Constrain and Parent Controllers

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Overview

Attaching controllers to joints

- Parent constraint

Special constraints

- Arm and leg IK
- Elbow and knee pole vector
- Wrist and foot constraint
- Eye aim controllers
- Scale rig

Reroot skeleton for root motion

Physically parent controllers

Summary

Our rig is all done!

- All of our controllers are constrained and parented properly
- The Dwarf Hero skeleton is able to move as intended

We are ready to attach the mesh