

ck_featherCreate is maya rigging tool for wing and feather setup/automation. After couple of bird rigging projects i had separated mel script modules for setup. Later combined them into one package, and connected to UI on 2016. Tool is available on highend3d.com ;

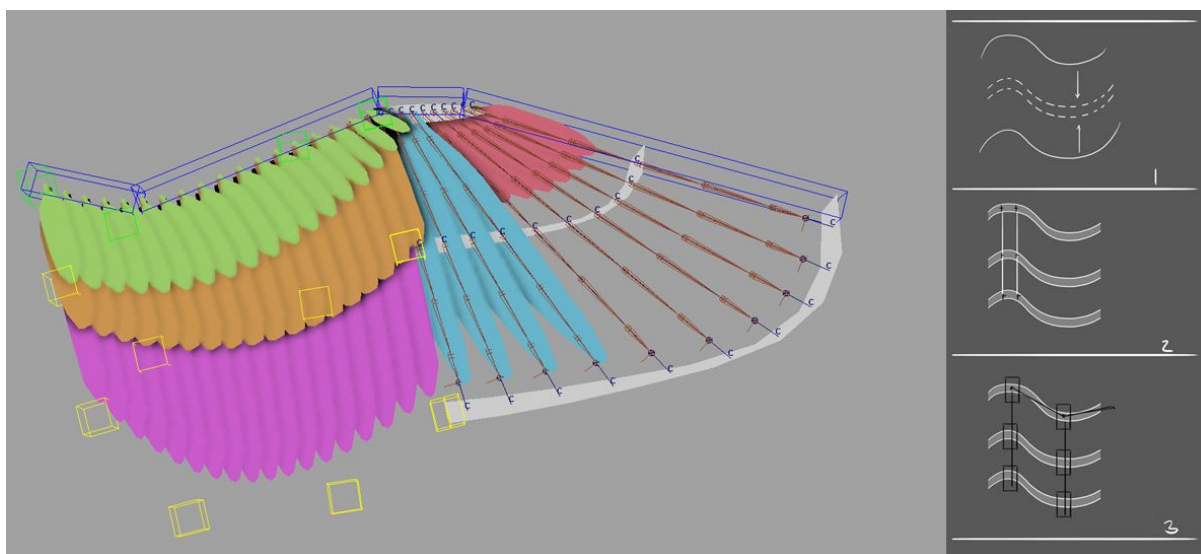
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[developmentPage](#)

ck_featherCreate_1.1:

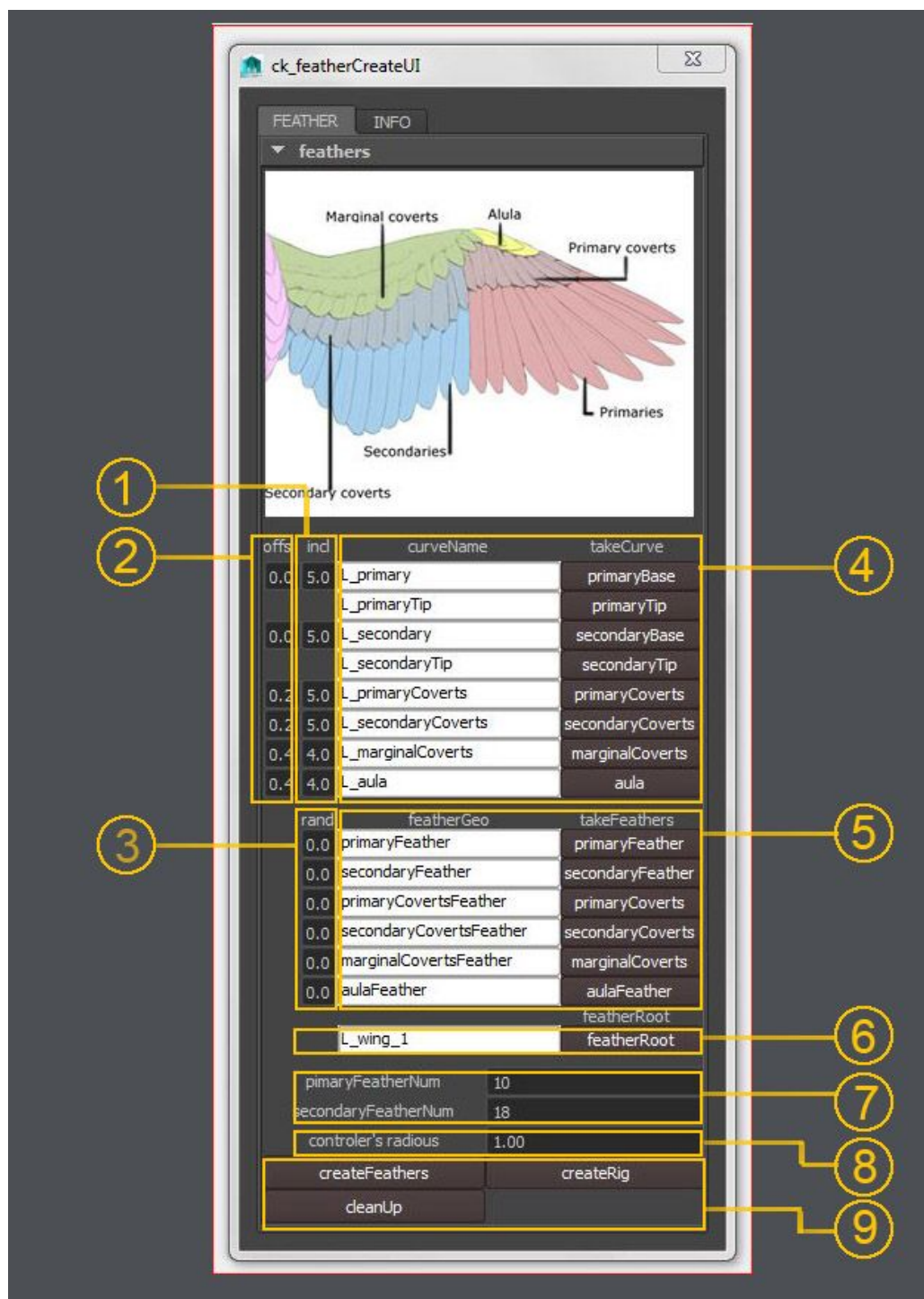
How to install:

- copy scripts to > scrips directory E.g.// Documents\maya\2017\prefs\scripts
- copy icons to > icons directory E.g.// Documents\maya\2017\prefs\scripts
- copy textures to > scene project directory
- run command > ck_featherCreateUI



Working with Base scene:

- base scene is not prerequisite for running the script however it is easier to start using the setup. Load the scene, curves and wing are already placed.
- open UI by running command, "ck_featherCreateUI"
- Ui comes with already defined curve segments and wing root for left side. Press buttons in this order> +createFeathers+ createRig +cleanUp
- for right side select and define curve segments and wing root joint on UI. Press buttons in same order. +createFeathers+ createRig +cleanUp

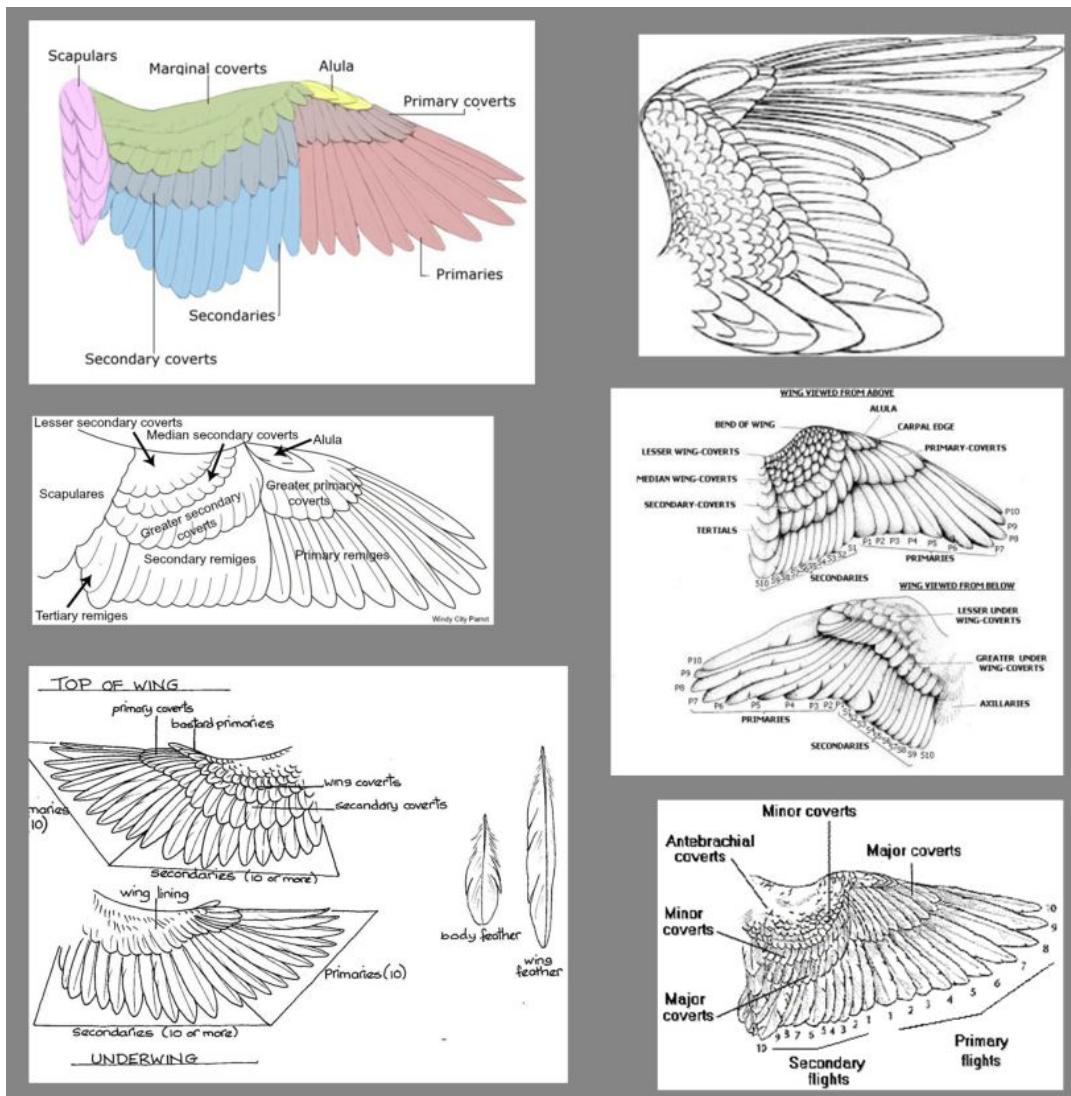


1. Inclination, angle between each feather, Less angle creates nearly flat surface.
2. Offset, gap between each feather in y axis.
3. Rand, random scale factor for each feather geometry
4. Define guide curves
5. Define feather geometries
6. Define wing root, It should be the root joint of wing. All attachment is done to this joint, and this joint need to be atatched to body/root joint of main rig.

Version History

- 1.0 first working version
- 1.1 cleanUp function added, group nodes for cleaner outline

References:



- [birdFlightWiki](#)
- [how BirdWingsWork](#)
- [featherFlight](#)
- [slientFlight](#)