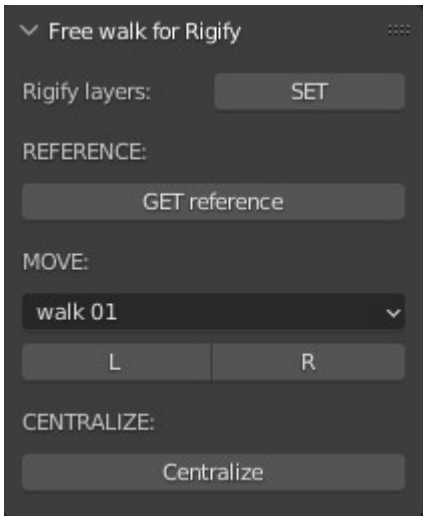
# Free Walk for Rigify
# Documentation

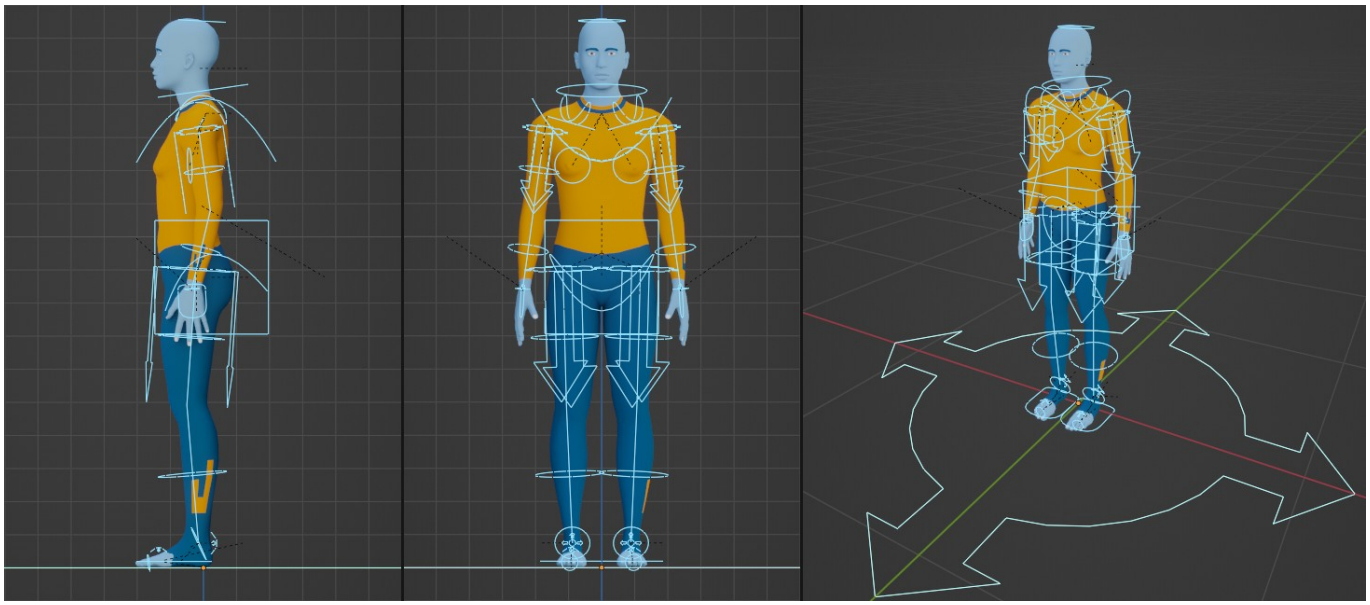
The addon panel is available in *3D view* > *Sidebar* > *Item*:




**[ SET ]:** This button turns ON only the *Rigify* layers that will be used.

## REFERENCE:

First of all, for the addon to work, you need to position the character for calibration. This is essential because each character has specific measurements. Create an *Action* to save this reference pose, so you can recover it later (use *Fake User* button to protect it). In *object mode*, clear location and rotation, and insert *LocationRotationScale* keyframes. Change to *pose mode*, select the *root*, clear location and rotation, and insert *LocationRotationScale* keyframes too. Activate the *Rigify* layers using the [ SET ] button, then position the character like the model below, select all the bones and insert *LocationRotationScale* keyframes in all:



It is very important that when you change the current frame the character remains still. Then, if everything is right, capture the reference pose.

