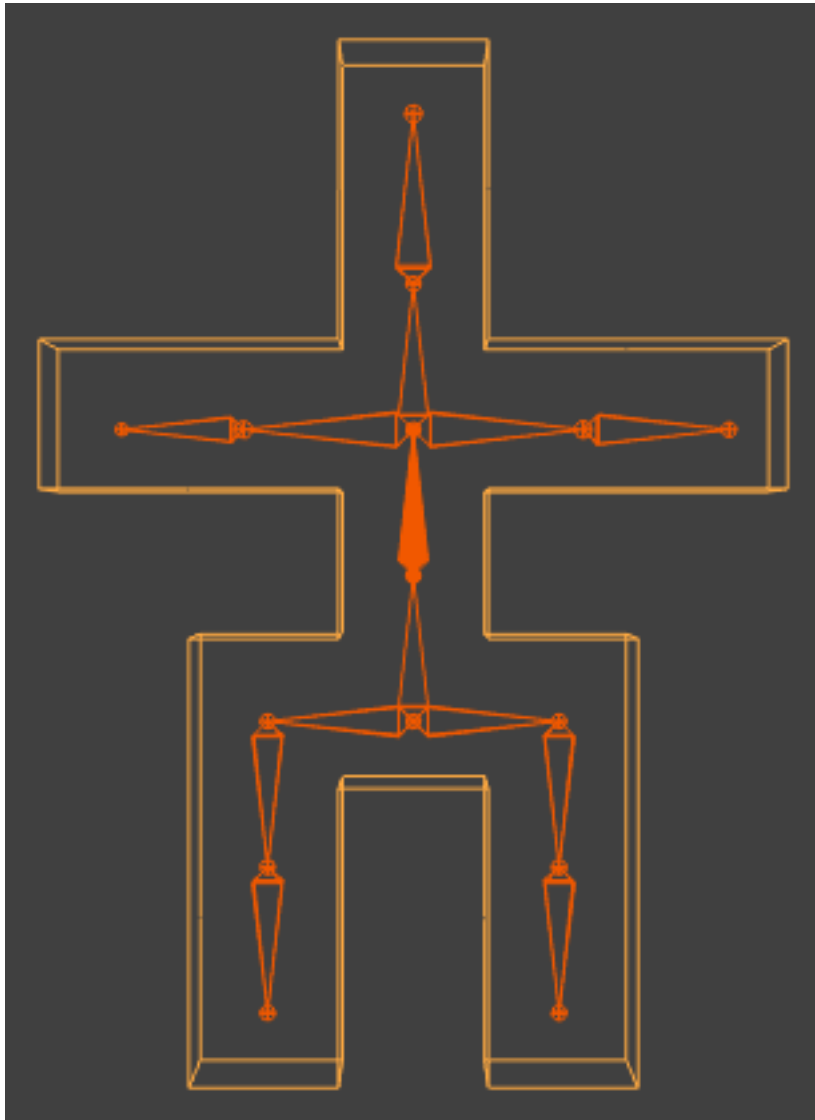
Envelope: Bones and Surface



Envelope: Bones and Surface

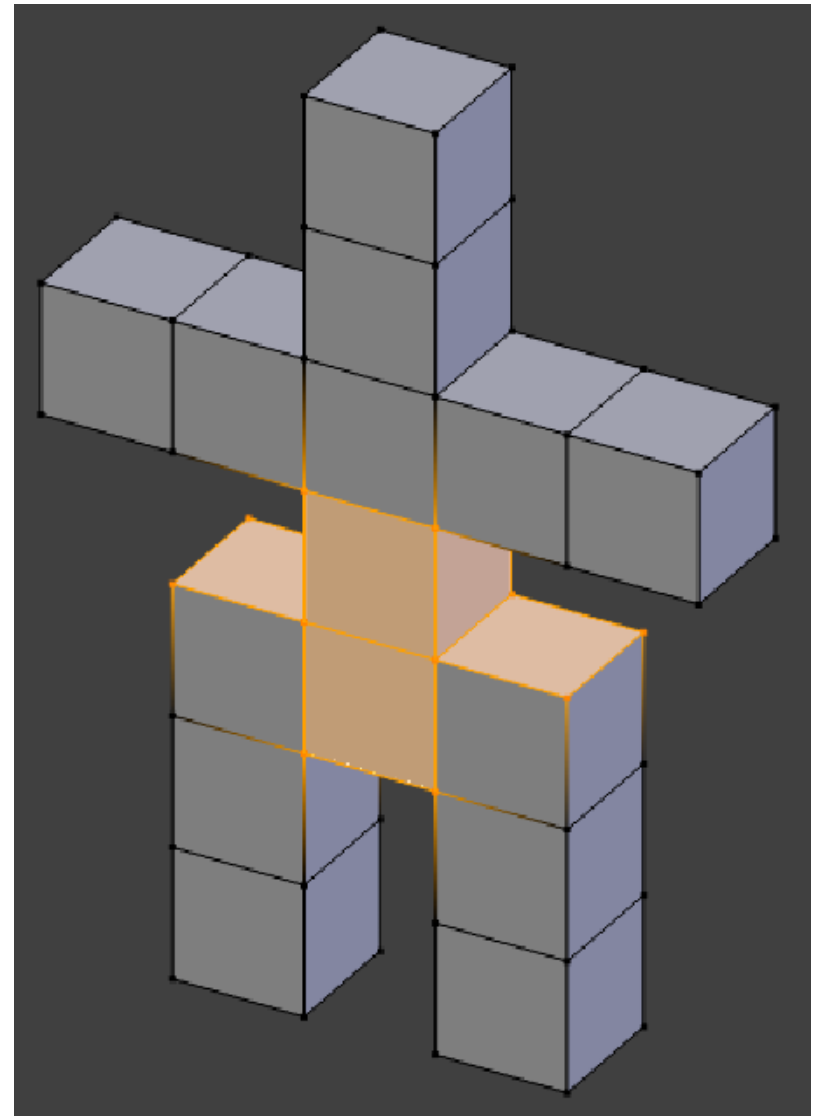
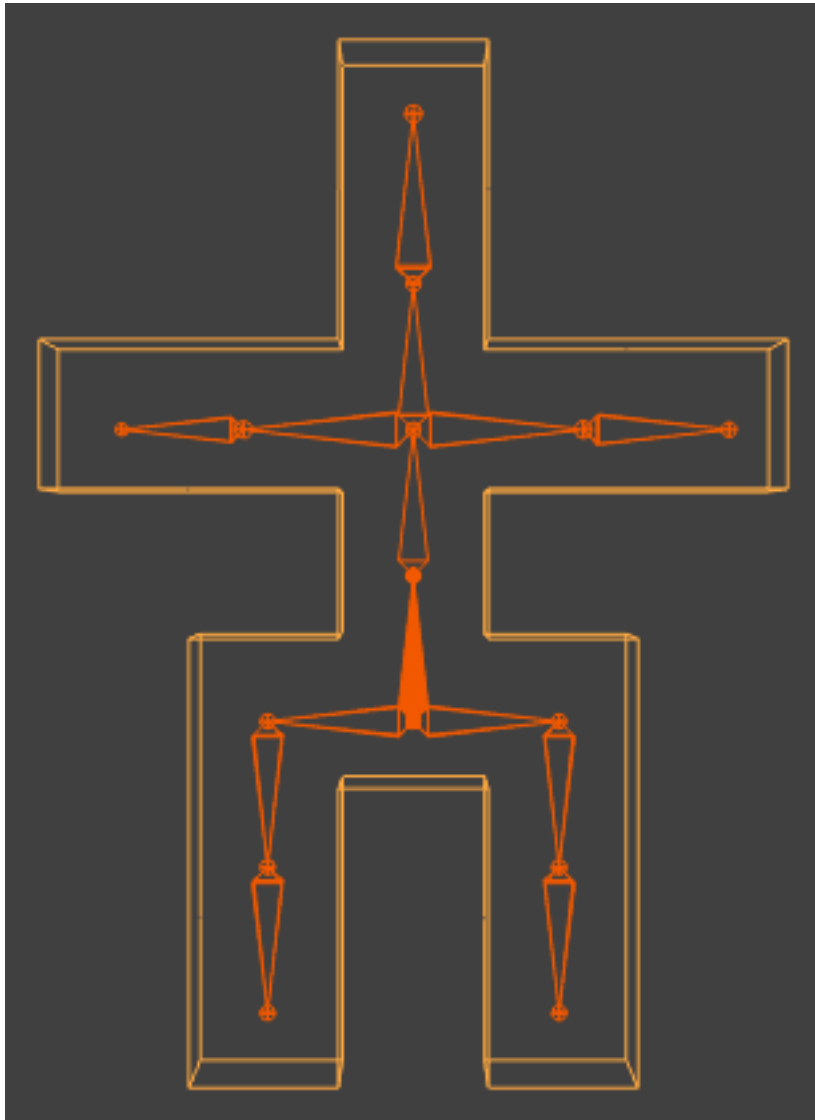


