

# Pose2Pose

v1.1.0

## What's new?

If you just want to know the new stuff

- The **Asset Switcher Grid** has been added. An easier to use interface for the Asset Switcher. You can enable the option in the Preferences panel.

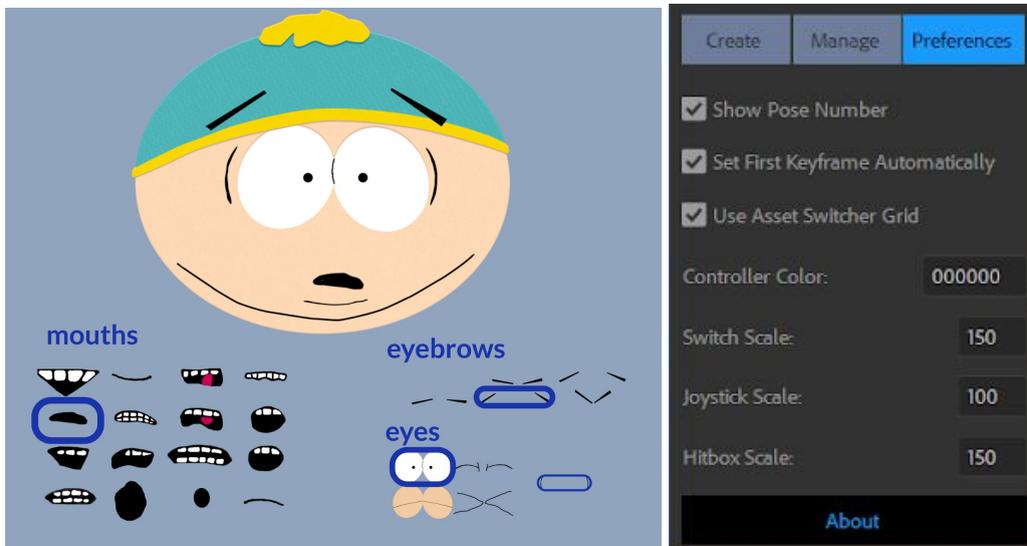


Fig.1: Example of Asset Switcher Grid being used to recreate an Eric Cartman Rig. This is just an example, Pose2Pose is not affiliated with South Park.

- You can now easily **adjust** your **poses** after the controllers have already been made with the *Unlink/Relink* button. Simply select the properties you want to change and click the *Unlink/Relink* button. Change the poses and relink with the same button. This sadly does not work with with all rigs created with previous versions of Pose2Pose and it doesn't support *perspective poses*.

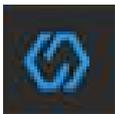


Fig.2: Unlink/Relink button

- The **Path Extractor** has been added to the tools. This tool allows you to *extract* the path and creates controls for the points, intangents and outtangents. If the default size isn't big enough, you can alt-click this button instead of clicking it normally and change the scale.

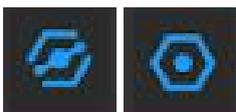


Fig.2: Path Extractor button (left) and Toggle Path Extractor Visibility button (right)

- The path extractor creates a lot of layers, with the **Toggle Path Extractor Visibility** tool, you can make those layers invisible. Alt-click this button to shy layers.
- Pose2Pose has been rewritten to ensure easier updating for future releases.
- Fixed an issue where the pose number would get indented.
- The elements of a Box Switch now have a different names. This change was made to make adjusting the poses possible.
- Fixed an Asset Switcher bug that didn't allow assets where the width or height aren't integers