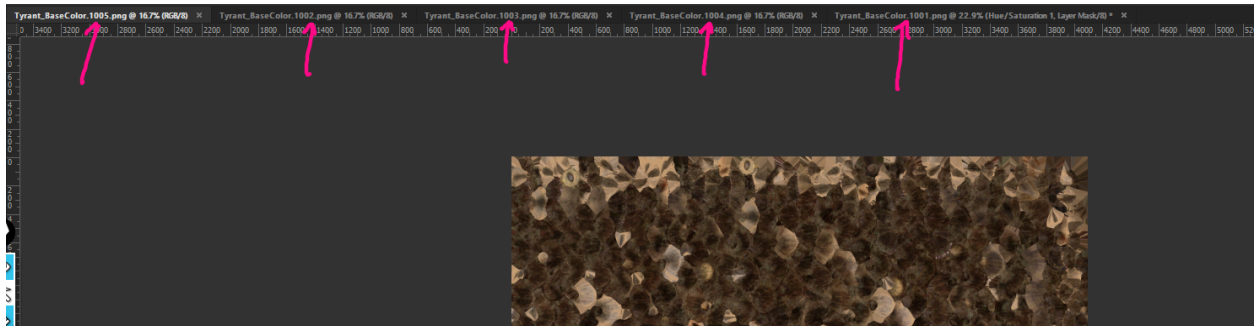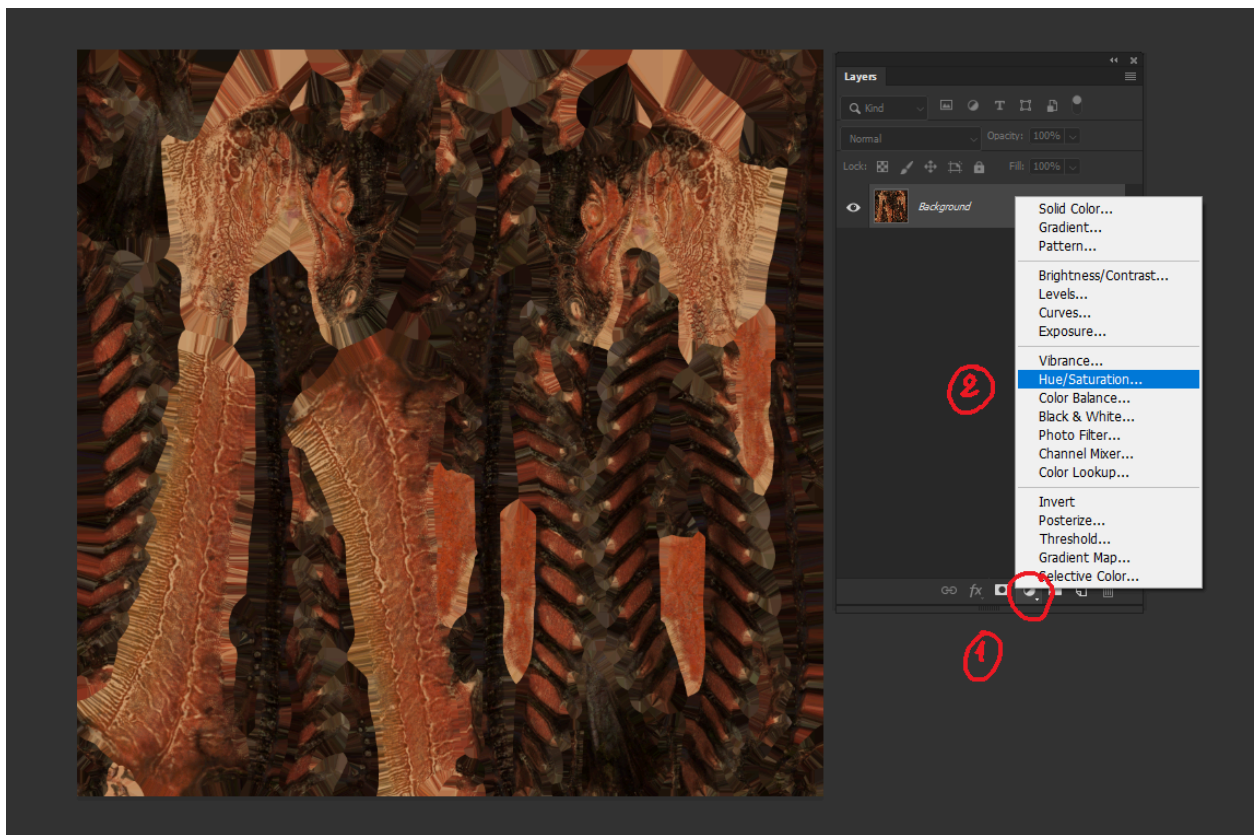These are some common questions & new features of the rig:
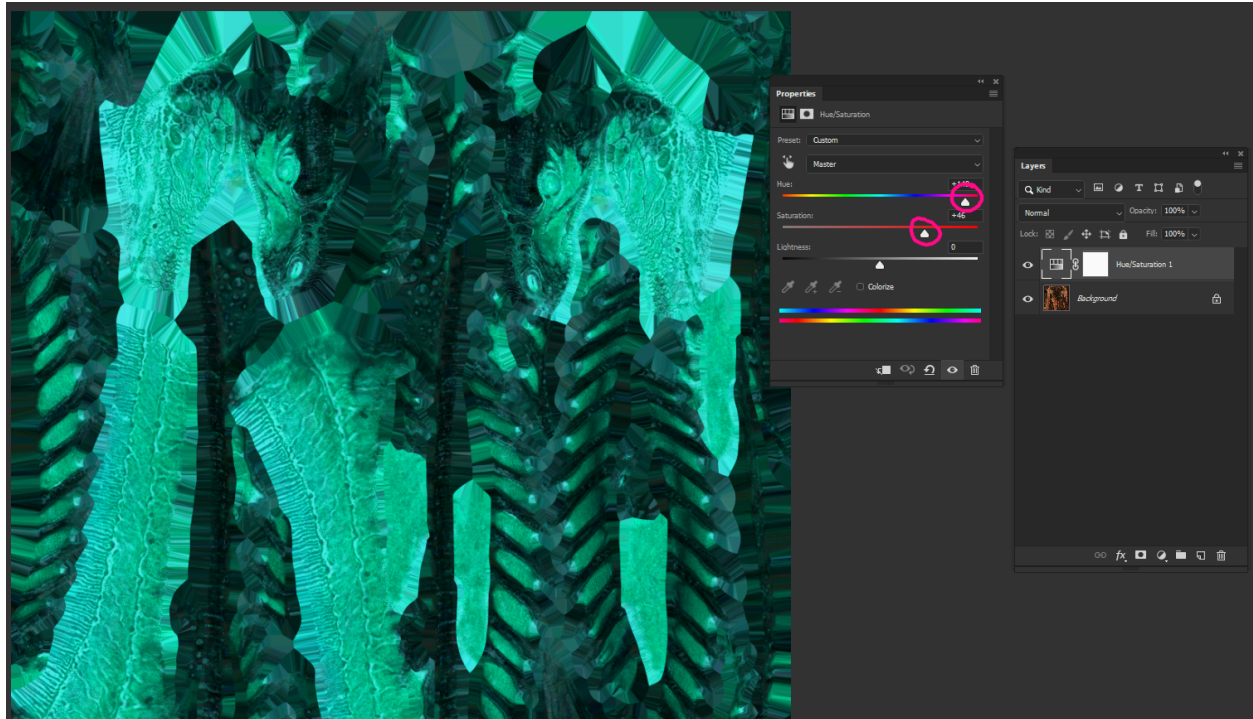
The color variants (Tyrant dragon) are only available at commercial license, but I still want to change the color of the dragon. How can I do that? (the tyrant dragon)

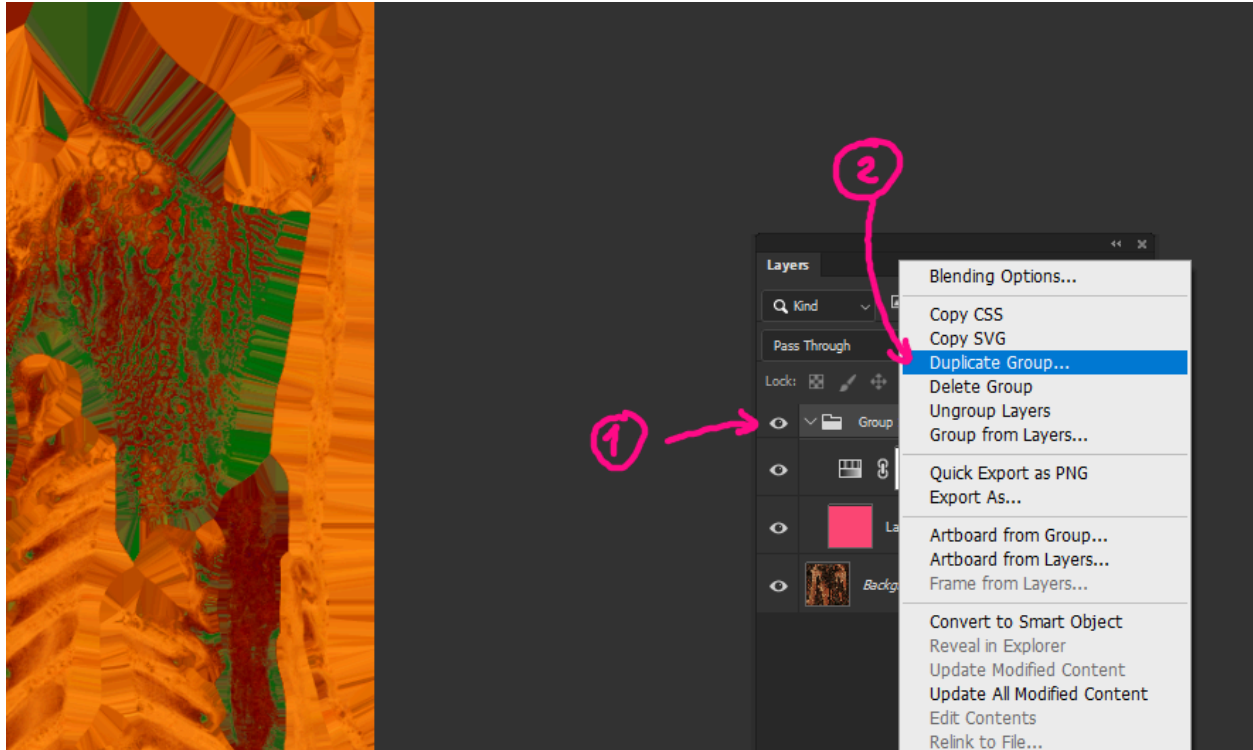First, open all the color textures

In one texture, in Layer, create Hue/Saturation adjustment

Adjust it as you like

You can even create a Group and add more layers, more blending modes, more adjustment methods, etc… to completely change the look of the original color.

When you're satisfied with the look, right click the adjustment Group > Duplicate Group (if you use Group, otherwise just Duplicate the adjustment layer)
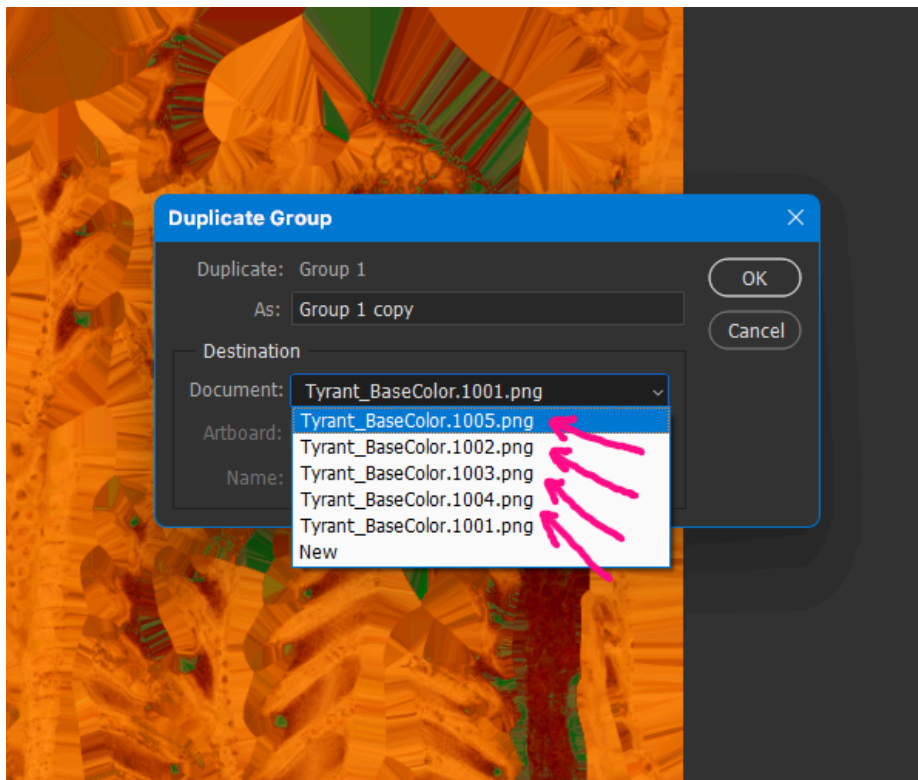
Then choose other (UDIM) color textures that you're opening (so they will have the same final look)
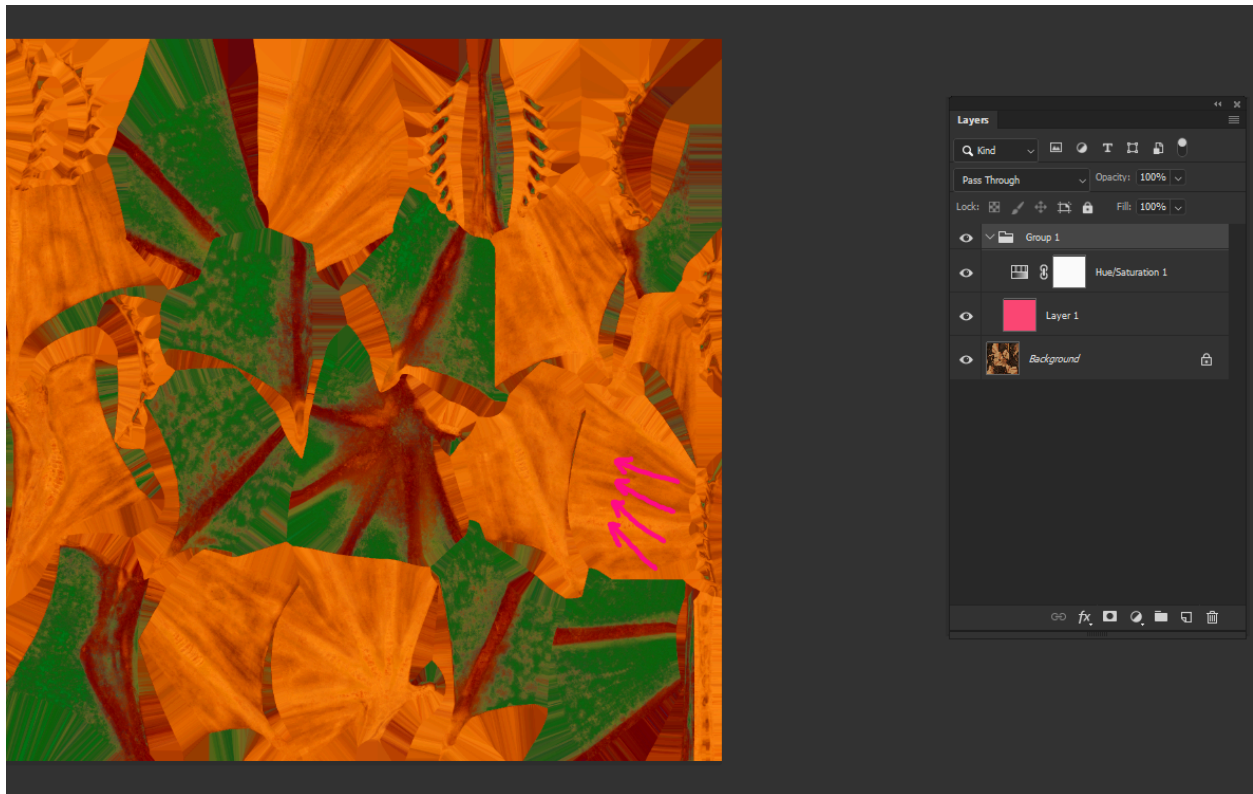
That's all about it. The method indeed can be applied in other photo editing software. Hope it's helpful.

Does it come with animations? Does it come with FBX? (Tyrant Dragon)
Yes, it does come with basic animations: walk, fly, idle, landing, flying idle

Fbx with animation and skeletal meshes are also included

How to turn on and off the Picker (inside the rig, no extra script)?
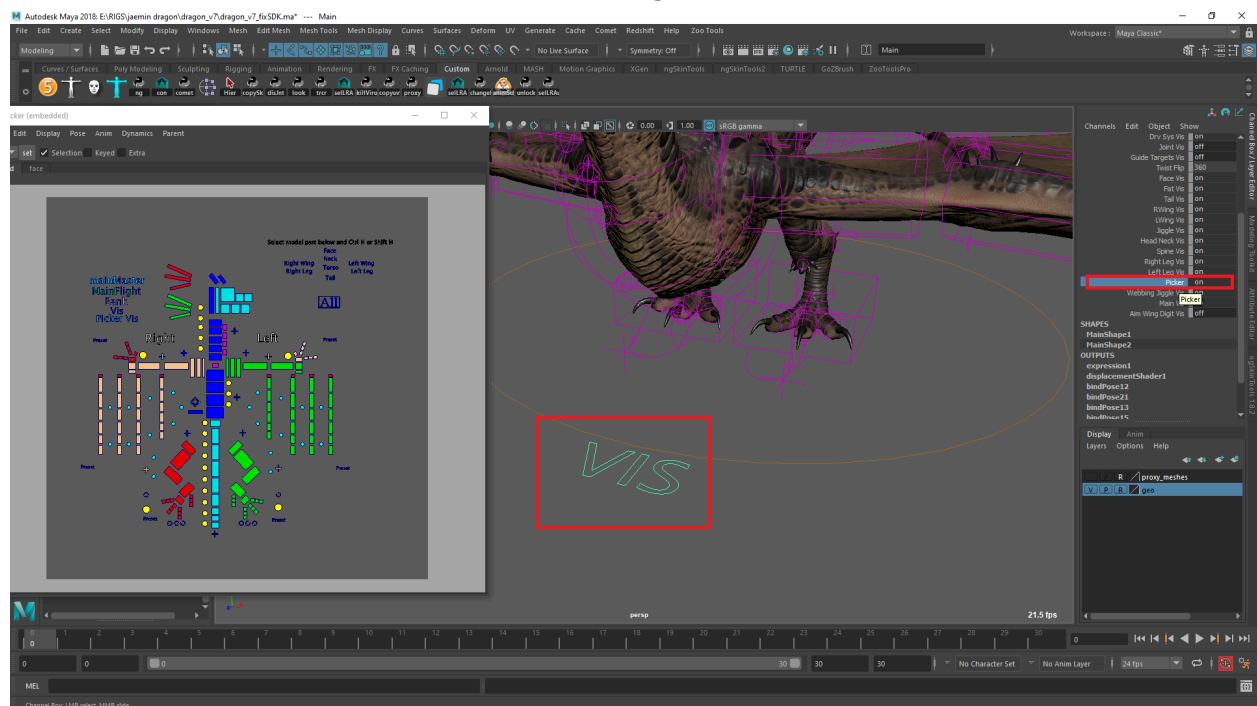
If you're using Advanced Skeleton, hit this button on shelf:
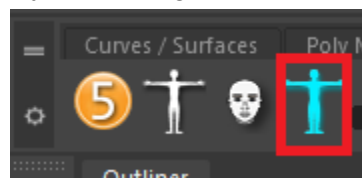
Pickers keep popping up while animating/ playback?
First, make sure you download the latest version of the Tyrant rig.
Next, update the picker to the latest version, by open the Picker, File > Check for update
https://youtu.be/rSSVqgrQ1OI (at 11'27s)
Also, make sure the Picker Attribute at the VIS control is set to OFF
The last option will be, select the picker groups in Outliner and… delete them. (save a backup rig first)

Cannot select picker even though the Selection checkbox is checked?
Did you turn off geometry selection? These pickers are actually geometry, which cannot be selected if Geo selection is disabled.
Usually I will do File > Create reference. Then when the rig is messing up, I will go to Reference Editor > right click the rig and reload.

Picker disappeared?
Sometimes the picker might disappear due to the camera of the picker being moved to somewhere else.
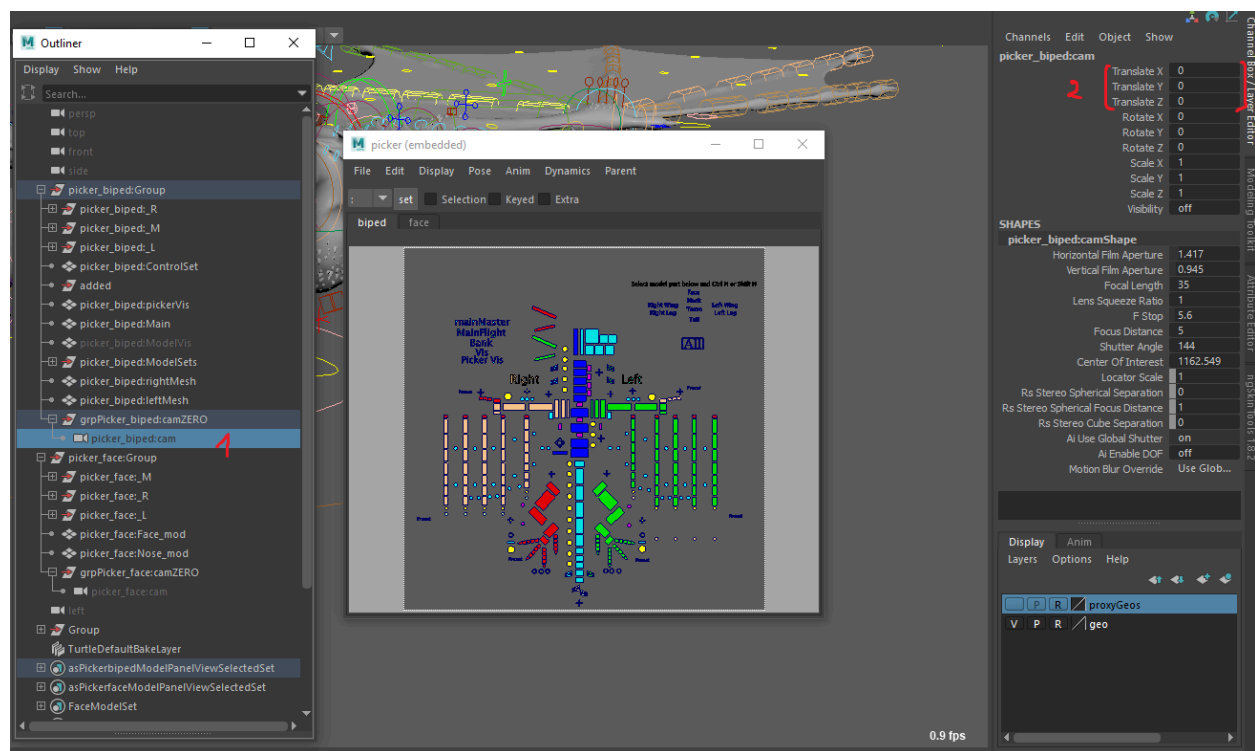
To bring it back:
1. Find picker camera (picker_biped:cam and picker_face:cam) in Outliner
2. Zero out the transform in channel box
Extra: you can select the camera and lock all the channels, then you can use 2D pan/ zoom to navigate.

When using Picker, how to deselect controls via Picker?

With the old version of the picker you can only … select everything all over again, since it's only addictive selecting.
To Shift-Click to deselect, please update the Picker to the latest version
https://youtu.be/rSSVqgrQ1OI?t=686

Mirror Pose with Picker
https://youtu.be/HN59UAIgH1g
If you have trouble mirror the pose, please update the embed picker:
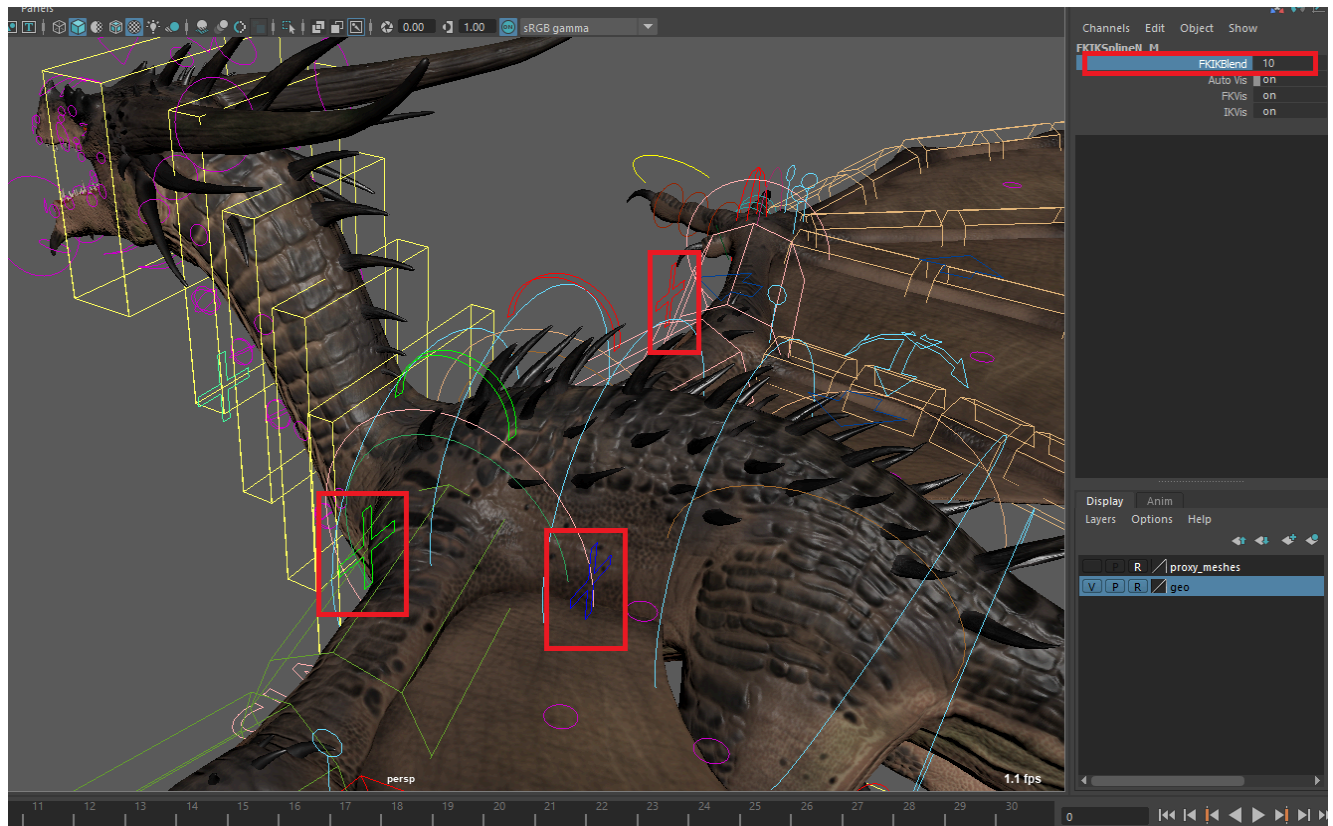https://youtu.be/rSSVqgrQ1OI?t=686

Scaling issue with Proxy Meshes?
If you're using Proxy Meshes, please use MainExtra5 to scale the entire rig

How to switch between IK/FK?

These plus signs are for this task, near any body parts you want to switch.
Also, remember to fill in **10** or 0. (not 1 or 0)

How to do IK/FK snapping?

Use the Picker for this task.
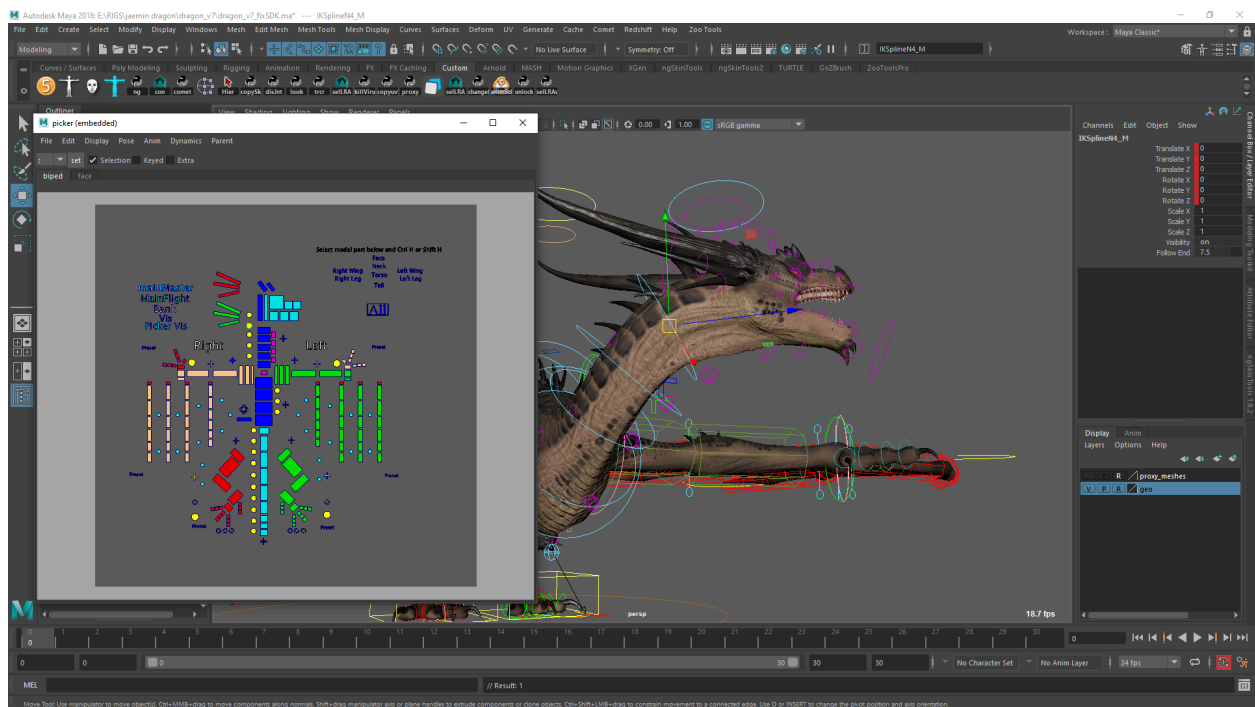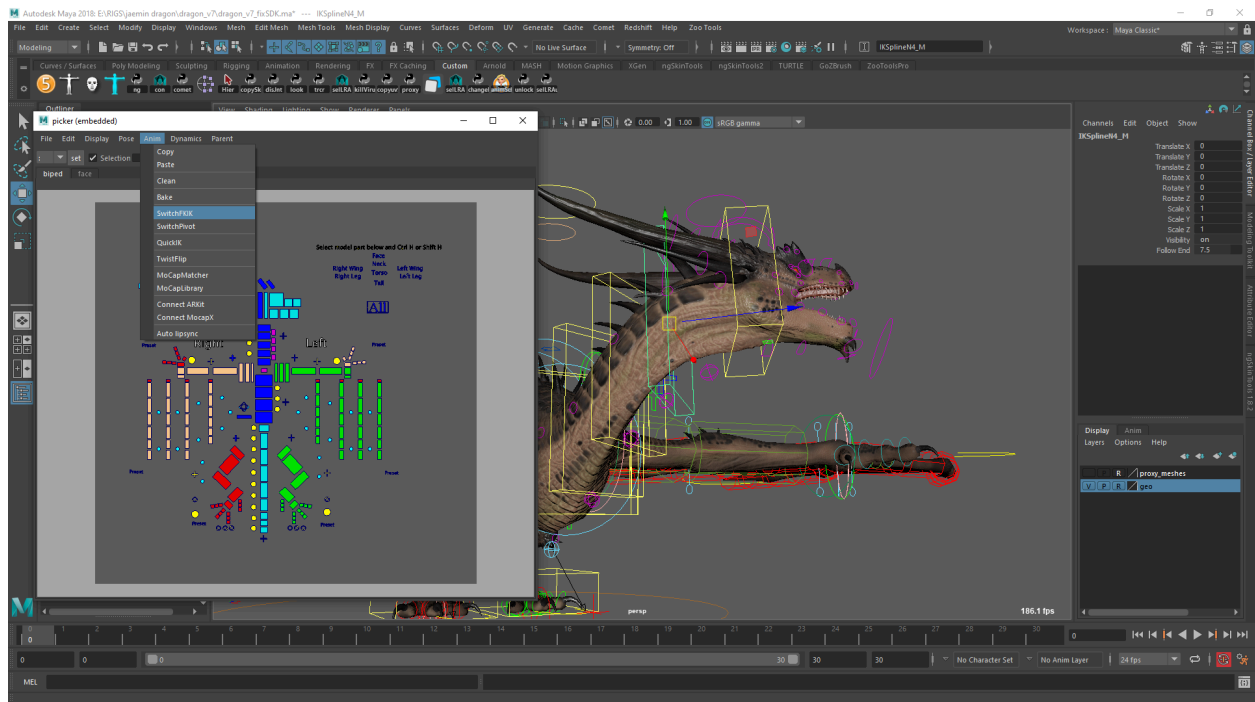
How to do ik fk snapping on multiple keys at once?
Open the picker while running this python script
Turn on Auto Key on timeline
Highlight the keyframe range where you want to snap IK/FK. Run the script
Maybe this will be updated to the picker in the future

import maya.cmds as cmds

```
import maya.mel

myObjs = cmds.ls(sl = True) #list selections, return a list of objects
print(myObjs)
aPlayBackSliderPython = maya.mel.eval('$tmpVar=$gPlayBackSlider')
keyRange = cmds.timeControl( aPlayBackSliderPython, q=True, rangeArray=True)
print(keyRange)
kL = keyRange[1]-keyRange[0] # key length = 1 when there is no highlight on timeline or only
one frame is highlighted

if kL != 1:
    frameList = [i for i in reversed(range(int(keyRange[0]), int(keyRange[1]), 1))]
    print(frameList)
    for frame in frameList:
        frame = int(frame)
        print(frame)
        cmds.currentTime(frame)
        cmds.select(myObjs, r=1)
        maya.mel.eval('asAutoSwitchFKIK')
```
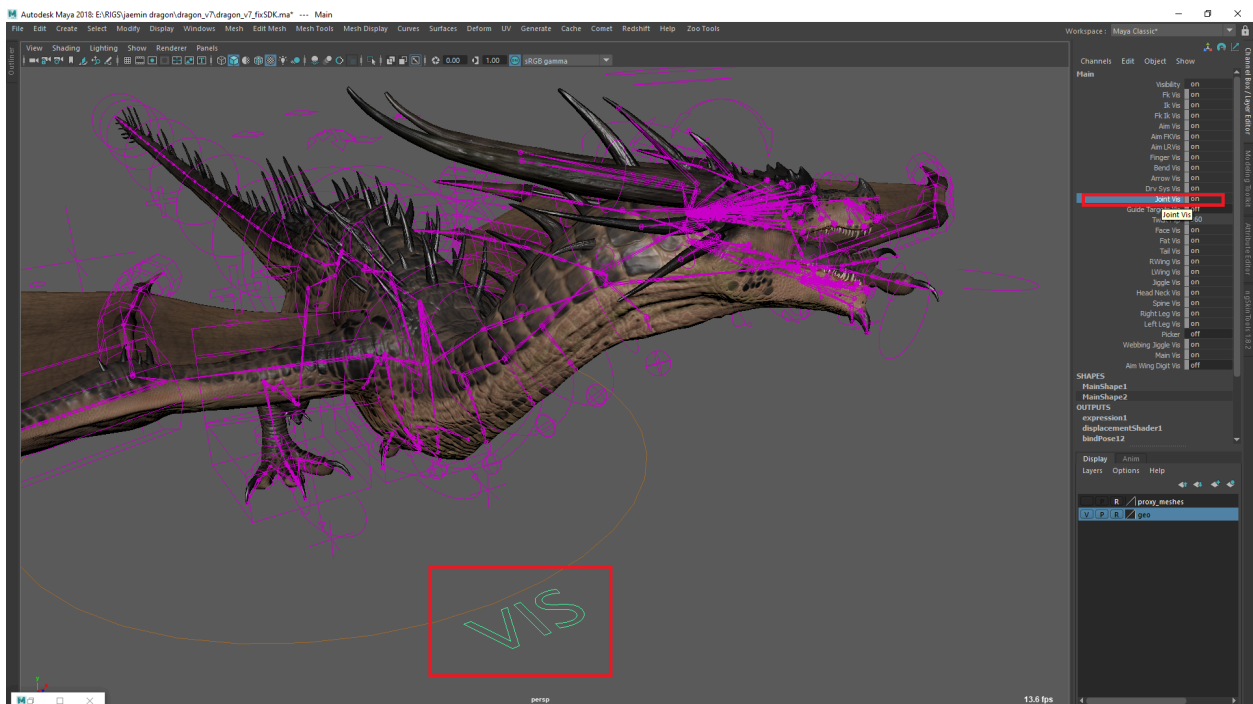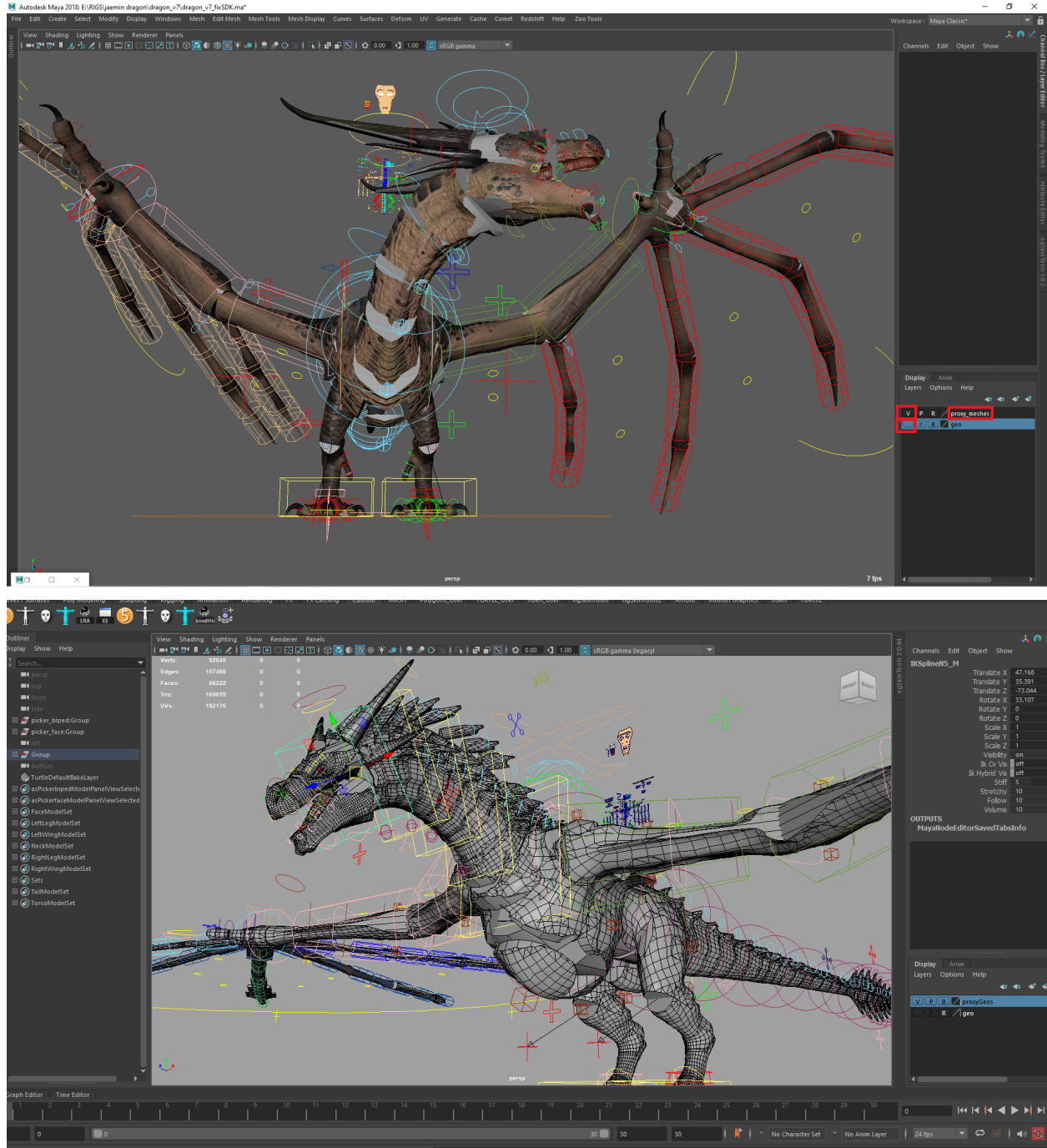
How to display Joints?

Why is the rig slow when I first open it and move controls around?

Just start adding keyframes, it will be fast again. Explained here at 7'45s
https://youtu.be/3KPD7zBRWn0
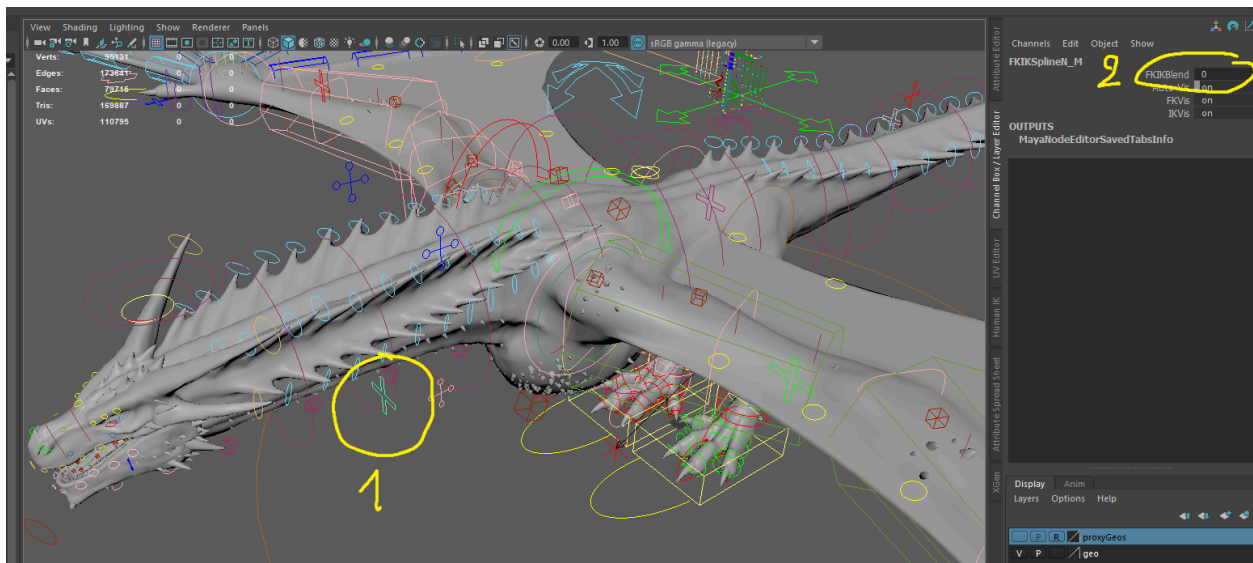**Is there a proxy/ cut-out version of this rig?**
Yes

I want the head to stay in place when moving/ rotating the chest. How can I do that?

If you want to move the chest/ the root and the other parts don't move, you can simply turn the other parts to IK.
For example, the neck, first you select the FKIKSplineN_M, then fill in 10 for FKIKBlend
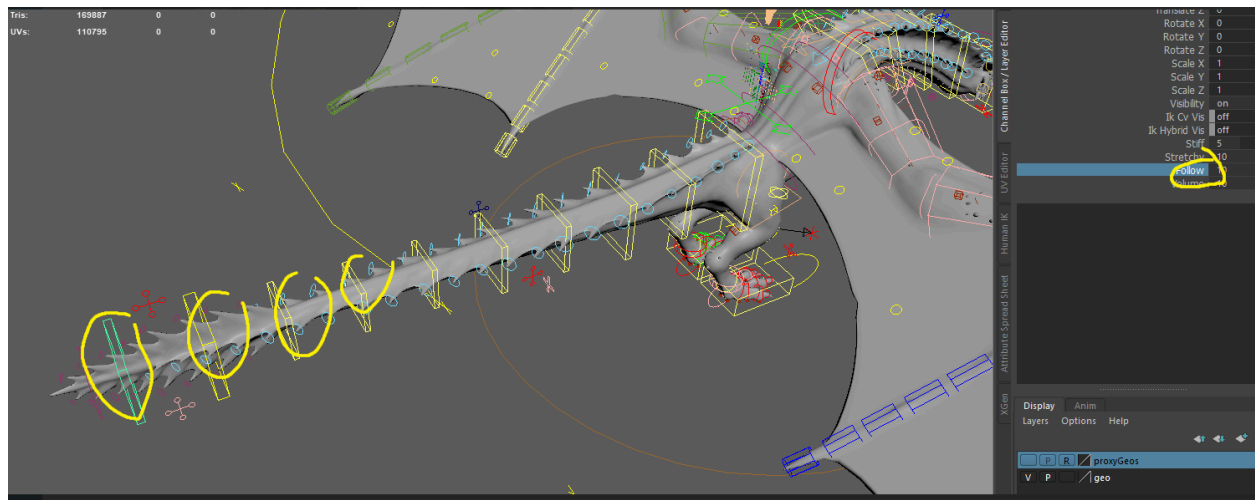

When you are in IK mode, you can decide which control will Follow or not the upper control (chest control in this case). Follow number can range from 0 to 10, so it's up to you to decide.
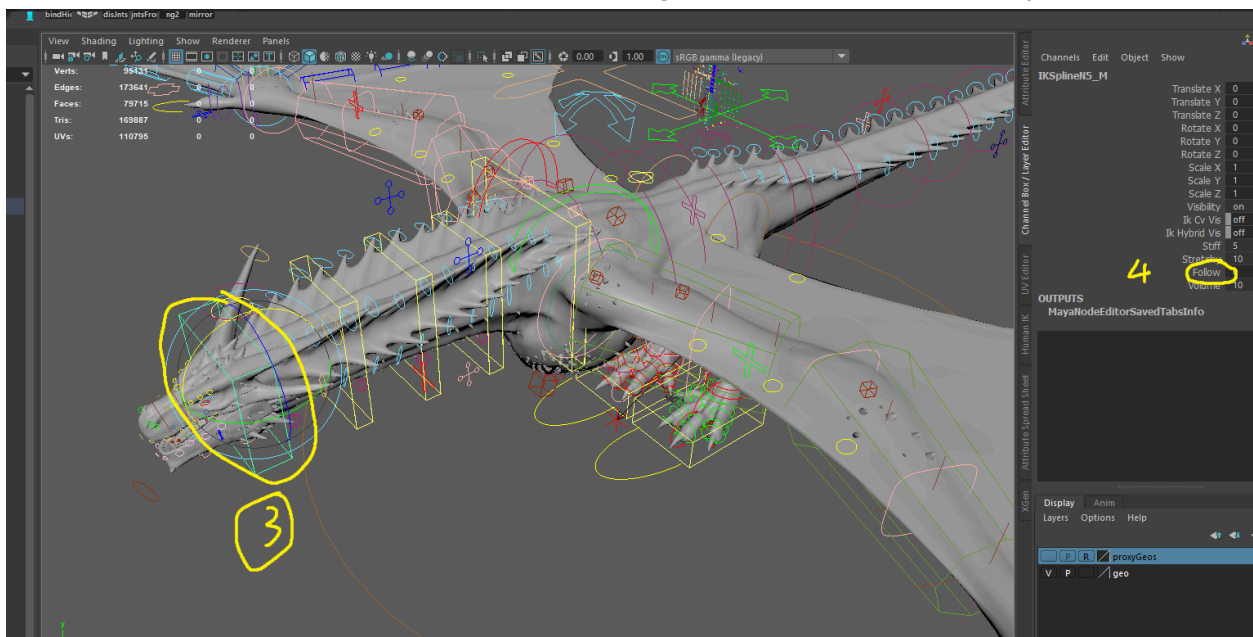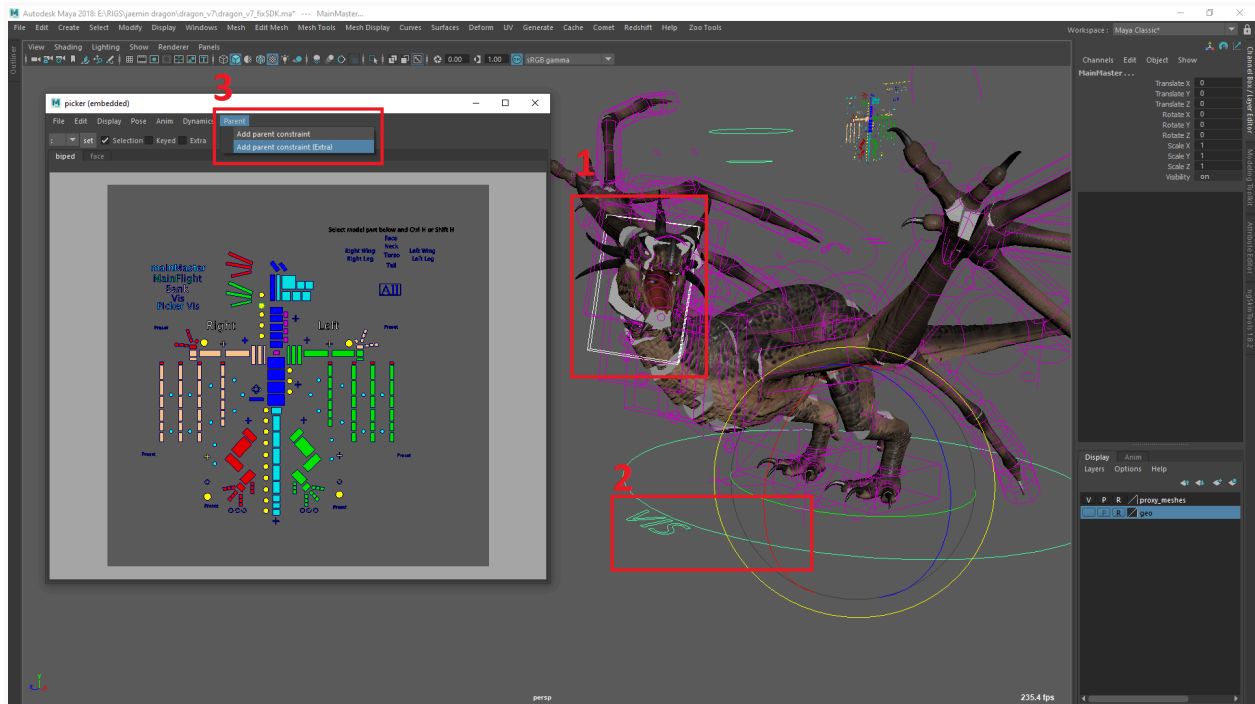

Same for other IK controls
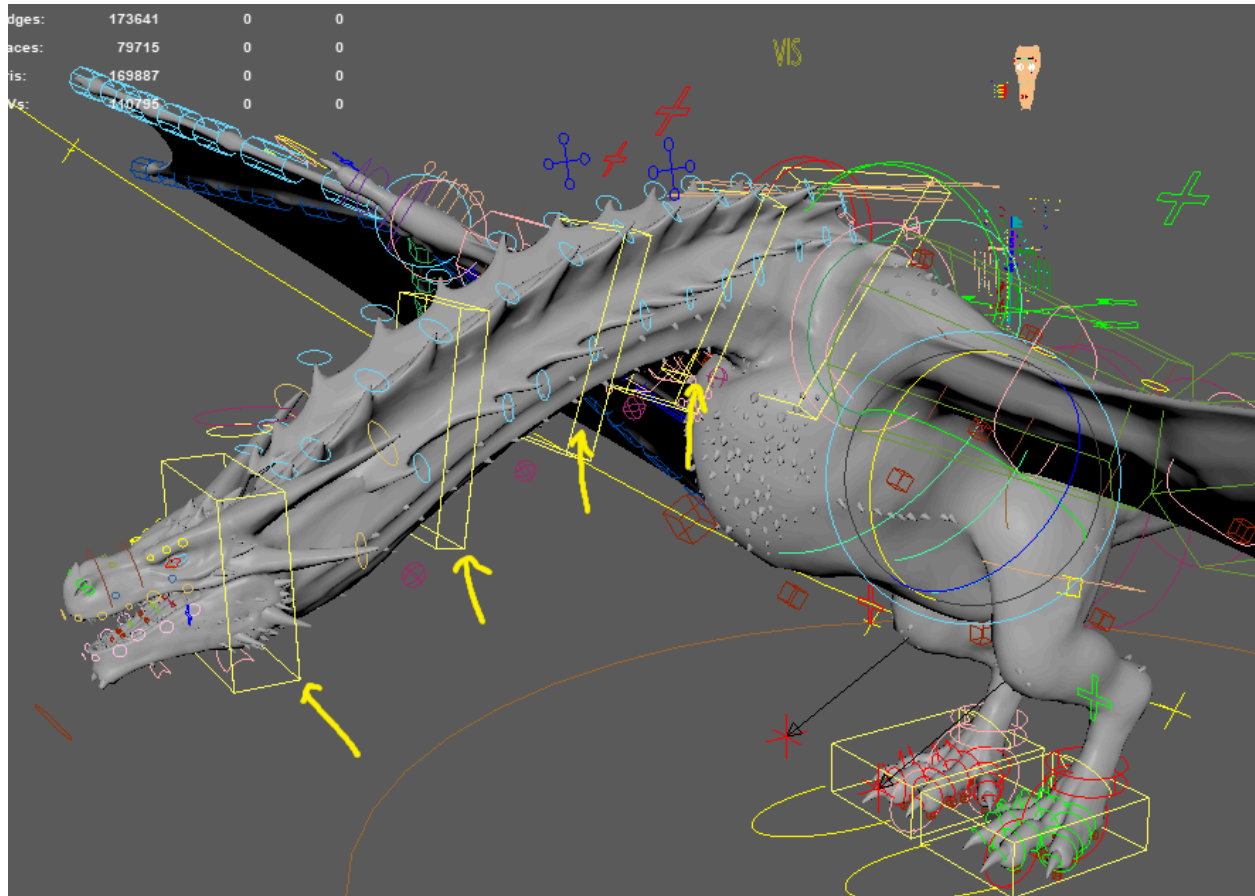
And other body parts

Where is the "Space-Switching"? For example, I want the IK neck control to follow MainMaster instead of Main control.

Use the picker, at 11'16: https://youtu.be/jWJLxrbxhY4

For example:

1. Select the IK neck control (child control)
2. Select the MainMaster Control (parent control)
3. Use the Picker menu > Parent > Add parent constraint (Extra)

Then the IK neck will follow the MainMaster space, also, the controls is free to be animated further (on constraint added directly to the control)

This is a video tutorial from me: https://youtu.be/3xKbCL5TRfo

Or you can use this script (by me), which is more convenient for custom space switching: https://truongcgartist.gumroad.com/l/spaceswitching
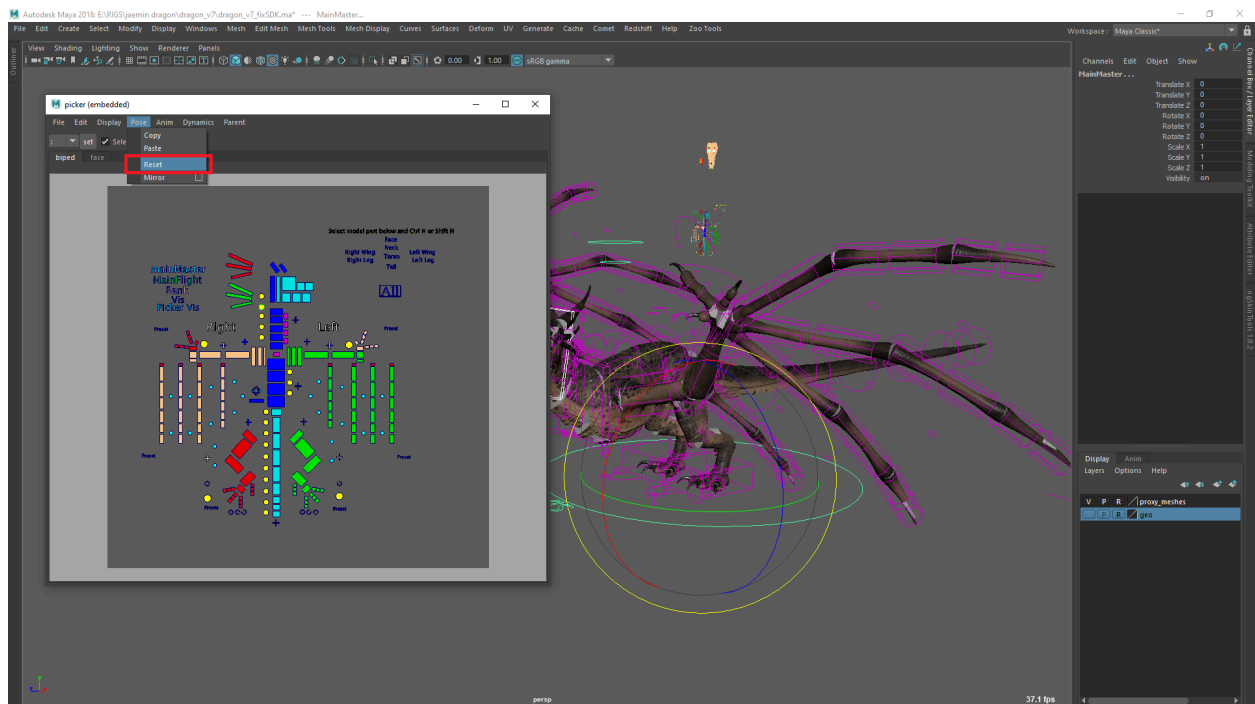
Why does the wing webbing appear to make some black noise when zooming out far?

Adjusting the near and far plane of your current camera will fix this issue.
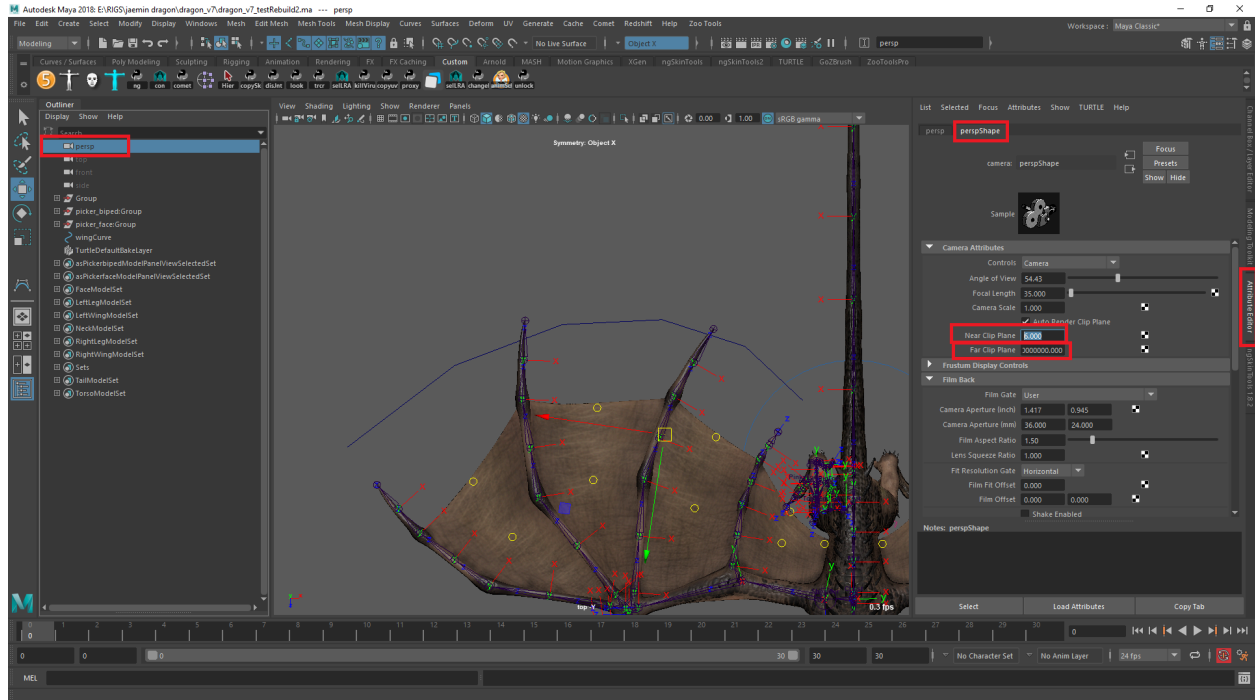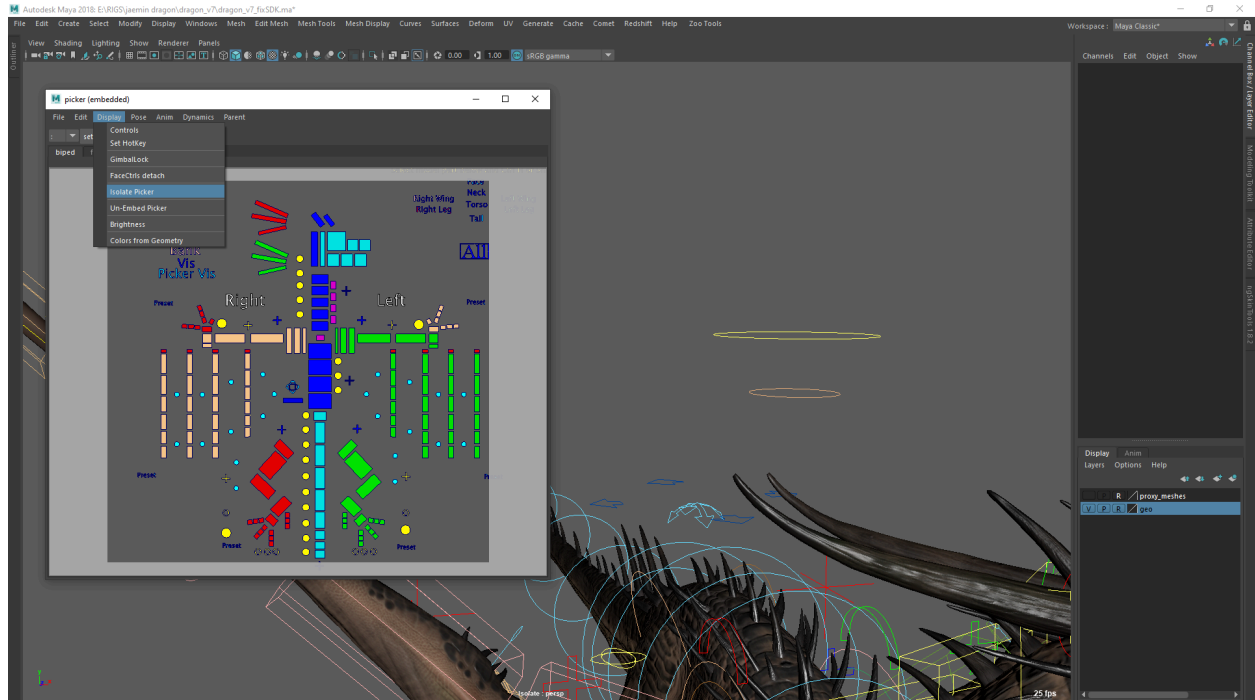
Reset Pose?

Or use this script: https://truongcgartist.gumroad.com/l/resetPose

I don't want the picker appear in Maya viewport
Use the Picker menu > Display > Isolate Picker

Or you can move the Picker Group in Outliner to under the ground plane (the camera of these pickers will move with the groups).
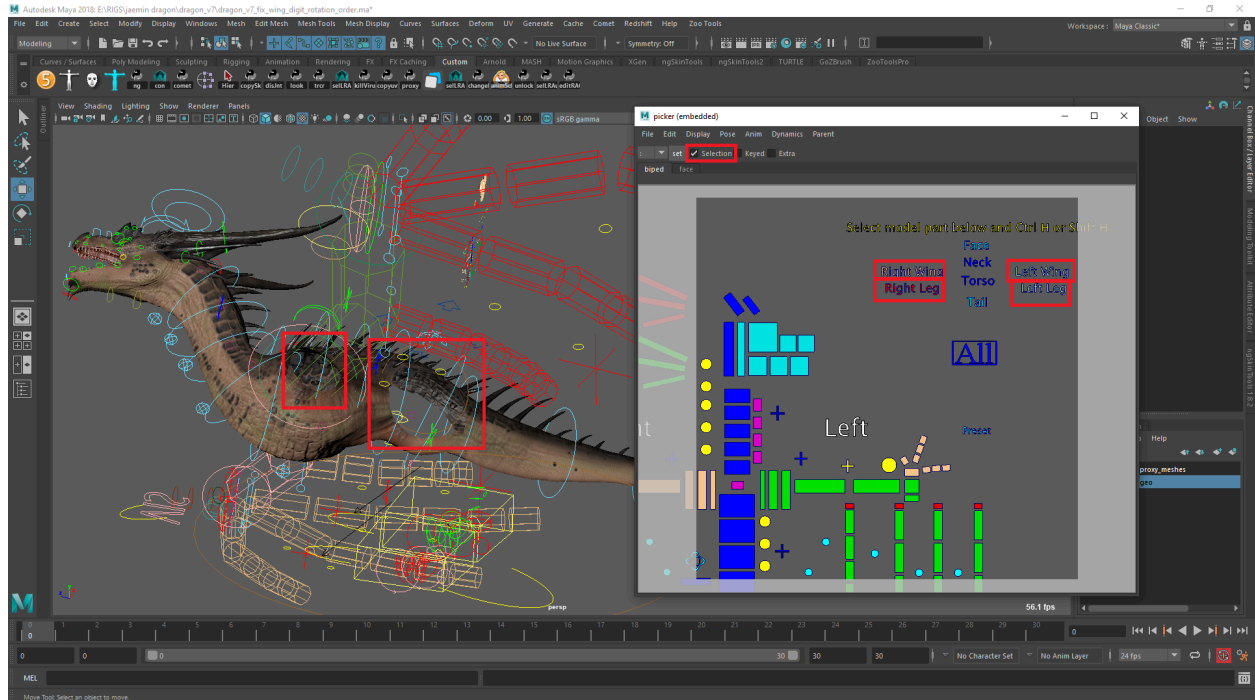
Remember to turn OFF "Selection" at Picker before doing that.

Is there a way to hide model parts (like wing, leg…) so I can concentrate on animating the body first?

Yes, use the picker again.

Remember to tick on Selection
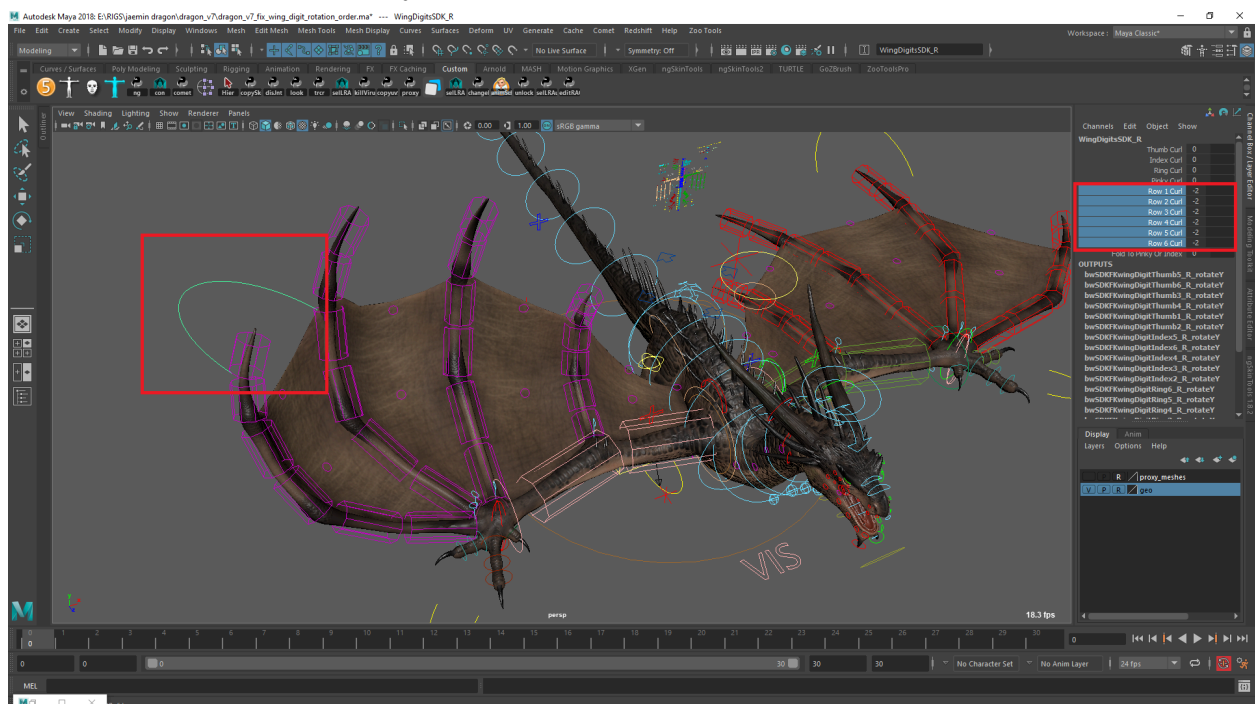
Select the model part you want, then Ctrl H to hide or Shift H to show

Or you can do it on your own as well: https://youtu.be/ik8qPP1KApc
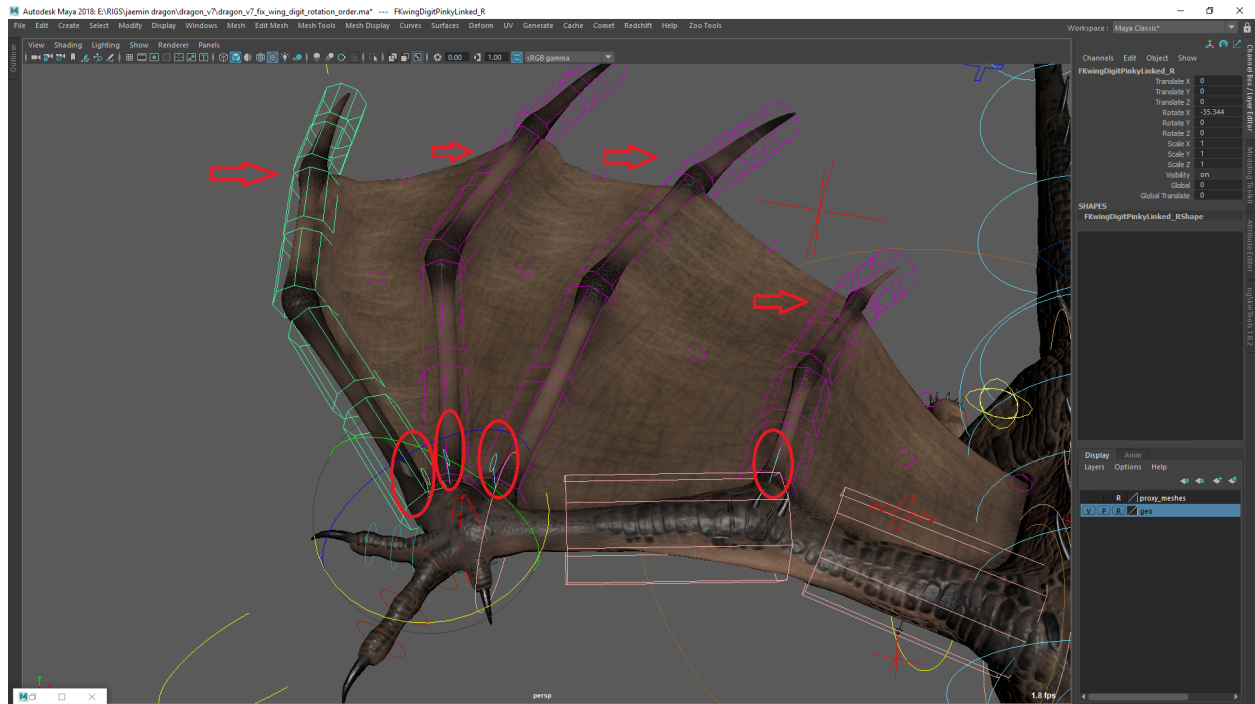
Is there an automatic setup to fold the wing faster? I don't want to pose every wing digit control
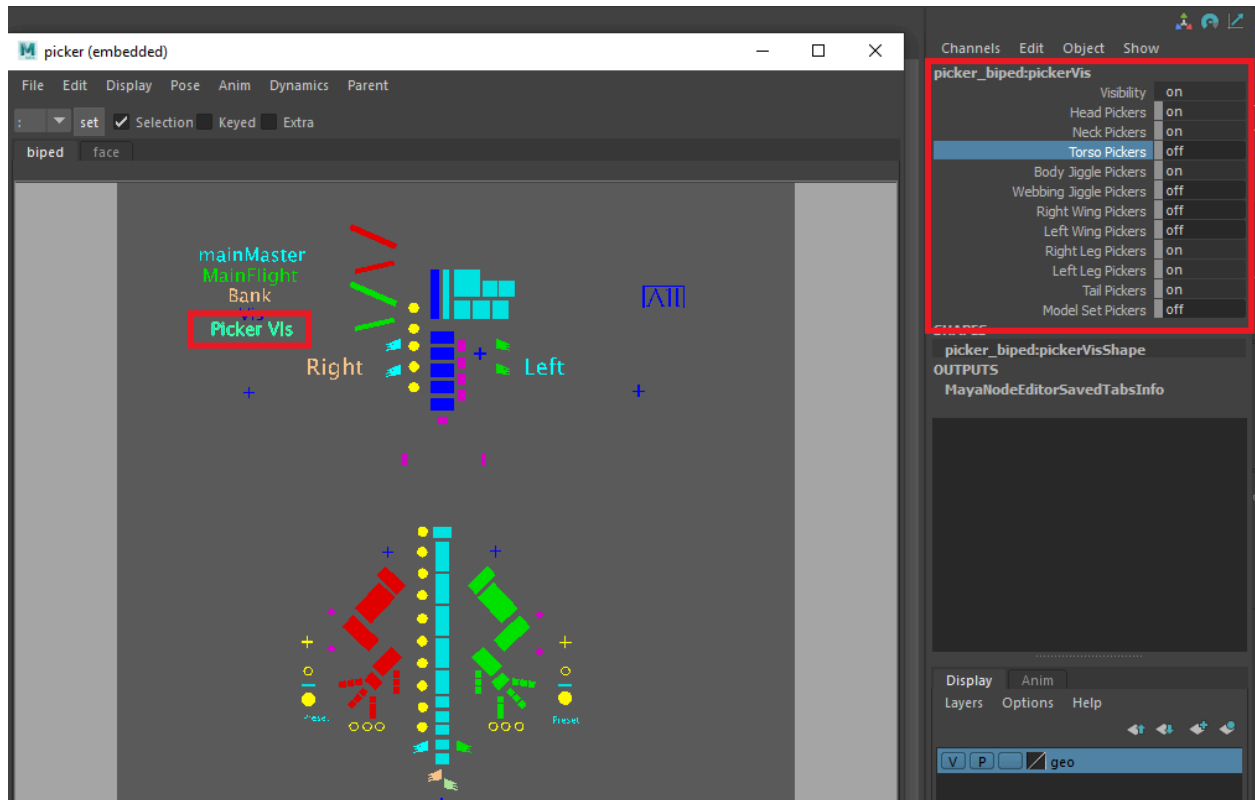
You can use the Set Driven Key setup:

Or use these "linked" wing digit root controls, when you rotate one, the nearby controls will react accordingly

If you find the Picker is too noisy, you can use PickerVis to hide some parts out:

Notes on bringing the rig into Unreal Engine
The wing membrane controls animation won't be exported (FBX) to UE since it uses Skincluster on Blendshape. The rest will be imported fine.
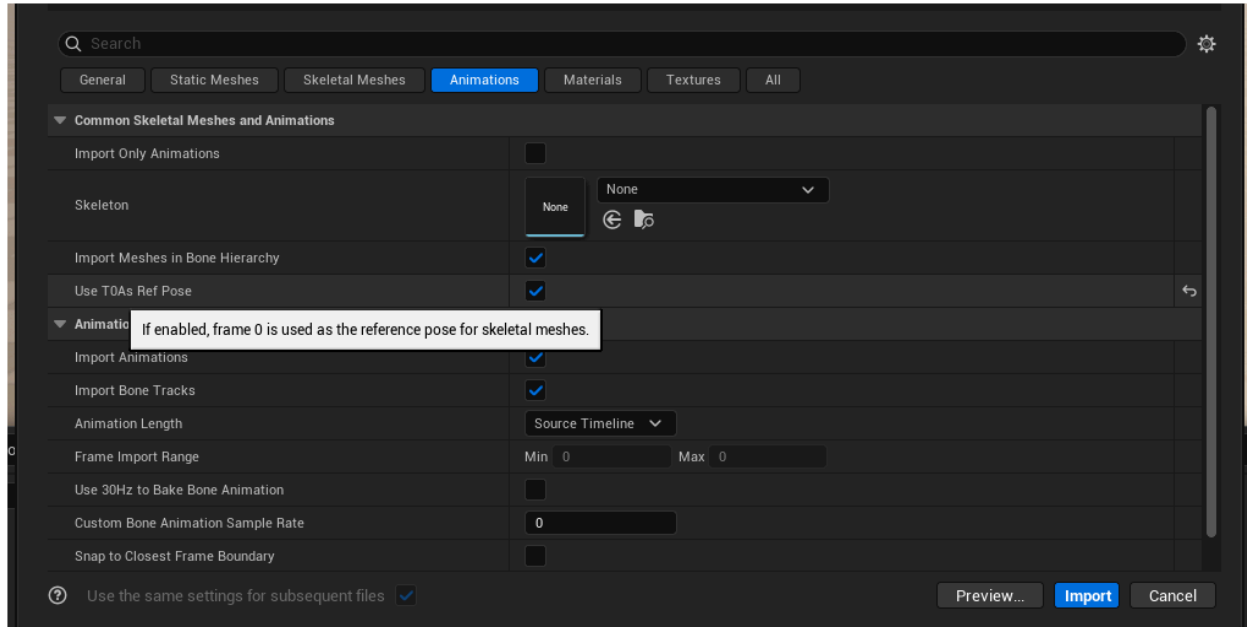If you want everything to go over UE, please use Alembic export.

UDIM textures for UE: https://youtu.be/t-eG2TDU048

Video tutorial https://youtu.be/V-tgnjOQGz0

Jaemin dragon to UE https://youtu.be/PxDeTdmfIvE

Models get distorted when imported into UE:

Please find this "Use T0As Ref Pose" setting, and check it. The setting above is from UE 5.5 but you can find the same option in older versions of UE.

UV Seams issue?

If the color looks like this, please check the color space of normal map
https://youtu.be/8MB9-o-goUc

Another troubleshooting video I made (uv seams, model is too shiny, blue color appear in model, the model is black, etc): https://youtu.be/yqeL9HW9-2w

3 levels of neck/ tail control: https://youtu.be/woIH7MLiSUw

Video demo (the tyrant rig)

Picker: https://youtu.be/oNLNk88Jxhg
Fin setup: https://youtu.be/l_q-PfQ84eA
UDIM display & rendering: https://youtu.be/0BN876Pe_wk
Rendering with Arnold: https://youtu.be/qfFXcYG6-J0

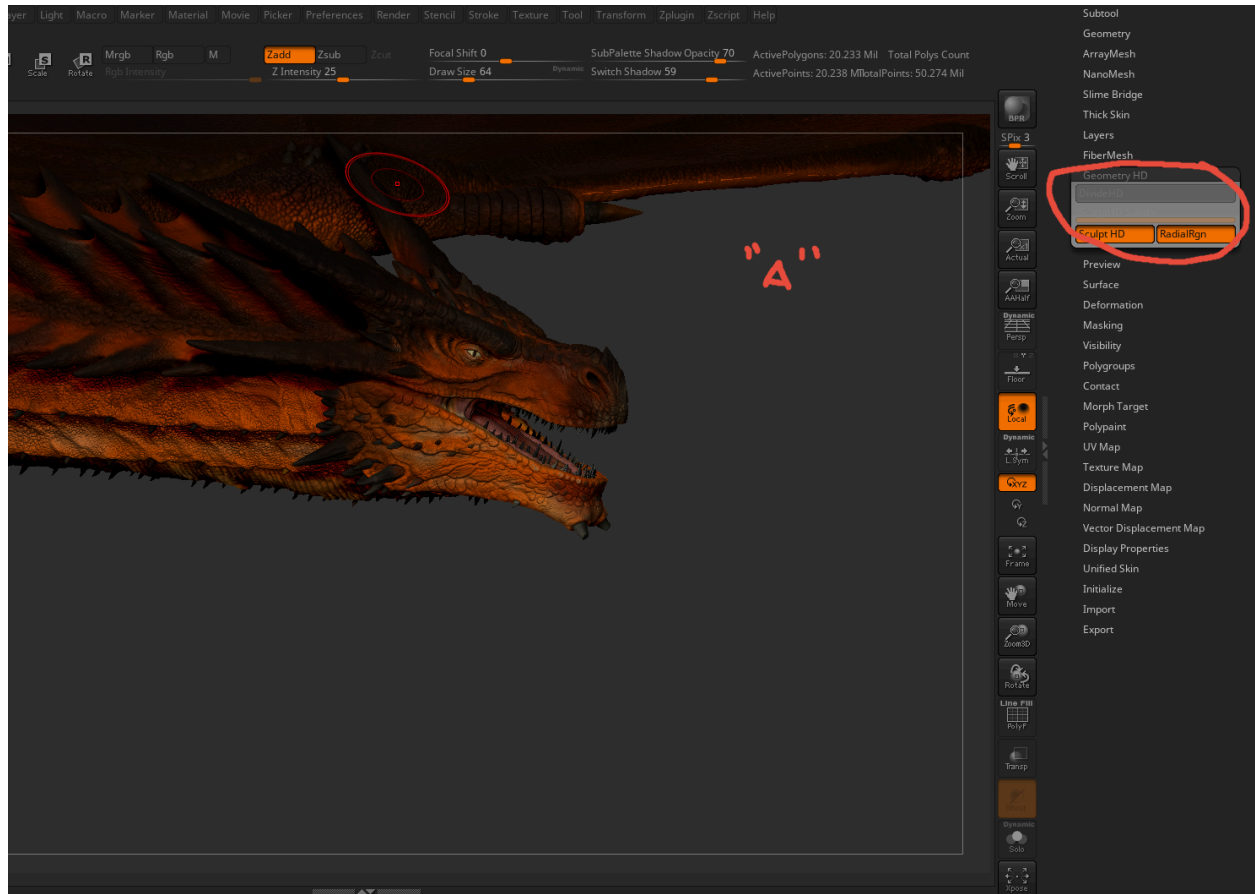**How to animate the Tyrant dragon fins in a seamless loop**
You need to have a multiple of "19" in the Wave parameter for waves to appear seamless in the animation.
Also the keys should be linear.
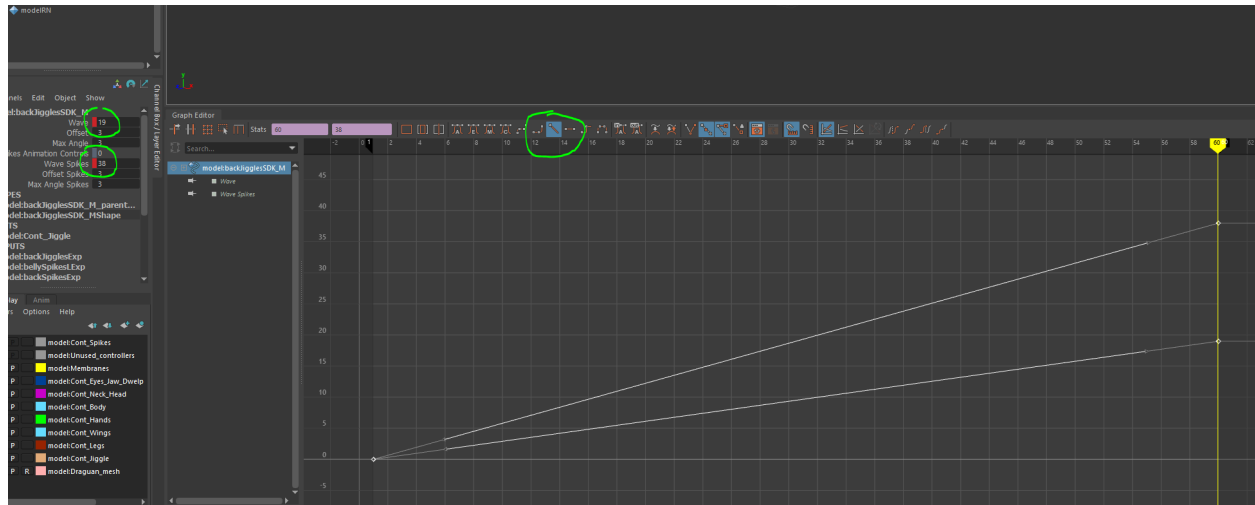
Zbrush: where is the body of the dragon? (ZPR: Ctrl O to open the Zbrush file)
Oh I forgot to turn on the body layer.

Please also notice the hi-res mesh is on Geometry HD (you can search youtube "Geometry HD" if you're are new to this topic)

You can hit "A" to preview the high res (please make sure you're on the body subtool in Tools > Subtools)

Feel free to inbox me if you still have more questions about using the dragon rig
cvbtruong@gmail.com or truongcgartist@gmail.com