Envelope: Bones and Surface

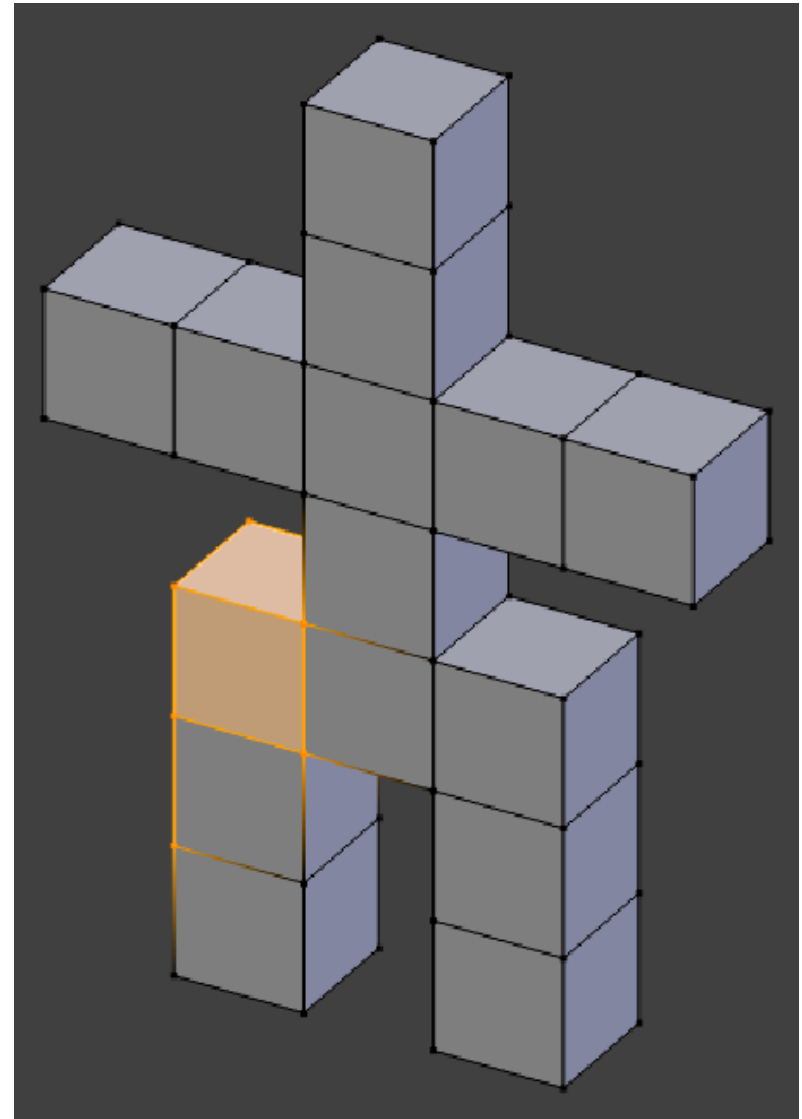
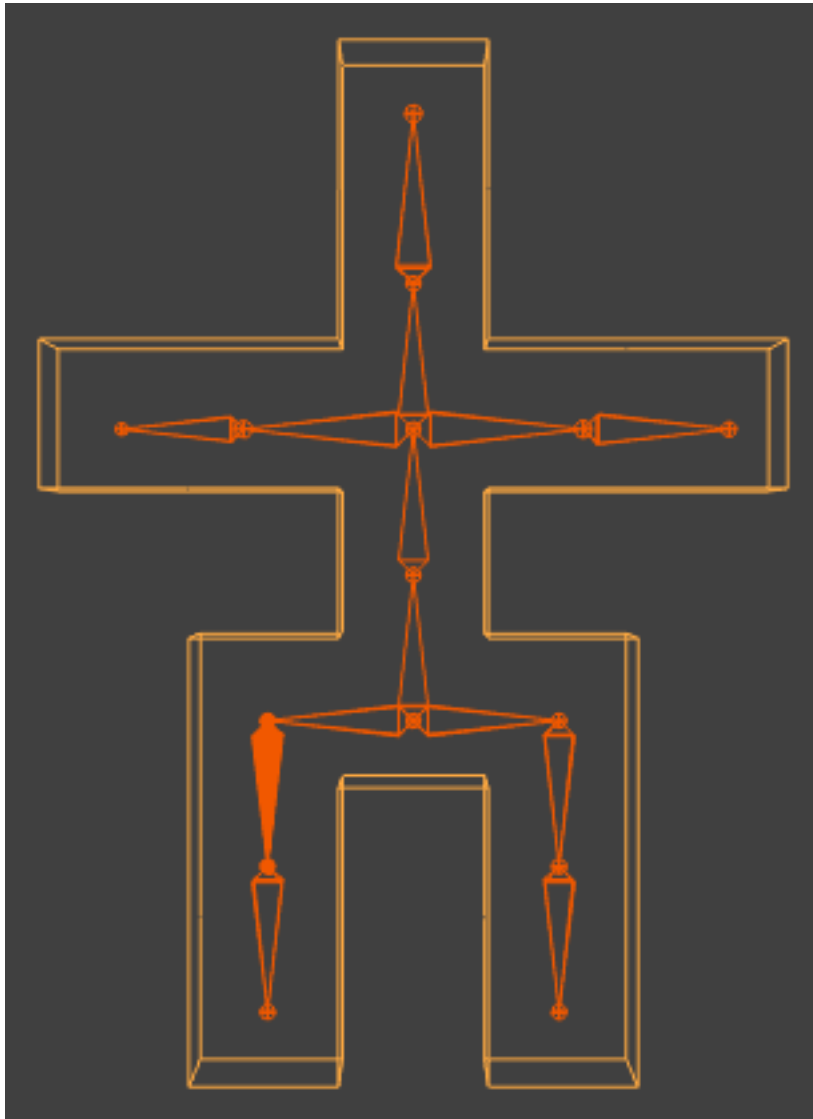


This bone has no direct enveloping.

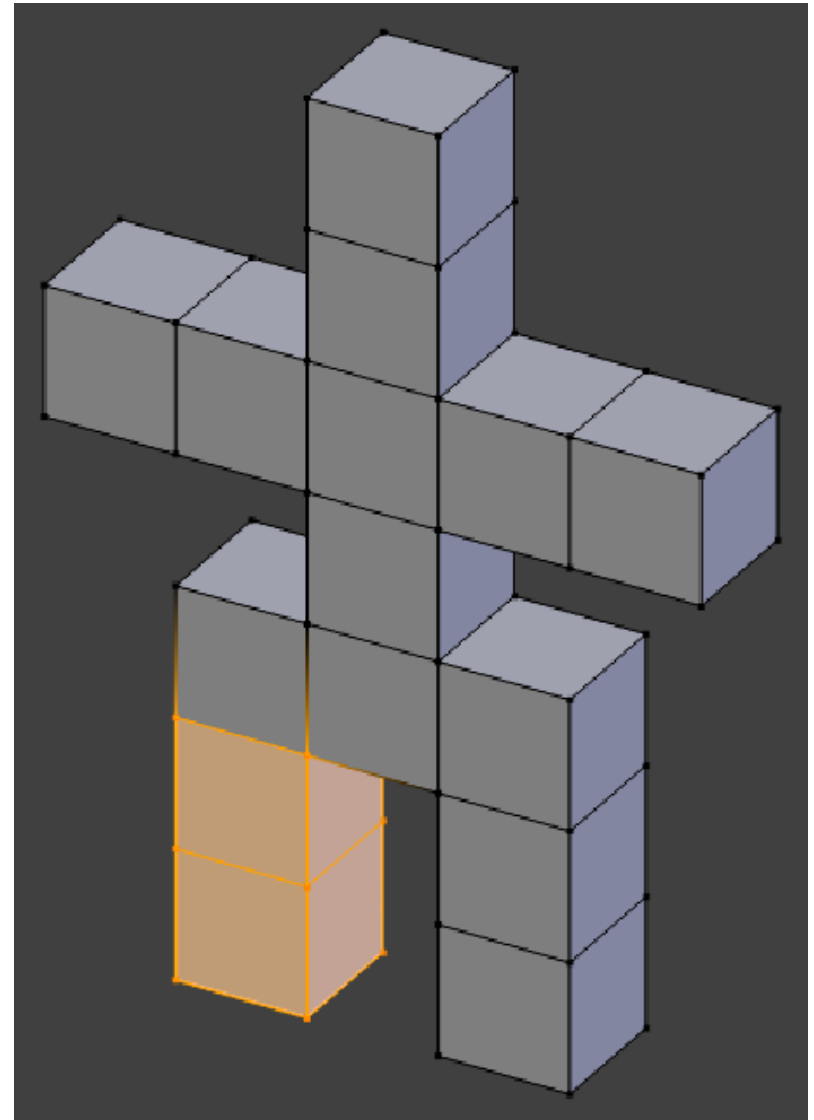
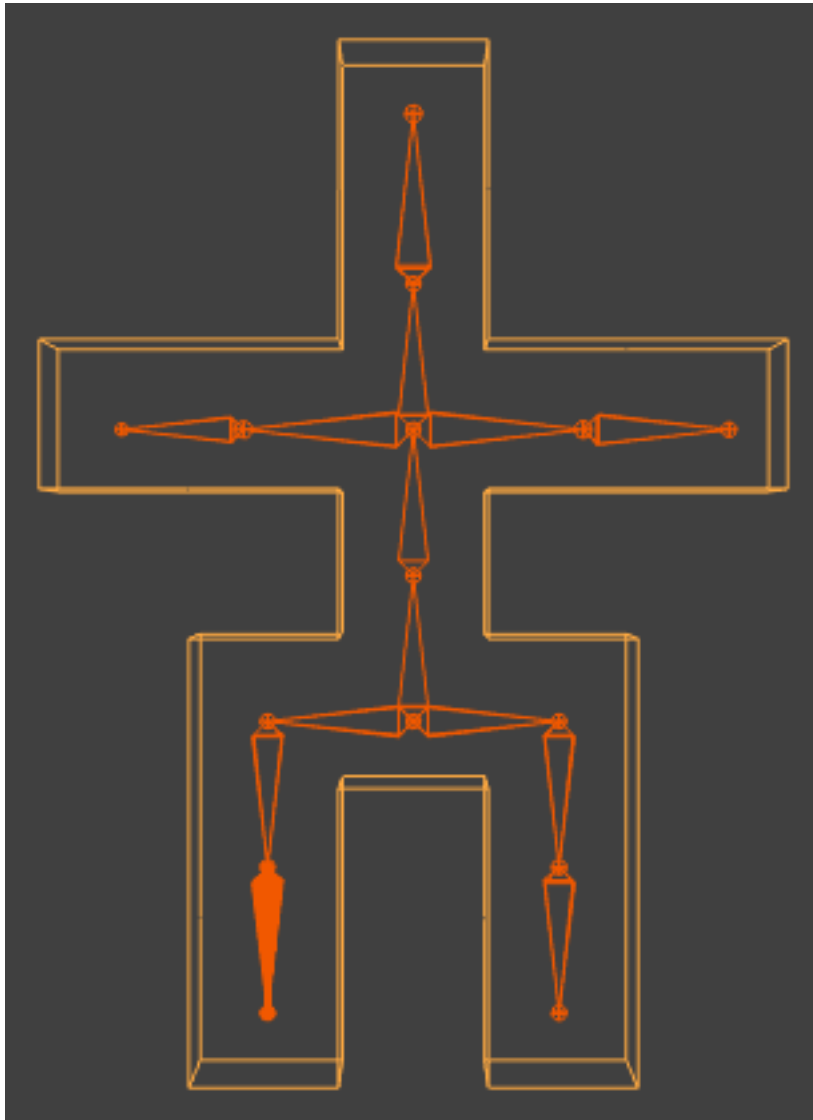
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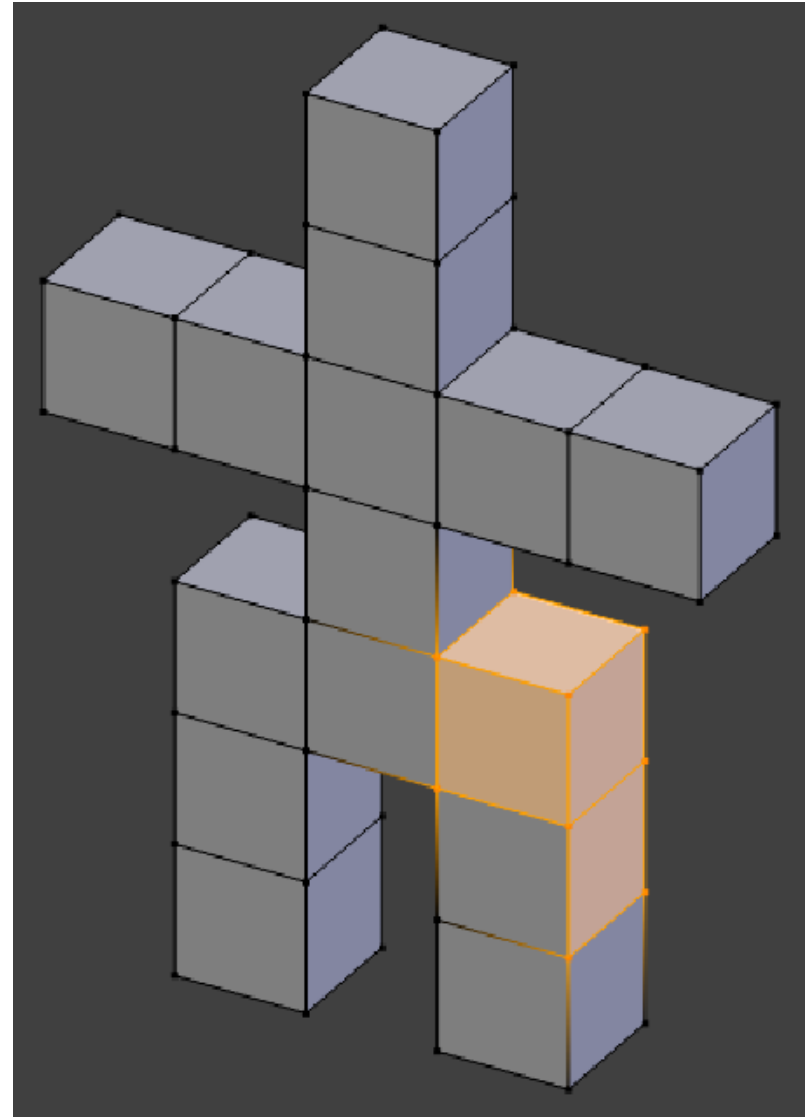
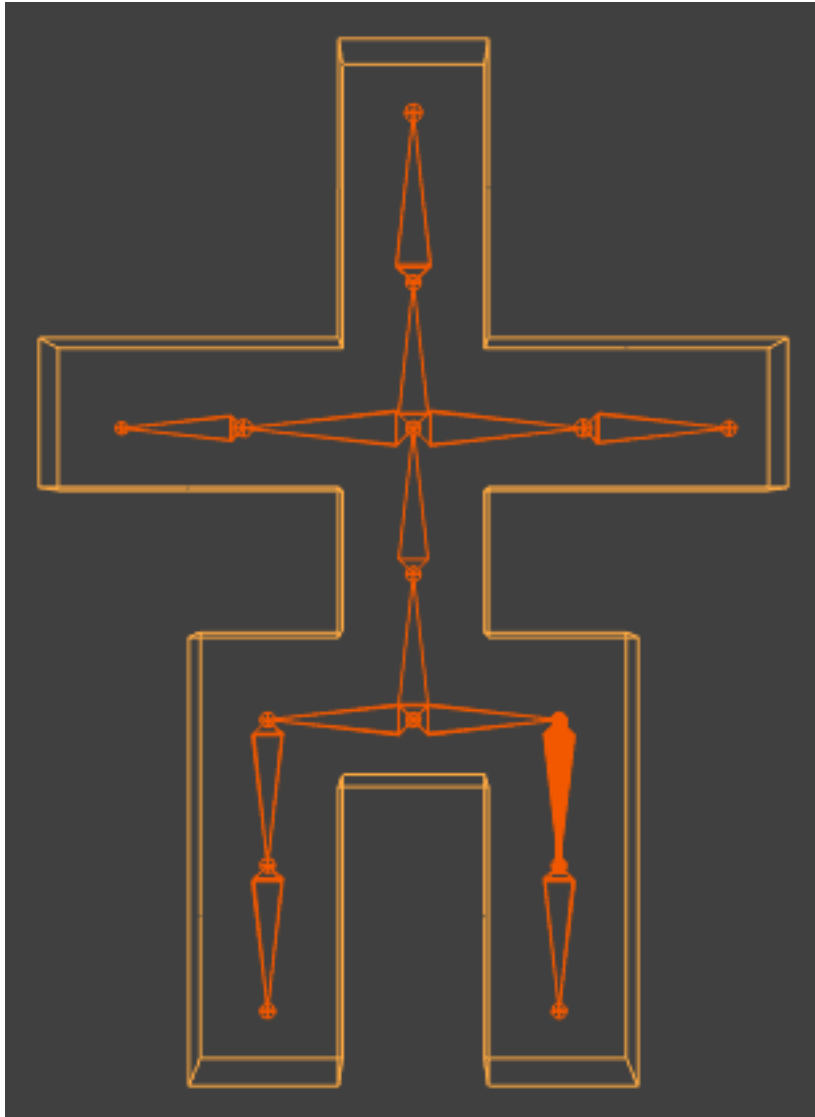
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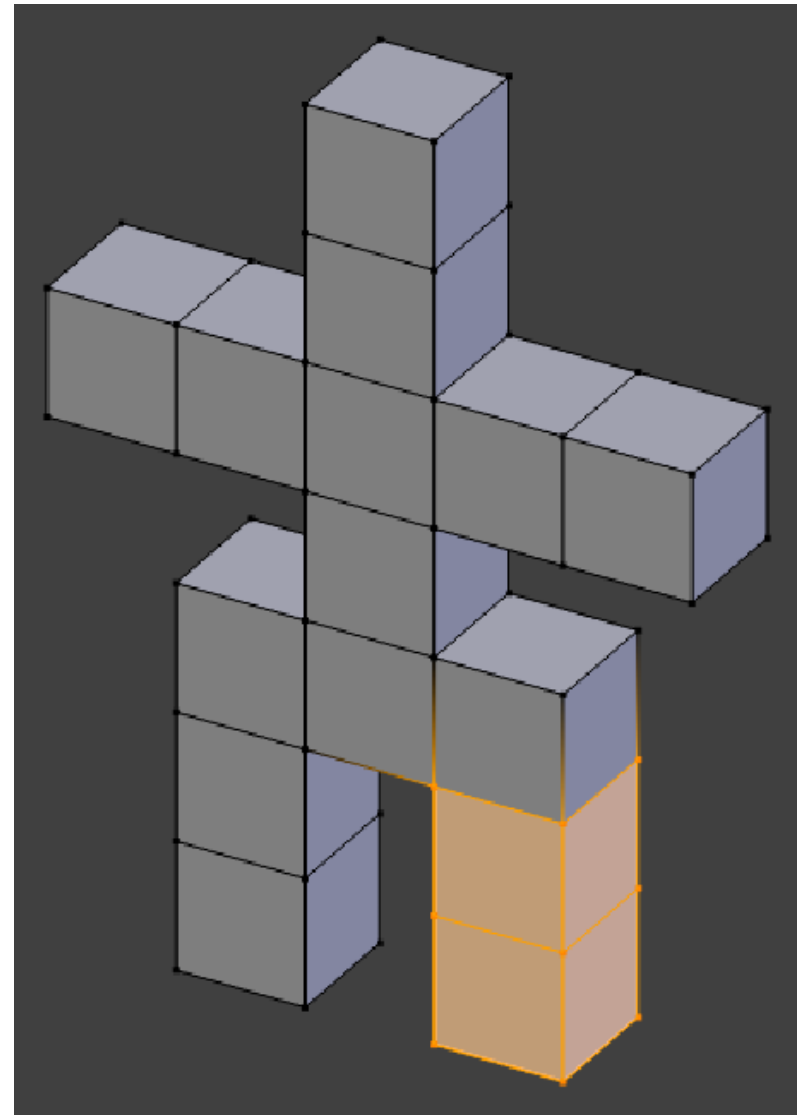
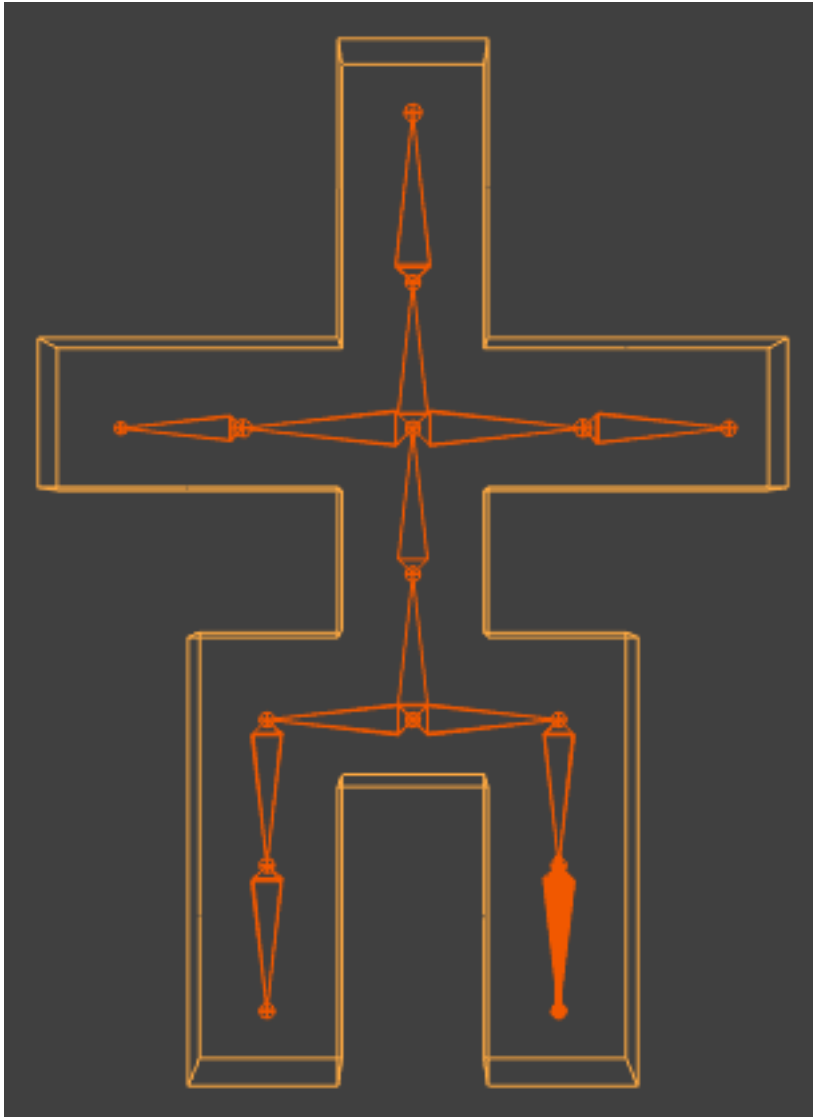
