RIGR ADVANCED TECHNICAL PIPELINE SOFTWARE   (12,000 LINES OF CODE)
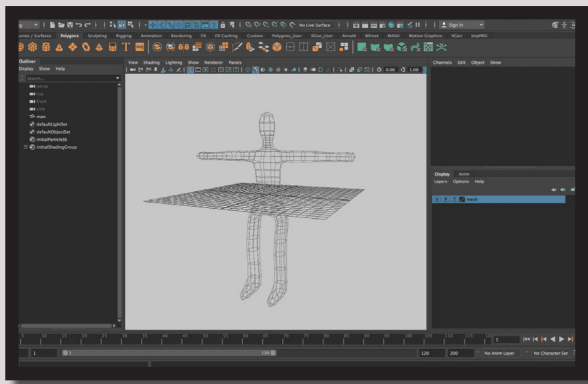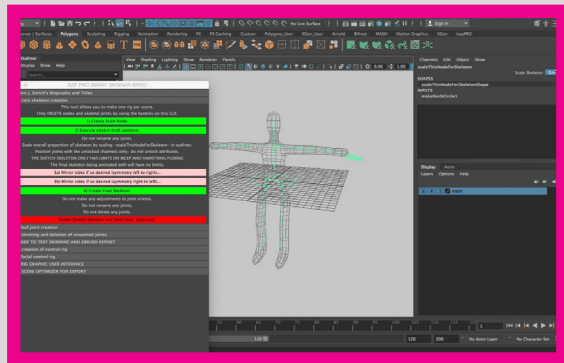
GUI

APPROXIMATELY 80 HOURS OF WORKFLOW CONSOLIDATED IN 15 MINUTES
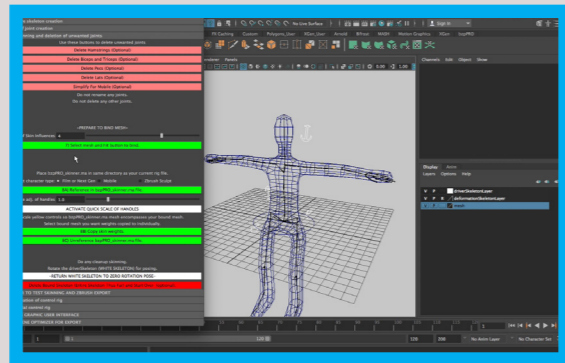
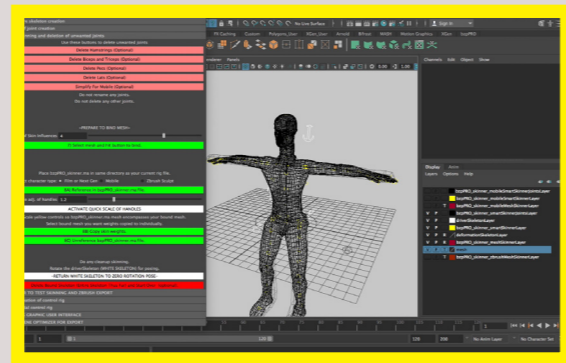MATCH UP "NUMBER" TO FUNCTIONAL BUTTON ON "GUI"

1. START WITH YOUR MODEL

6. GENERATE ILM LEVEL CONTROL RIG INSTANTLY

7. KEYFRAME CONTROL RIG WITH GUI BUTTONS

8. OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI
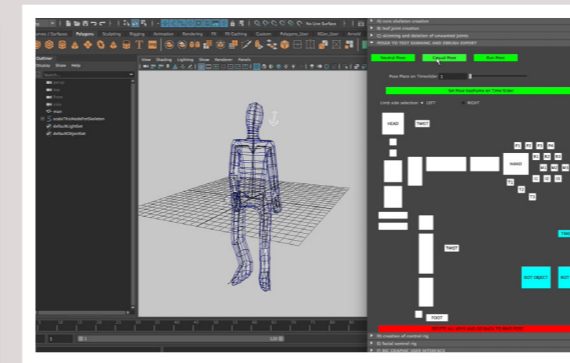
2. GENERATE AND ALIGN SKELETON WITH GUI

