

Always Reconfigure Your Rig

If you make *any* changes to your rig, move a bone a little. Delete a bone, rename a bone.

Reconfigure your rig in Unity.

Not doing so can create a myriad of problems, such as bones becoming long and contorted, or turning in odd ways.

Go to your model file, go to "**Rig**" in the Inspector window, then click "**Configure**" once you've done so, scroll down until you see the "**Pose**" button, click that and click "**Reset Pose**" then after that, go into Pose and click "**Enforce T-Pose**" then hit Apply. This should automatically fix any issues with the model. Note that if you have any animations that affect non-humanoid bones then you may have to fix them, this is just part of the process.

Revision #1

Created 26 March 2022 17:02:13 by TrixxedHeart

Updated 2 June 2023 15:52:57 by TrixxedHeart