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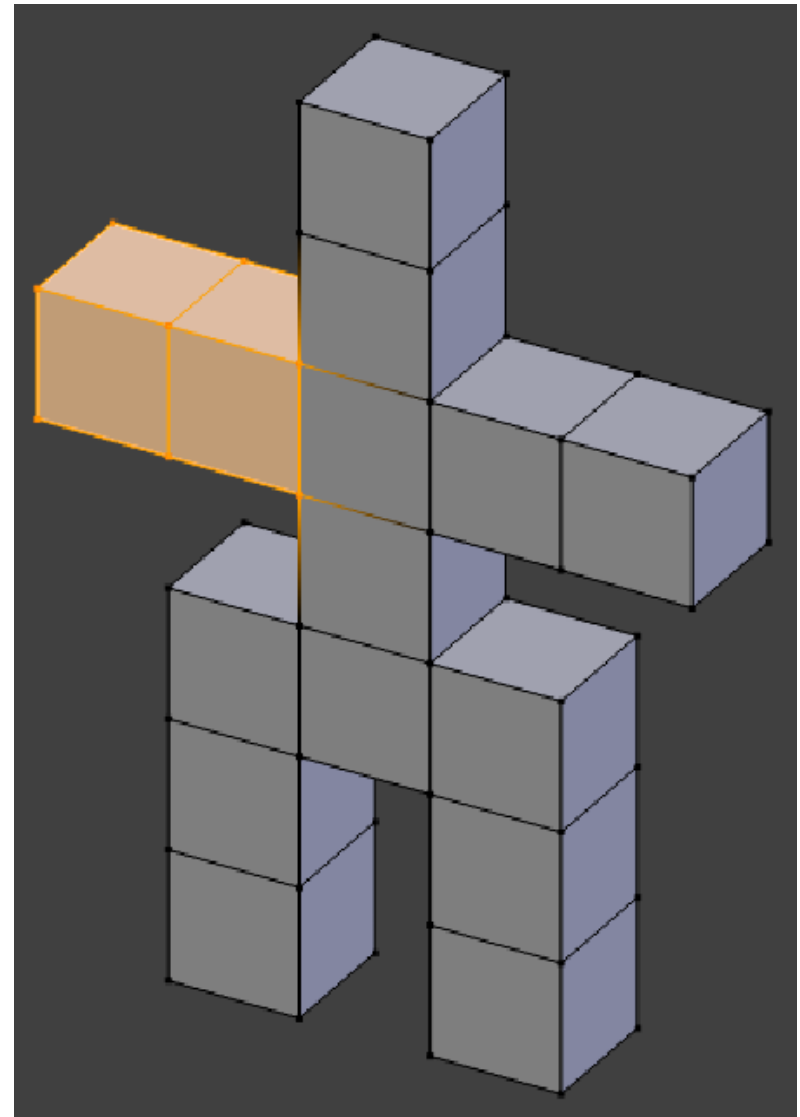
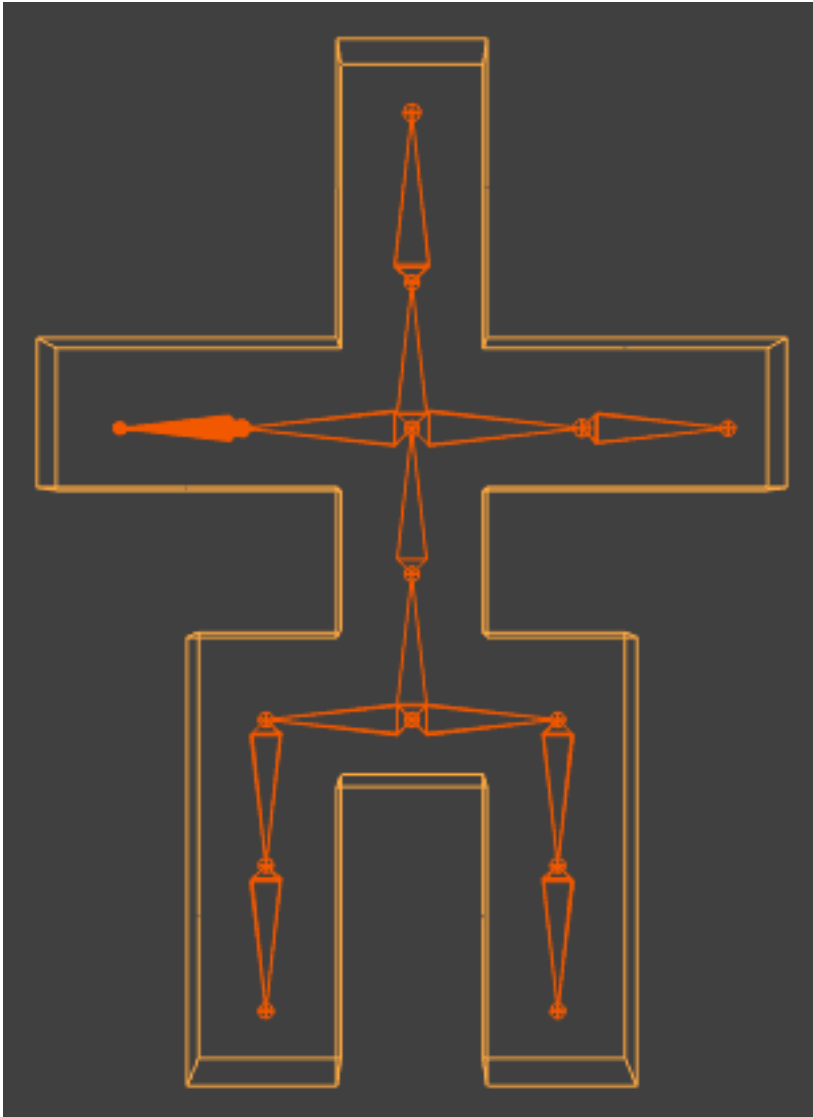
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