

2020/02/02 - CG Cookie Flex-Rig

I'm back at the technical work again. I think I settled on using the CG Cookie Flex Rig. The character is quiet descent and the rig is very nice. It needed IK /FK snapping for the arms and legs. I did some code splicing between the MB-Lab character with Rigify and pulled out the needed bits and pieces to implement IK/FK snapping on the CG Cookie Rig. That seemed to work pretty well. You can download the updated blend file [here](#).

Here is my plan for the next while