**[ GET reference ]:** This button captures the reference pose to memory.

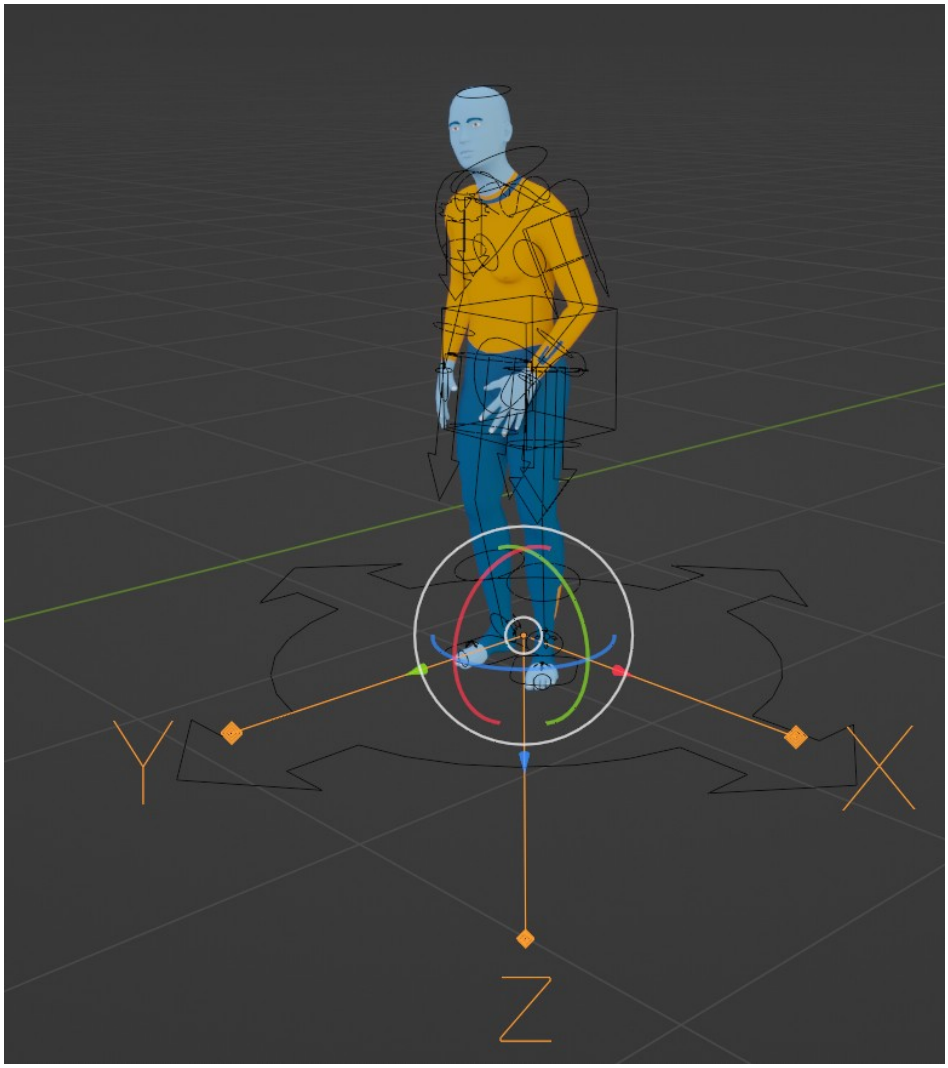
# MOVE:

First, create a new Action to separate from the reference pose. In the current version of the addon there are two types of walk available: *walk_01* and *walk_02*. After selecting the type, choose which leg will be moved: *Left* or *Right*.

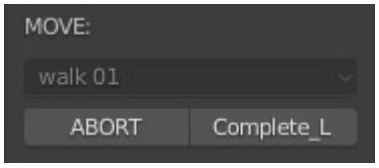
**[ L ]:** This button moves the left leg forward.

**[ R ]:** This button moves the right leg forward.

After clicking the [ L ] or [ R ] button, the addon adds an empty to the scene. If you wish, rotate it to direct the movement. The displacement will happen on the y-axis of the empty.



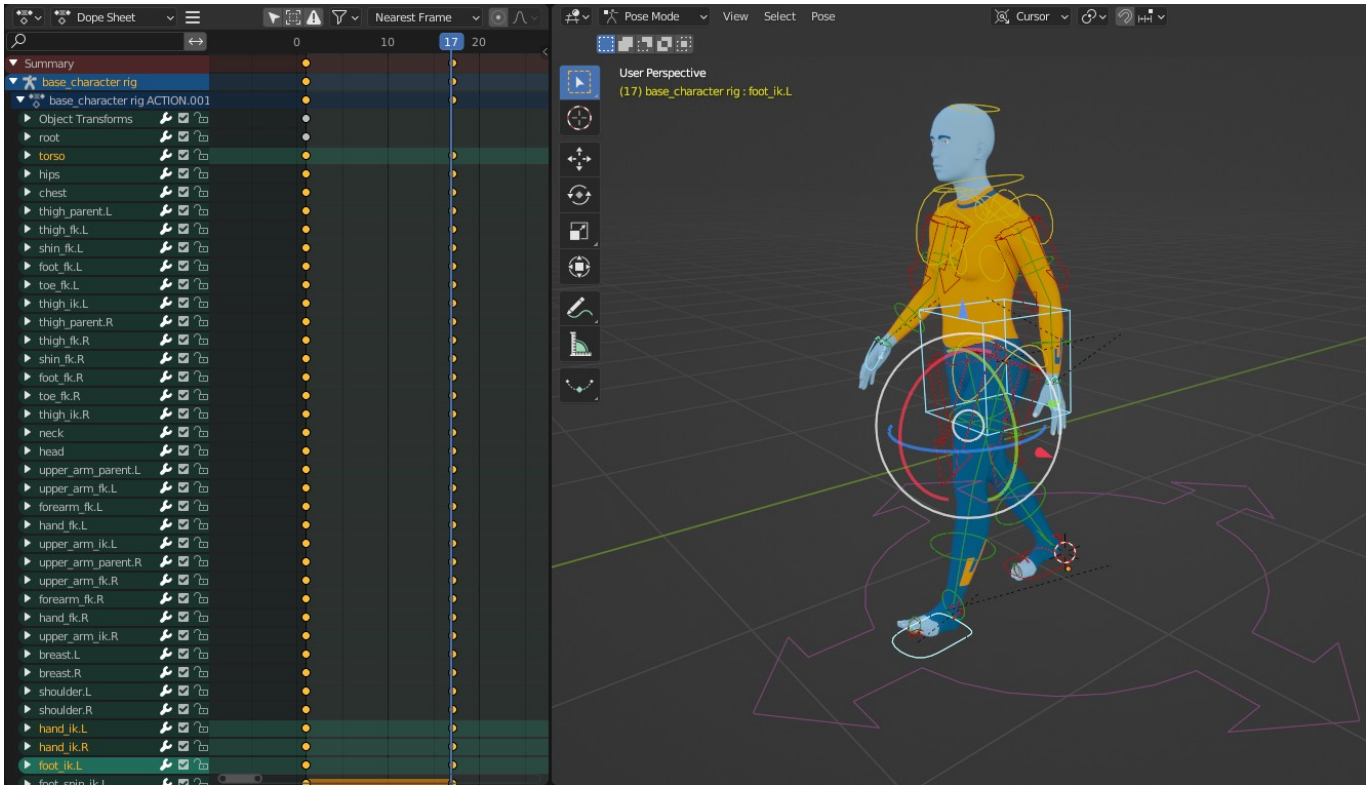

Also note, after clicking the [ L ] or [ R ] button, the panel change, there are new buttons:



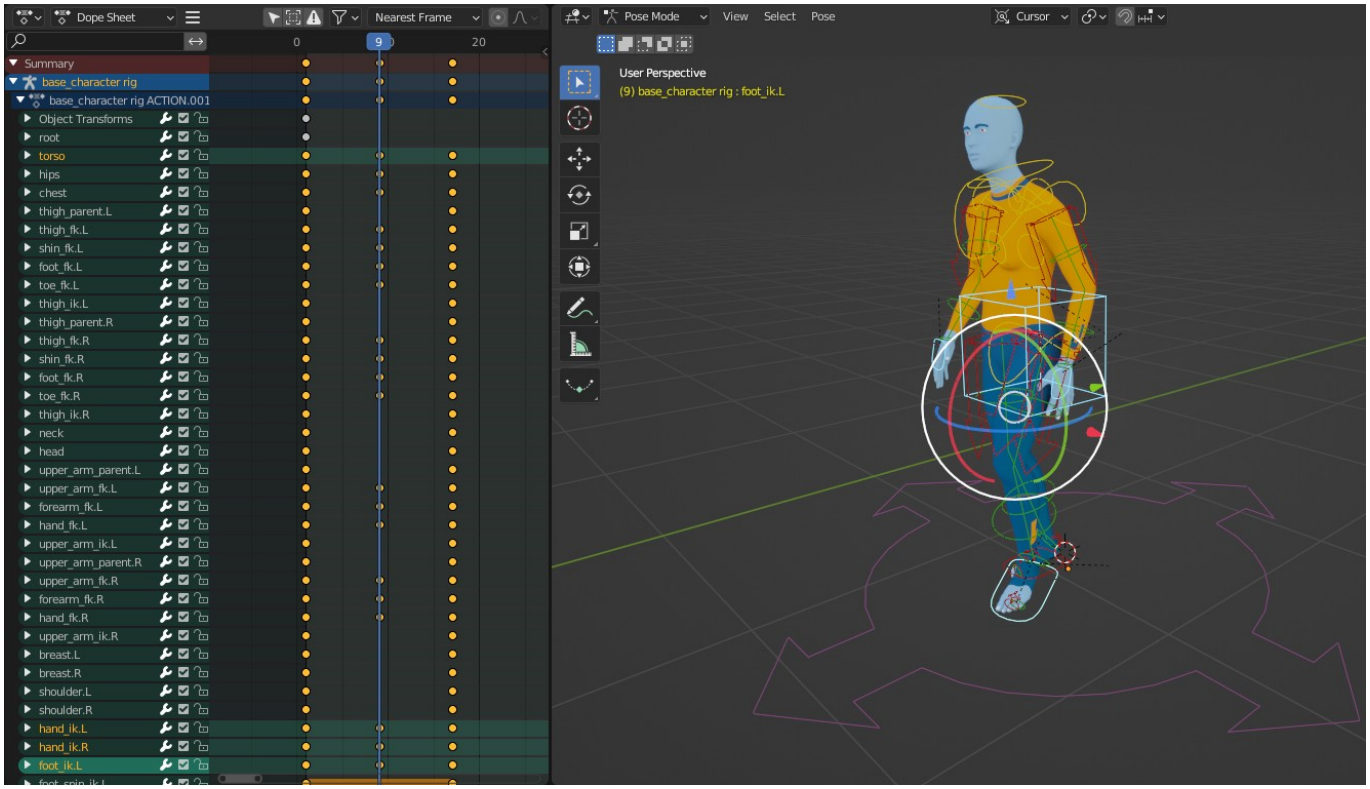

**[ ABORT ]:** This button aborts the current movement.

**[ Complete_? ]:** This button generates the movement, step by step, while inserting the keyframes.

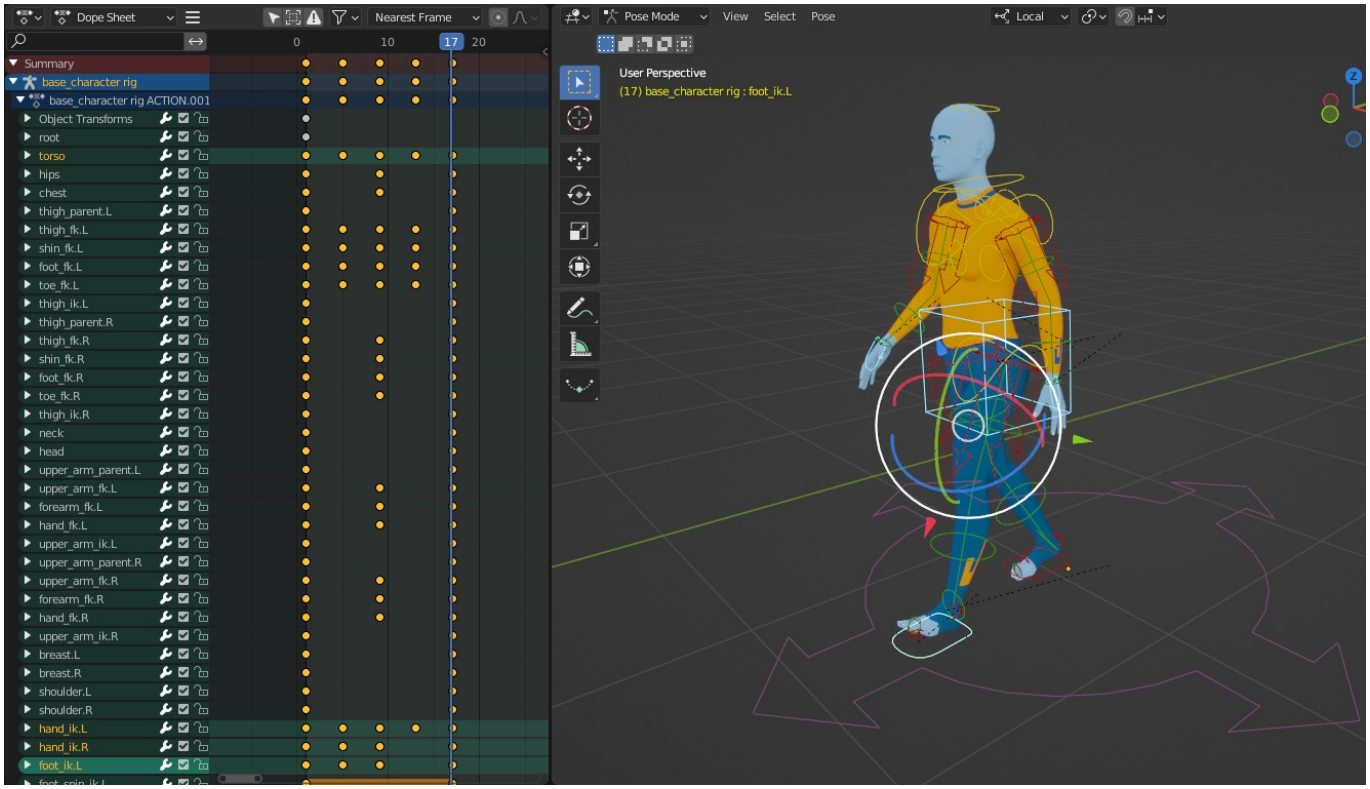
When you click on the [ Complete_? ] button for the first time, it places the character in the final position of the movement (look at the keyframes):




In every step you can move the bones to adjust the pose (don't forget to replace the keyframes). When you click on the [ Complete_? ] button for the second time, it places the character in the middle of the movement (look at the keyframes):




Straighten the bones if you wish. When you click on the [ Complete_? ] button for the third time, the movement will be finished (look at the keyframes):



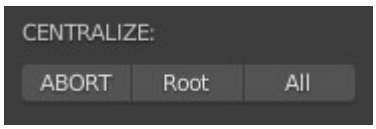

At the end of the process, the panel returns to showing the [ L ] and [ R ] buttons.

## CENTRALIZE:

After walking through the scene, it is possible to re-center the *root*. But first, it is important to go to the last frame of the walk, select the *root* and insert *LocationRotationScale* keyframes. Change to *object mode* and insert *LocationRotationScale* keyframes. Then advance one frame.

**[ Centralize ]:** This button starts the centering process.

After clicking the [ Centralize ] button, the addon adds an empty to the scene. The program uses this empty to re-center, so position and rotate it as you wish. You will notice that the panel has changed too. There are two alternatives: center the *root* and keep the object in the same place; or center the object and the *root*.