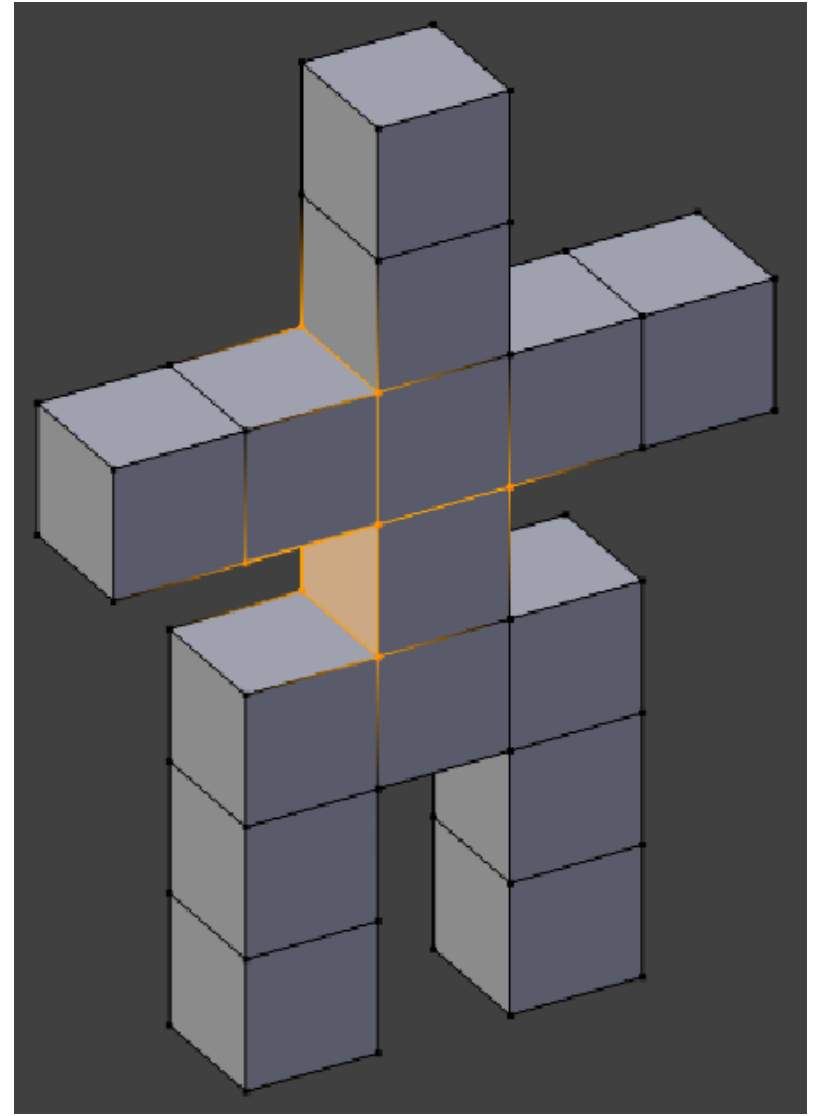
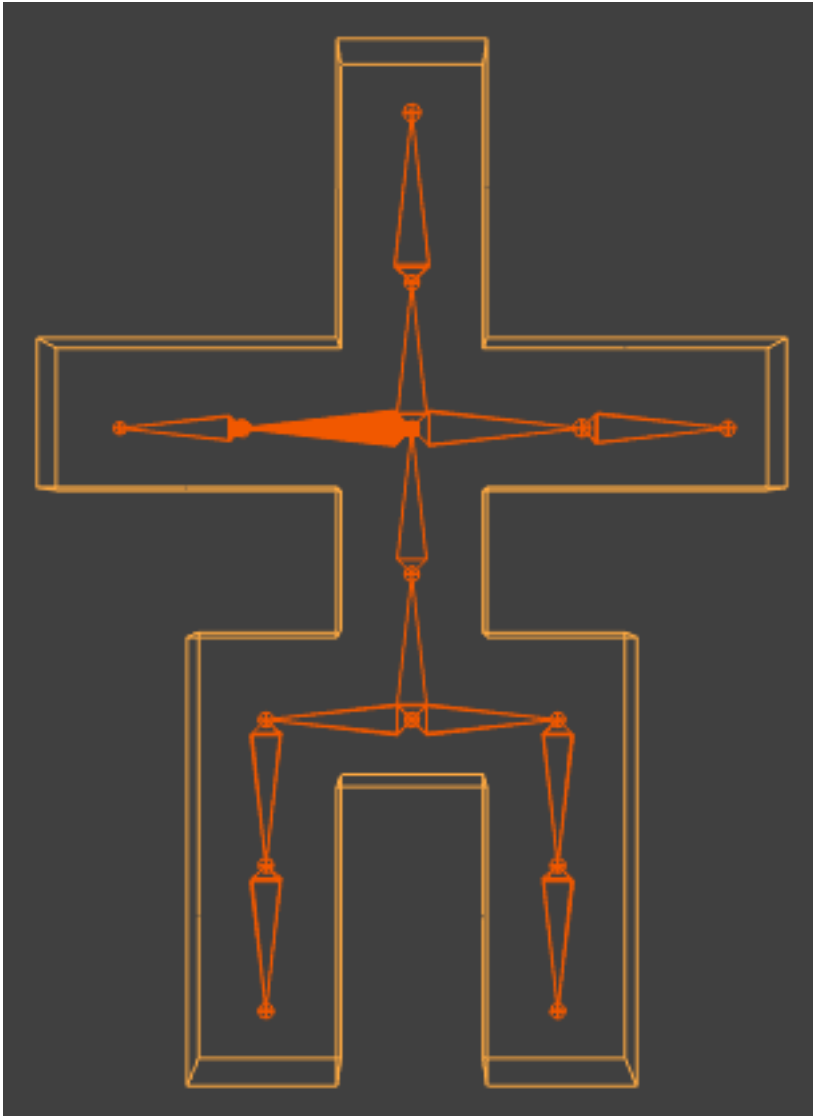
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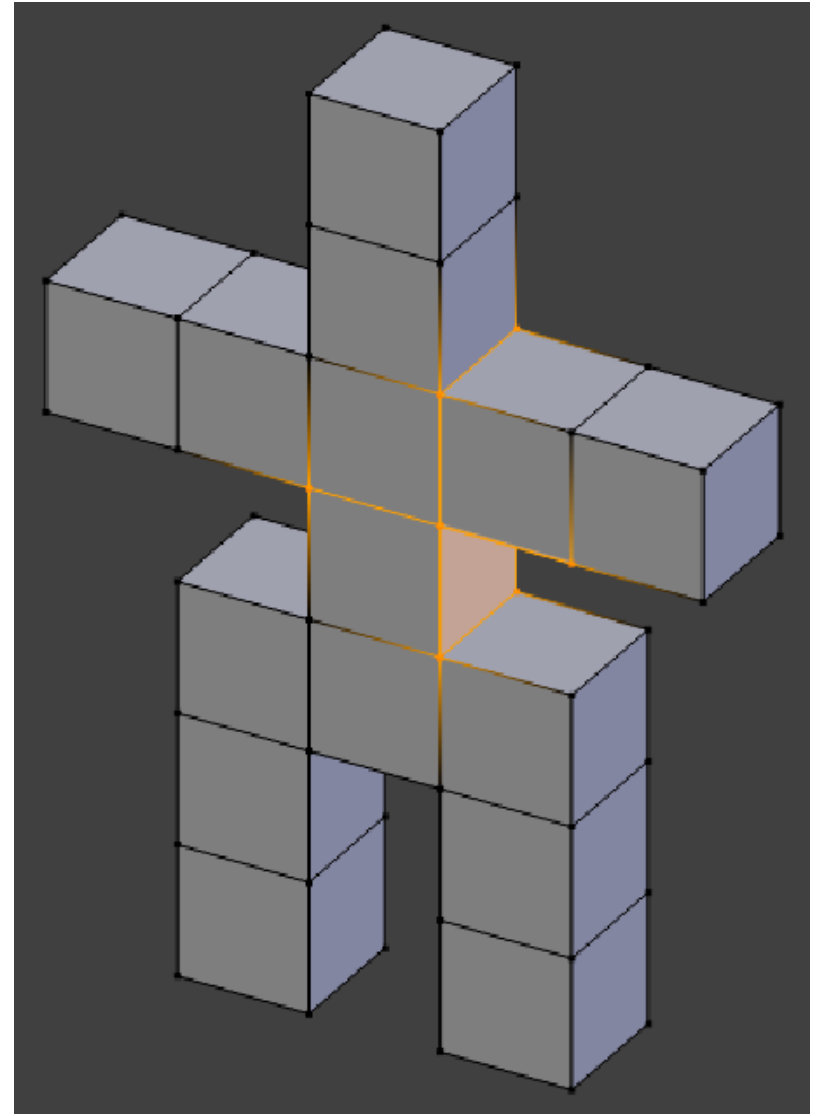
