

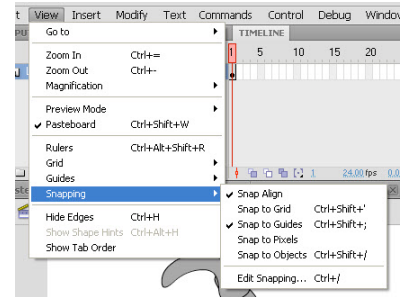
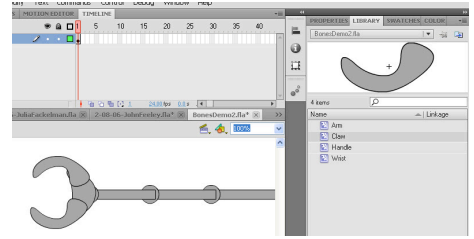
L9-01: Bones

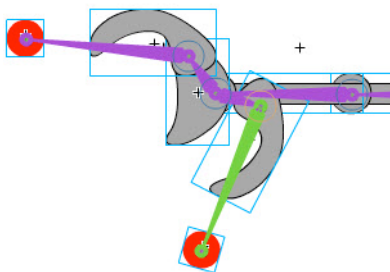
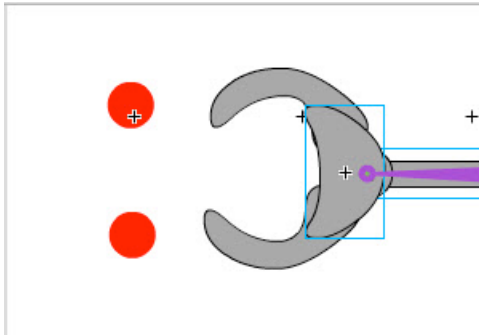
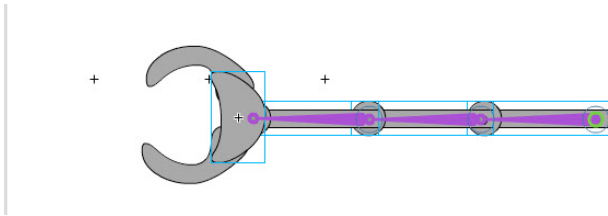
Adding Bones to Symbols

Name: _____

Period: _____

Folder: _____



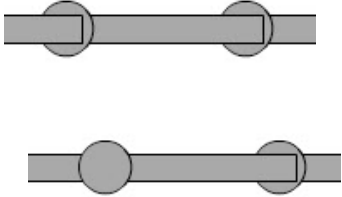
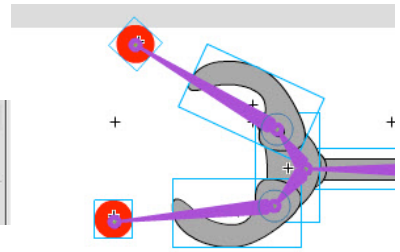




▼ JOINT: ROTATION

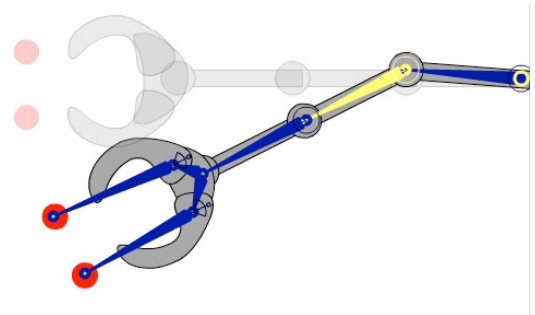
Enable

Constrain Min: 0° Max: 0°



7-06-JuliaFackelmaier

- Select All
- Deselect All
- Free Transform
- Arrange
 - Bring to Front
 - Bring Forward
 - Send Backward
 - Send to Back
- Break Apart
- Distribute to Layers
- Motion Path
 - Lock
 - Unlock All
- Edit



Armature_16 Layer 1

Armature_16 Layer 1

Armature_16 Layer 1

Armature_16 Layer 1