View Full Version : **Pin a bone in place?**

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whowell	28-Jul-08, 05:25

Hi
I am trying to animate a character walking down a ramp...
Using the pose mode and action editor I have set the whole armature to move from the start position to the end position of the animation.
I am now trying animate the legs to walk down the ramp..

Trouble is as the character walks down the ramp the whole armature moves and its very hard to keep the foot currently in contact with the ground exactly in a fixed place until its time for that foot to leave the ground as it takes its next step. The results I get have the foot sliding about unless I set an i at every frame and its still too easy to have the foot jumping about

Is there a way of pinning a bone in space so it will stay there whatever the rest of the armature is doing and it will not move until released - which would make my job a lot easier?

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bjornmose	28-Jul-08, 05:46

That is called inverse kinematic.
And yes you can set up a IK chain with blender.
There are several rigs around here that can do FK IK switching.

Read the fantastic manual.
http://wiki.blender.org/index.php/Manual
http://wiki.blender.org/index.php/Manual/Inverse_Kinematics

in this thread the animation gurus bassam and cessen are giving deep insight to IK/FK switching
http://blenderartists.org/forum/showthread.php?t=130777

For a first animation i think you might stick to IK for the legs. It is harder to get nice arcs that way, but since your goal is simple walk cycle and not an artistic soccer player that might do.

BM

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whowell	29-Jul-08, 04:30

Sorry I think I didn't explained what I wanted properly
I've set up my simple armature with the "foot bone" as an IK that effects the "lower leg" and "upper leg" bone.
what I want is the ability to I place my foot where I want it on the "floor" and lock or pin it in place
Then move the armature a bit by its root and (if its physicaly possible) the foot bone to remain pinned in place and the Lower leg bone and Upper leg bone to bend and move the leg to keep joining the body to the foot
I don't even know if this is possible but it would be very useful.
My problem is that I am trying to animate a character moving over uneven terrain and its very hard to keep the foot thats on the ground from moving as I move the rest of the armature

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Modron	29-Jul-08, 06:03

go into pose mode, select the foot bone, in edit buttons add a constraint of type IK. see the field that says 'target'? add an empty, then type the name of the empty in that field. now the foot will stick to the empty, and you can key the influence of the constraint.

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patricia3d	29-Jul-08, 07:34

You got slip foot problem? Why not using walk.o.matic
Walk.o.matic you will get here http://www.blender.org/download/python-scripts/
My Walk.o.matic Samles
http://video.google.com/videoplay?docid=5263202606268216316
http://video.google.com/videoplay?docid=-7806625525700767930
http://video.google.com/videoplay?docid=-1688324515100159992
Or you can use BVH
http://video.google.com/videoplay?docid=-5864723441469612271

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harkyman	29-Jul-08, 07:48