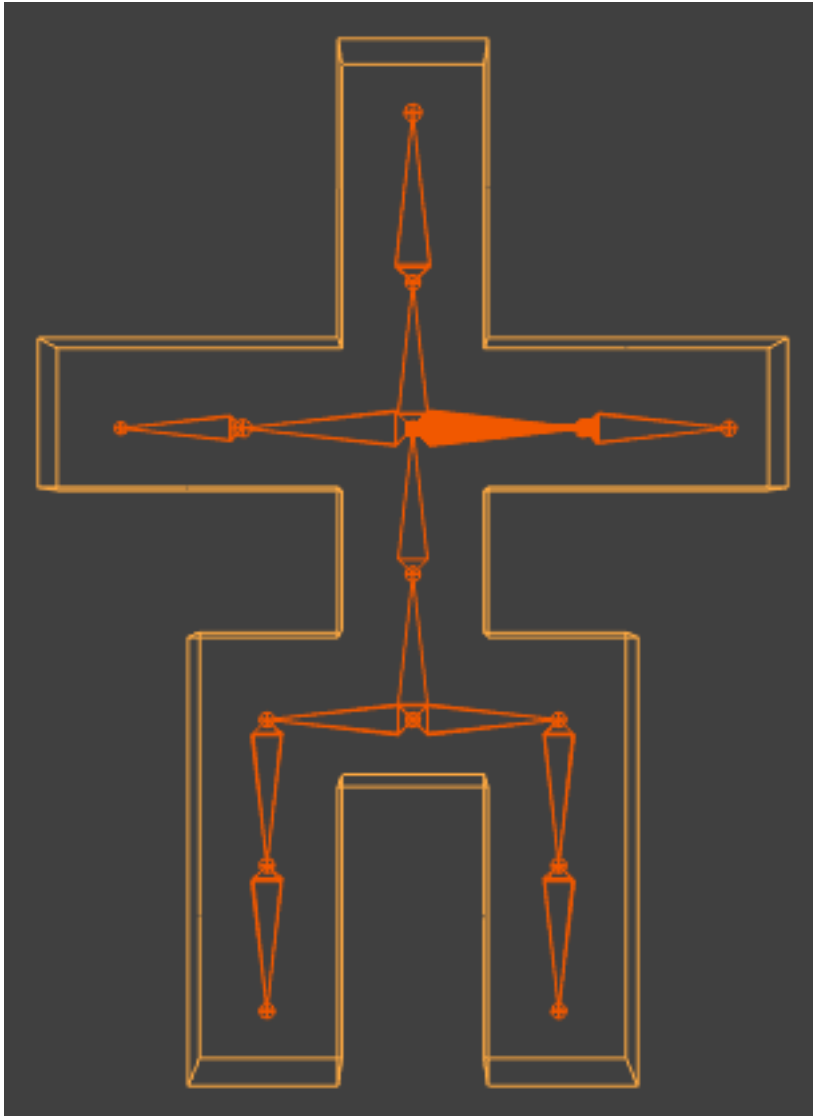
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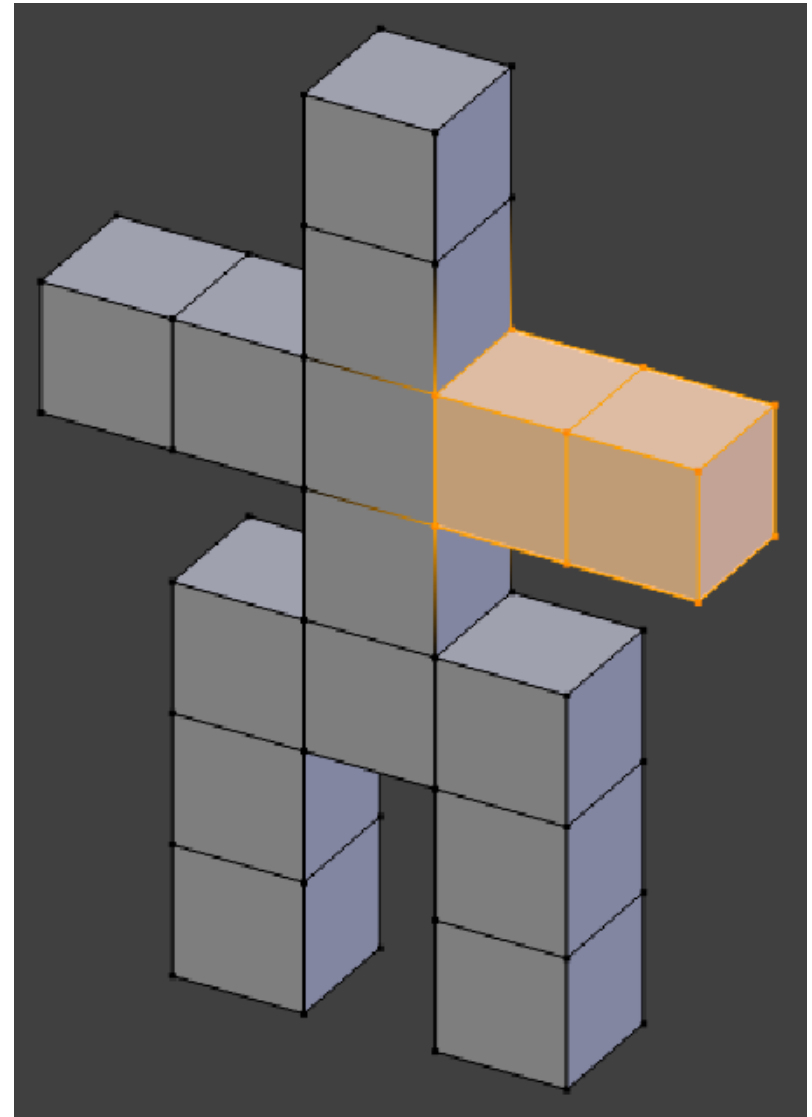
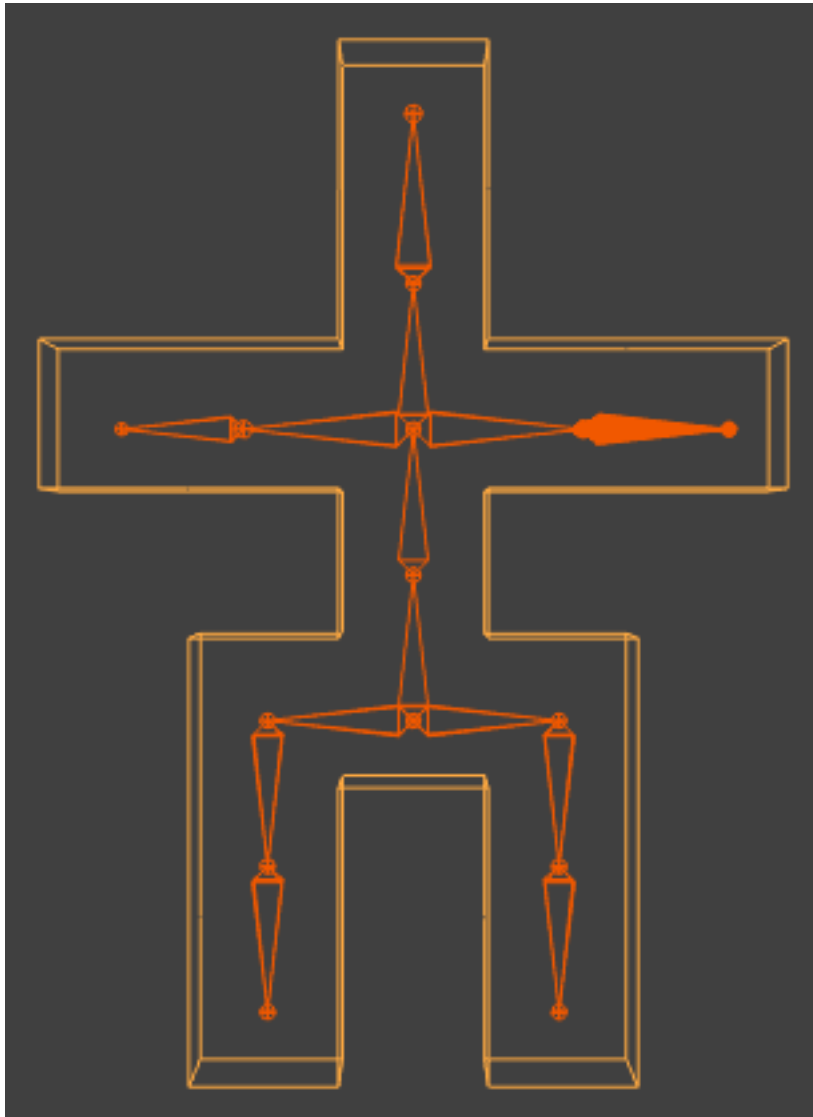
