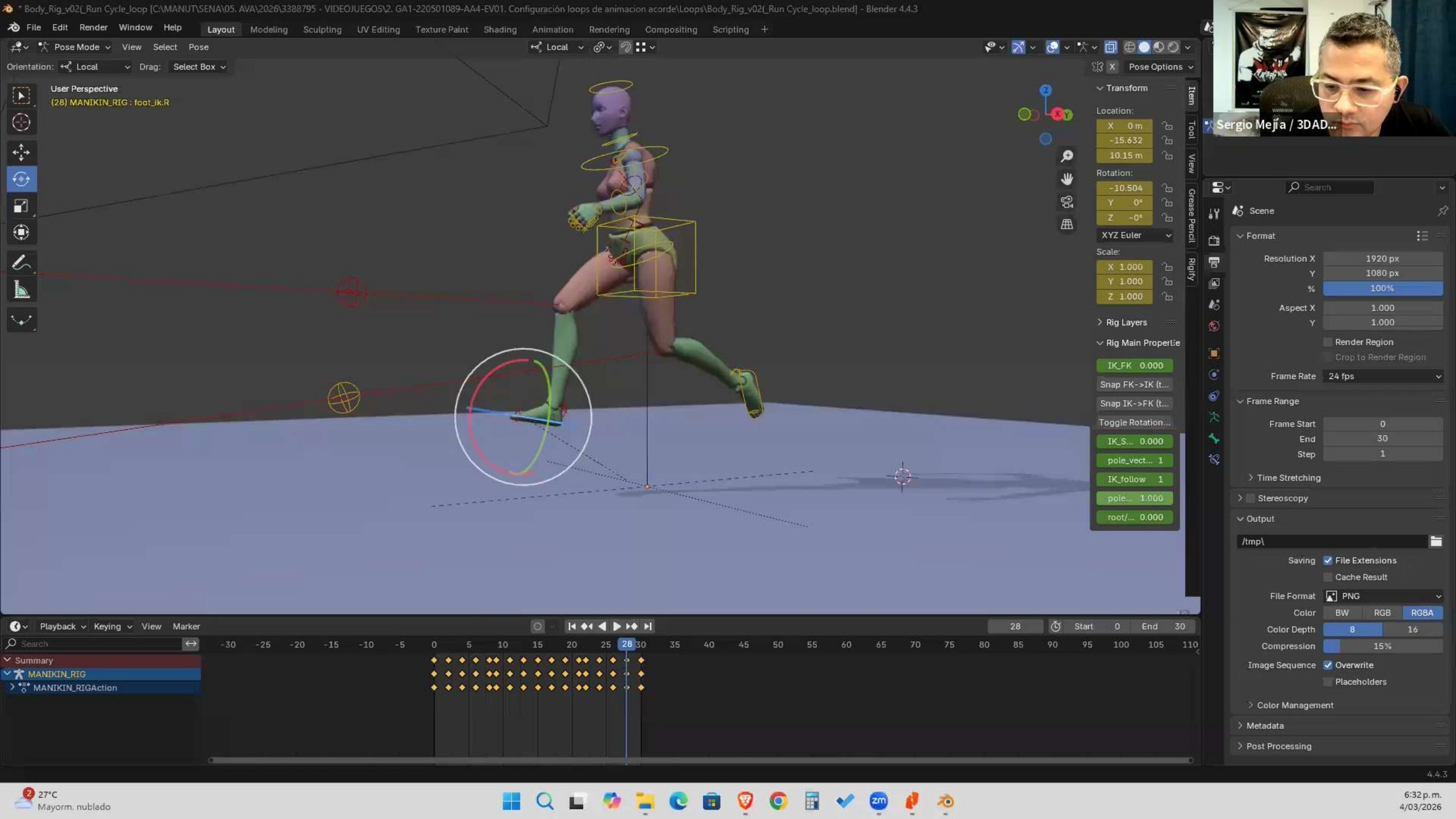

* Body_Rig_v02(_Run Cycle_loop [C:\MANUT\SENA\05. AVA\2026\3388795 - VIDEOJUEGOS\2. GA1-220501089-AA4-EV01. Configuración loops de animacion acorde\Loops\Body_Rig_v02(_Run Cycle_loop.blend] - Blender 4.4.3
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Pose Mode View Select Pose
Orientation: Local Drag: Select Box
User Perspective
(28) MANIKIN_RIG : foot_ik.R
Transform
Location:
X 0 m
-15.632
10.15 m
Rotation:
-10.504
Y 0°
Z -0°
XYZ Euler
Scale:
X 1.000
Y 1.000
Z 1.000
Rig Layers
Rig Main Properties
IK_FK 0.000
Snap FK->IK (t...
Snap IK->FK (t...
Toggle Rotation...
IK_S... 0.000
pole_vect... 1
IK_follow 1
pole... 1.000
root/... 0.000
Item
Tool
View
Grease Pencil
Rigify
Pose Options
Scene
Format
Resolution X 1920 px
Y 1080 px
% 100%
Aspect X 1.000
Y 1.000
Render Region
Crop to Render Region
Frame Rate 24 fps
Frame Range
Frame Start 0
End 30
Step 1
Time Stretching
Stereoscopy
Output
/tmp\
Saving File Extensions
Cache Result
File Format PNG
Color BW RGB RGBA
Color Depth 8 16
Compression 15%
Image Sequence Overwrite
Placeholders
Color Management
Metadata
Post Processing
Playback Keying View Marker
28 Start 0 End 30
Summary
MANIKIN_RIG
MANIKIN_RIGAction
Sergio Mejía / 3DAD...
4.4.3
27°C
Mayorm. nublado
6:32 p. m.
4/03/2026