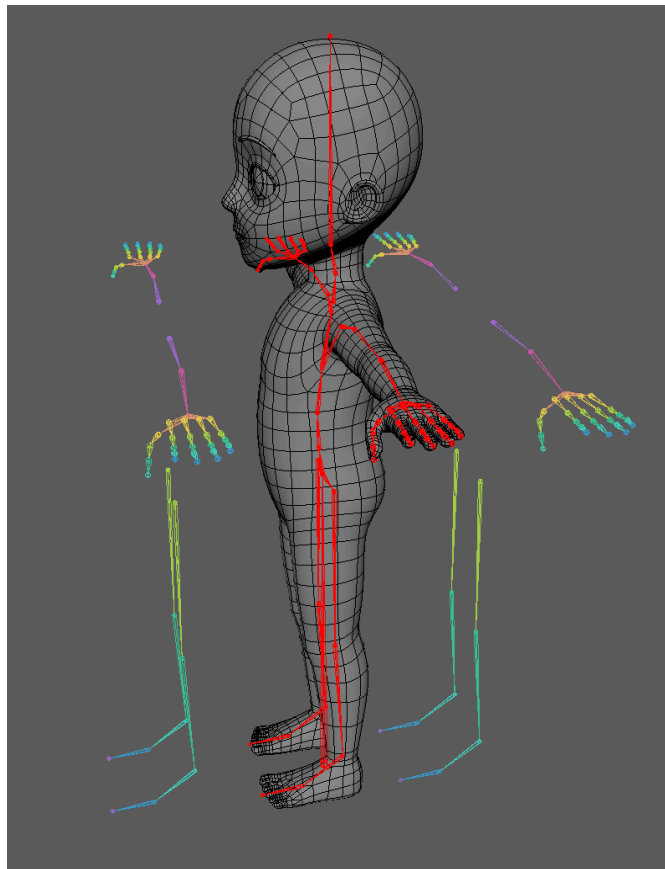
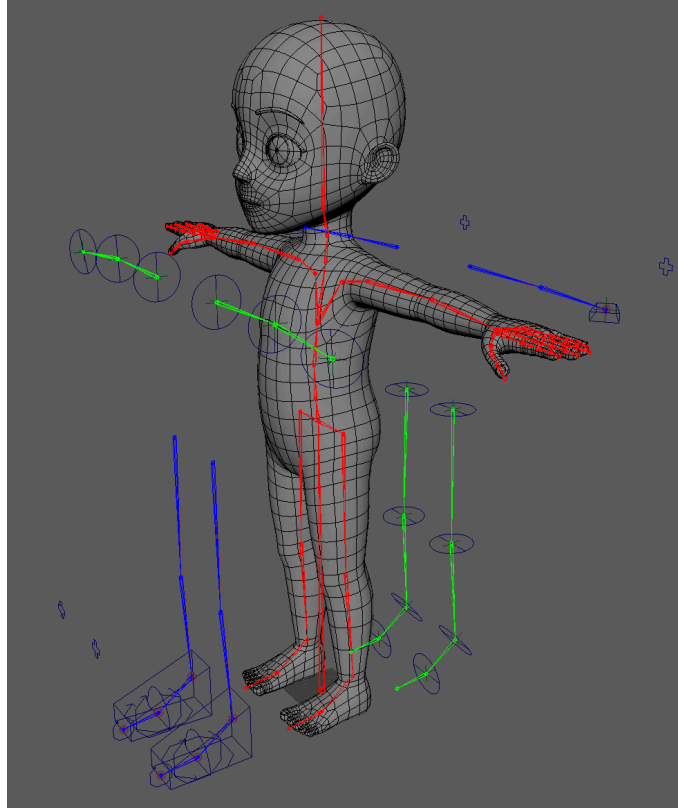


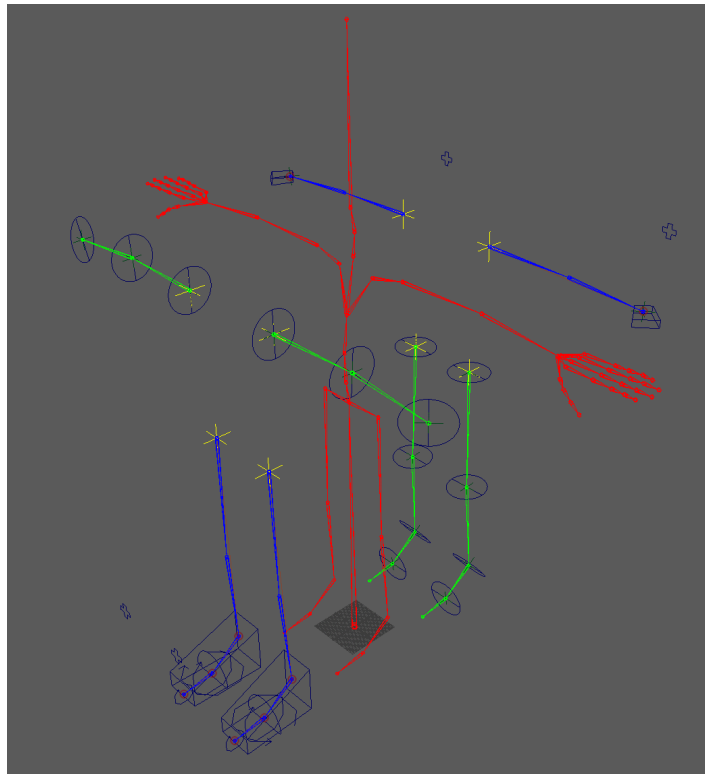
Created joints, parented, oriented, and mirrored to the left side of body