**[ ABORT ]:** This button aborts the centering process.

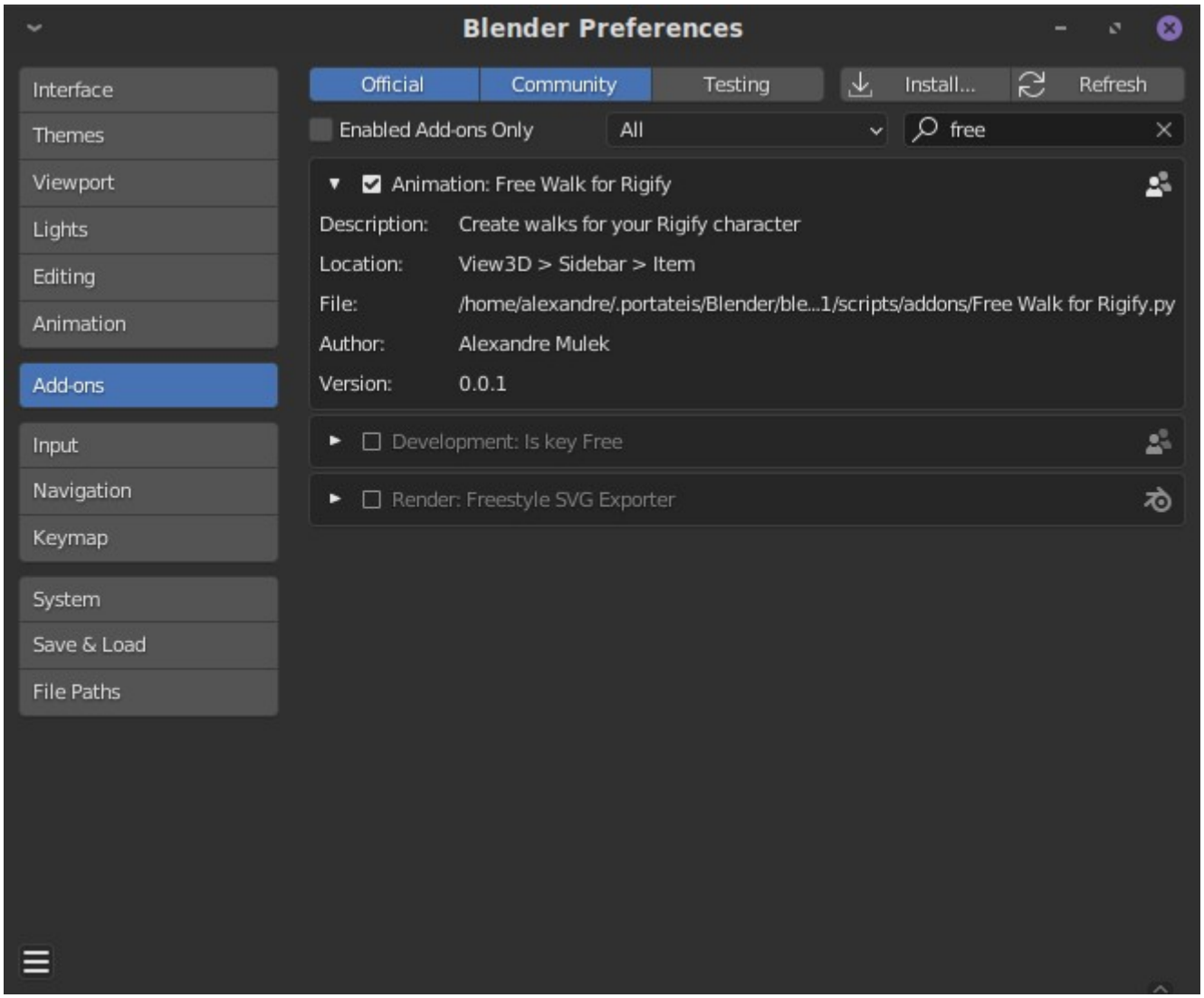
**[ Root ]:** This button only centers the *root*.

**[ All ]:** This button centers the object and the *root*.

The addon adds the keyframes and the panel returns to showing the [ Centralize ] button.

# how to install

Copy the *.py* file into the blender installation folder, for example, *blender* > *3.1* > *scripts* > *addons,* or start the Blender, open the *Preferences* > *Add-ons* and click on the *Install* button to select the *.py* file. Now the addon will be listed and you can enable it by pressing the checkbox:



# limitations

The addon only works with modern versions of *Rigify* rigs (0.6.5 or later). It is necessary to maintain the original names of the bones and layers (or change the variables and commands in the script):