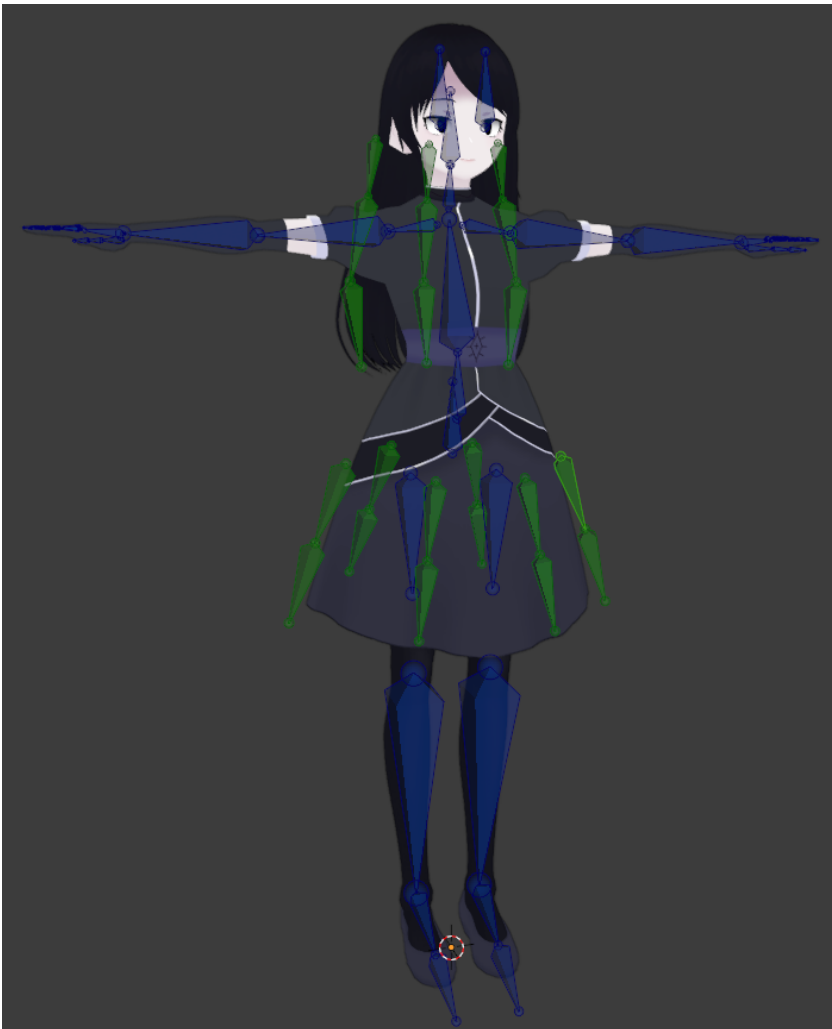


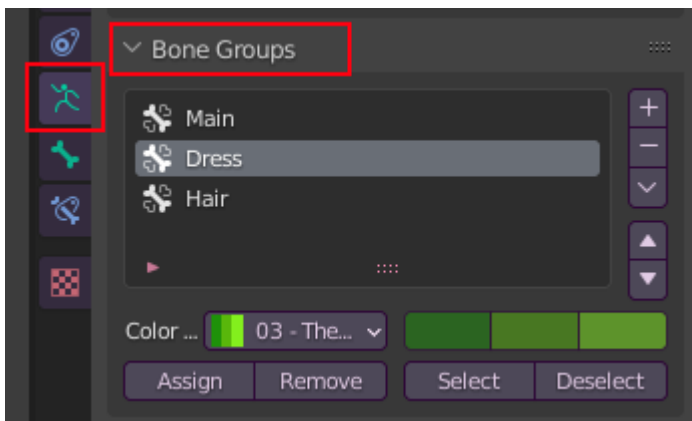
Armature/Rigging: Bone Groups

In **Pose Mode** you can create color coded groups of bones to easily make selections and make it easier visually to distinguish bones!

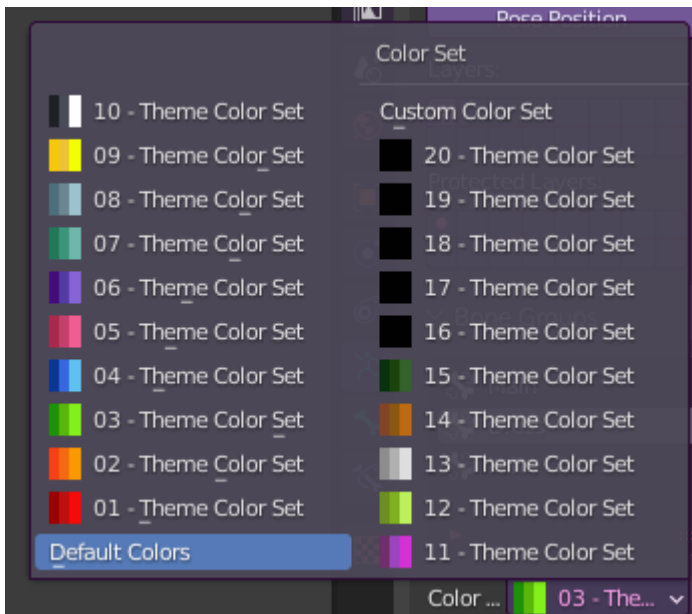


I highly recommend making sure that you keep your model in a .blend file to work on separate from the .FBX! It can help in preventing screw-ups and losing progress. Bone Groups won't be saved when exported and re-imported to Blender.

This can be done in **Pose Mode** by going to **Armature** and going to **Bone Groups**



Here you can create/remove new bone groups by clicking the **+** or **-** to assign a set of bones to a group, select all the bones you want, and click **Assign** with the group you want them added to highlighted. Typically, I keep the main rig that VRChat uses in one bone group, and group bones by what they're for. It makes it easier for editing and selecting a bunch of bones at once by selecting **Select**.



You can also assign colors by clicking the color dropdown and choosing whichever color set you like the most. You can also choose **Custom Color Set** to create your own preferred colors.

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