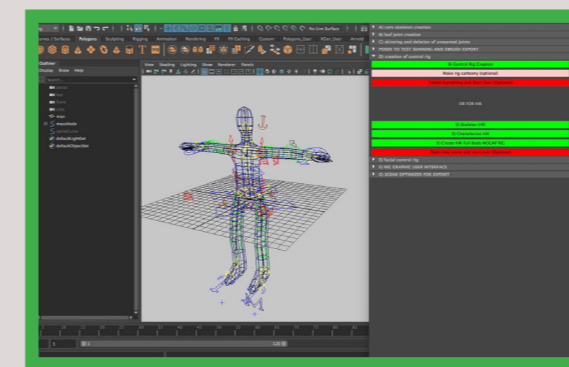**3.** ATTACH MODEL TO SKELETON WITH GUI

4. REFERENCE IN ZBRUSH, NEXT - GEN, OR MOBILE PROXY WITH CORRECT SKIN WEIGHTS THAT ALIGNS WITH MODEL. TRANSFER WEIGHTS THEN UNREFERENCE. THIS HAPPENS ALL WITHIN GUI.
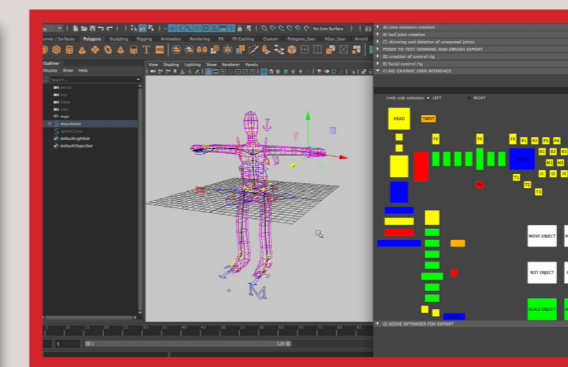
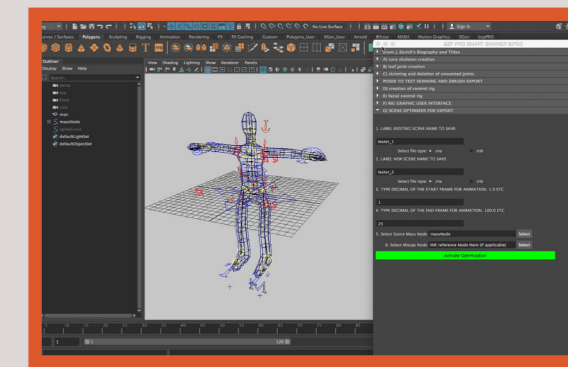**5.** TEST SKIN WEIGHTING WITH GUI POSER LIBRARY
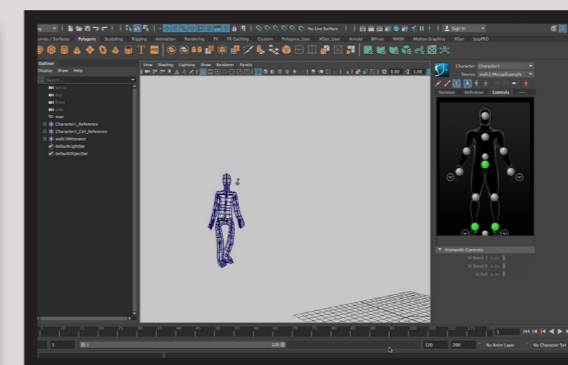
EITHER **6.**

9. OVER 80 HOURS SAVED

6. GENERATE MOCAP HIK RIG WITH GUI
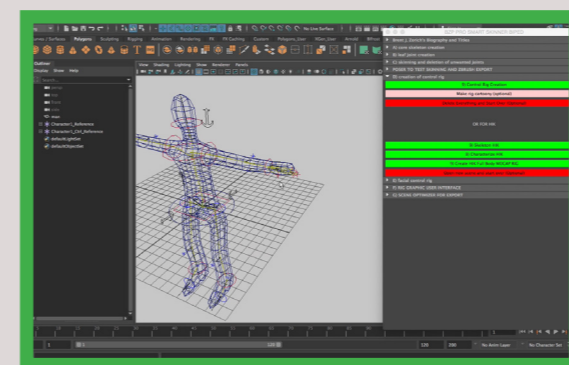
7. APPLY MOCAP DATA TO HIK RIG IN MAYA

8. OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI