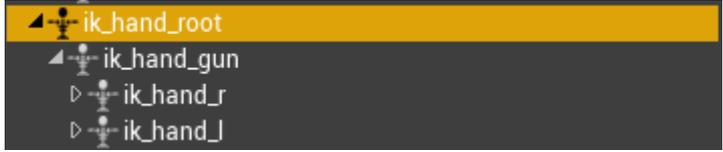
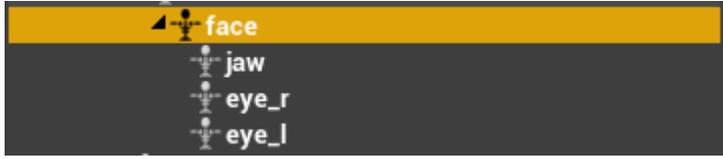
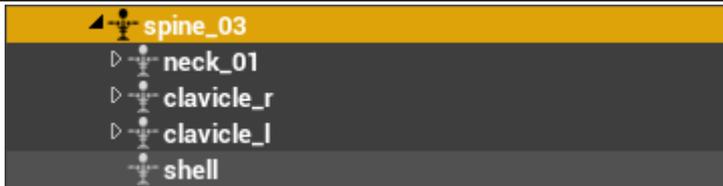


ArgentFish

Alien Toad Hunter

Additional bones

Bone Names	Unreal Bones Screenshots
ik_foot_root ik_foot_l ik_foot_r	 <p>A screenshot of the Unreal Engine hierarchy showing the ik_foot_root bone selected. It is expanded to show its children: ik_foot_l and ik_foot_r.</p>
ik_hand_root ik_hand_gun ik_hand_r ik_hand_l	 <p>A screenshot of the Unreal Engine hierarchy showing the ik_hand_root bone selected. It is expanded to show its children: ik_hand_gun, ik_hand_r, and ik_hand_l.</p>
head face eye_r eye_l	 <p>A screenshot of the Unreal Engine hierarchy showing the face bone selected. It is expanded to show its children: jaw, eye_r, and eye_l.</p>
lowerarm_l compass compass_arrow_01 compass_arrow_02 compass_arrow_03	 <p>A screenshot of the Unreal Engine hierarchy showing the lowerarm_l bone selected. It is expanded to show its children: clavicle_l, upperarm_l, lowerarm_l, hand_l, lowerarm_twist_01_l, compass, compass_arrow_01, compass_arrow_02, and compass_arrow_03.</p>
spine_03 shell	 <p>A screenshot of the Unreal Engine hierarchy showing the spine_03 bone selected. It is expanded to show its children: neck_01, clavicle_r, clavicle_l, and shell.</p>

Bones List

root
pelvis
spine_01
spine_02
spine_03
clavicle_r
upperarm_r
lowerarm_r
hand_r
ring_01_r
ring_02_r
ring_03_r
middle_01_r
middle_02_r
middle_03_r
index_01_r
index_02_r
index_03_r
thumb_01_r
thumb_02_r
thumb_03_r
lowerarm_twist_01_r
upperarm_twist_01_r
neck_01
head
shell

face
jaw
eye_r
eye_l
clavicle_l
upperarm_l
lowerarm_l
hand_l
ring_01_l
ring_02_l
ring_03_l
middle_01_l
middle_02_l
middle_03_l
index_01_l
index_02_l
index_03_l
thumb_01_l
thumb_02_l
thumb_03_l
lowerarm_twist_01_l
compass
compass_arrow_01
compass_arrow_02
compass_arrow_03

upperarm_twist_01_l
thigh_r
calf_r
calf_twist_01_r
foot_r
ball_r
thigh_twist_01_r
thigh_l
calf_l
calf_twist_01_l
foot_l
ball_l
thigh_twist_01_l

ik_foot_root
ik_foot_l
ik_foot_r
ik_hand_root
ik_hand_gun
ik_hand_r
ik_hand_l

weapon_sword_r