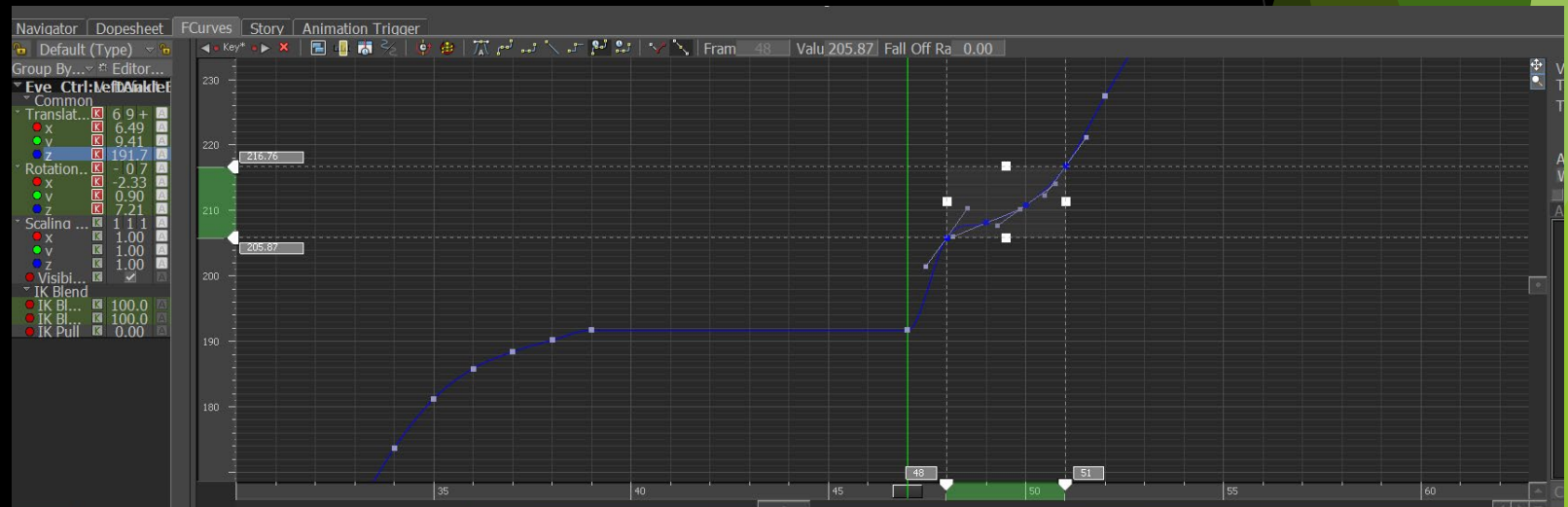


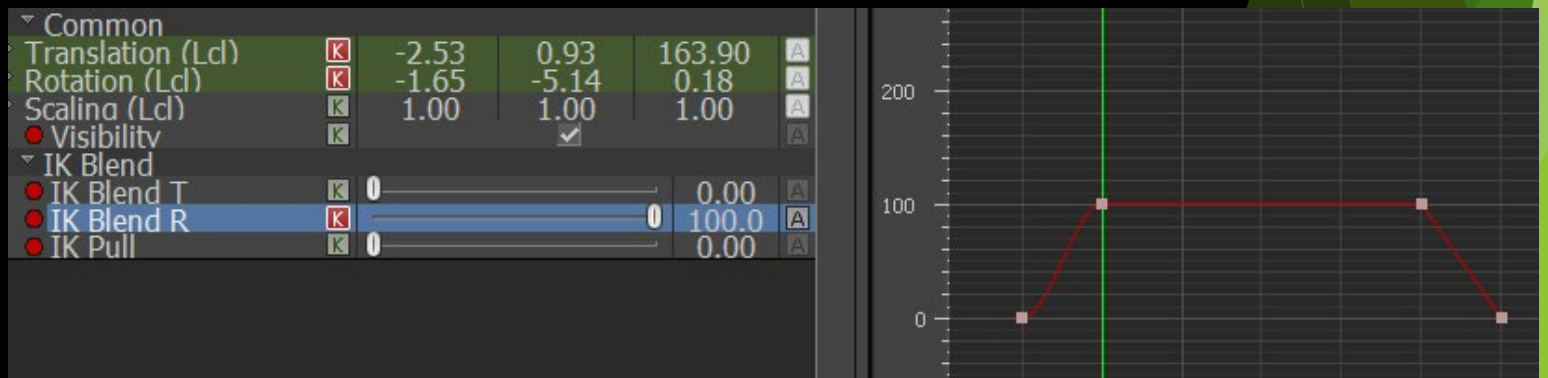
# Fixing Foot/Hand Sliding

1. After merging layers, pinpoint the frame numbers that you want to ground the foot
2. (Arevalo likes to delete 1-2 keys after the start of the footstep OR write down the frame #'s)
3. On the merged, base animation layer, delete the in-between keys (that are between the noted start/end frames)
4. Copy & paste the footstep start frame to the end
5. Most likely will need to use “**Linear**” to smooth out the curves
6. Blend the beginning and end of the footstep b/c there will be pops



# How to Fix Toe Rotation

1. Clean up toe control (translation & rotation) as if you were cleaning up foot sliding
  - ▶ Make sure to set tangents to **linear**
2. Keyframe IK blend R to 100 only during the foot plant
3. Keyframe IK blend R to 0 when the foot needs to move towards/away from the ground



## Other Solutions

Copy and paste the grounded foot/hand keyframe on every frame during the time range

Ensure that foot sliding is fixed for both the foot AND toe control

# F-curves (MoBu's Graph Editor)

- ▶ Need to select channels to see each curve
- ▶ Focus on all curves - "F"
- ▶ Zoom view in/out - ALT + right mouse click drag
- ▶ Move view - ALT + middle mouse click drag