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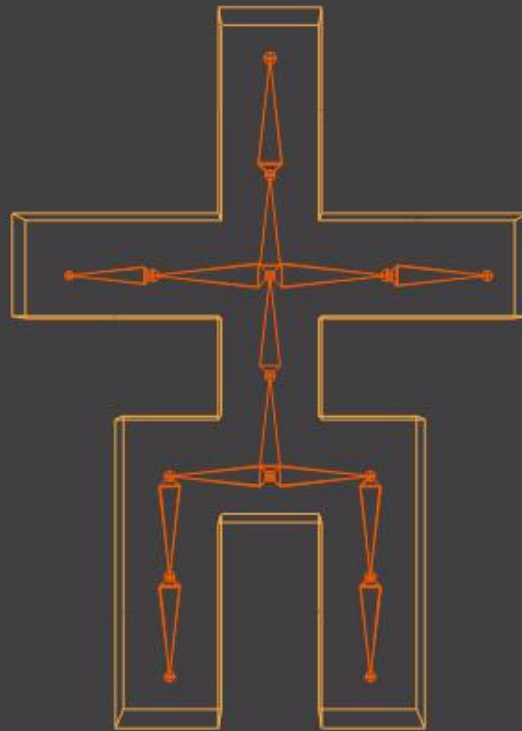
Envelope: Bones and Surface



Envelope: Bones and Surface



The animation



Animation: Fcurves