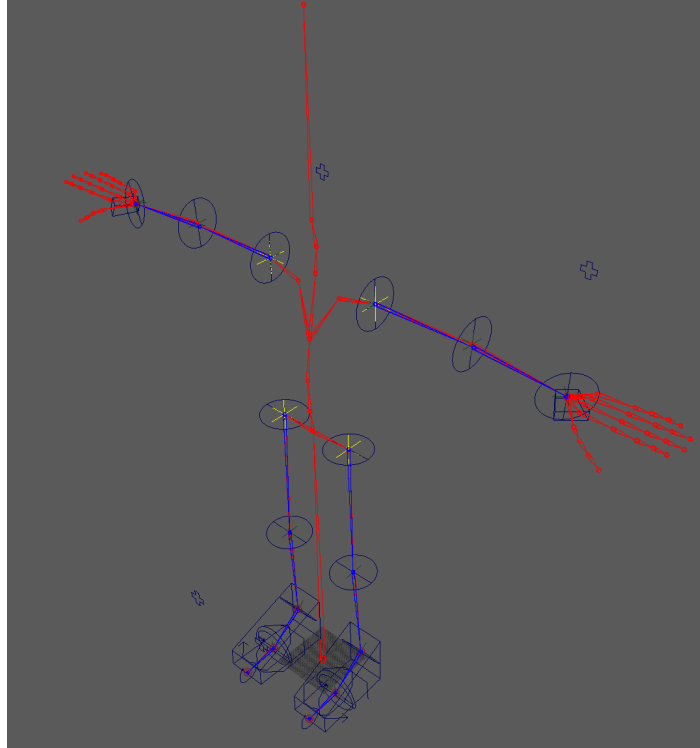
Created duplicates of forearms and thigh chains for IK and FK handles



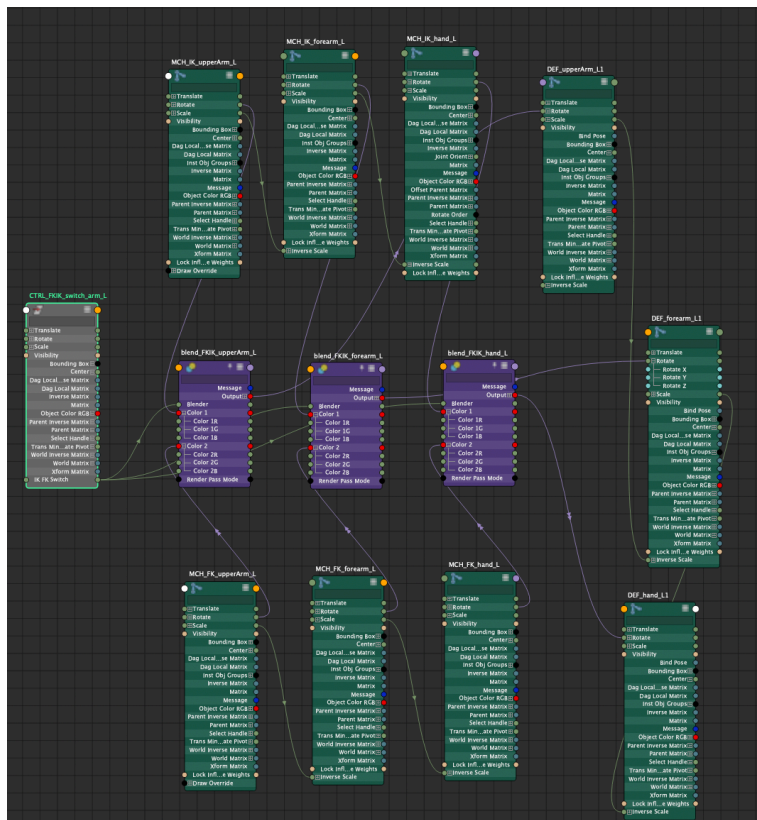
**Create controls and pole vectors**



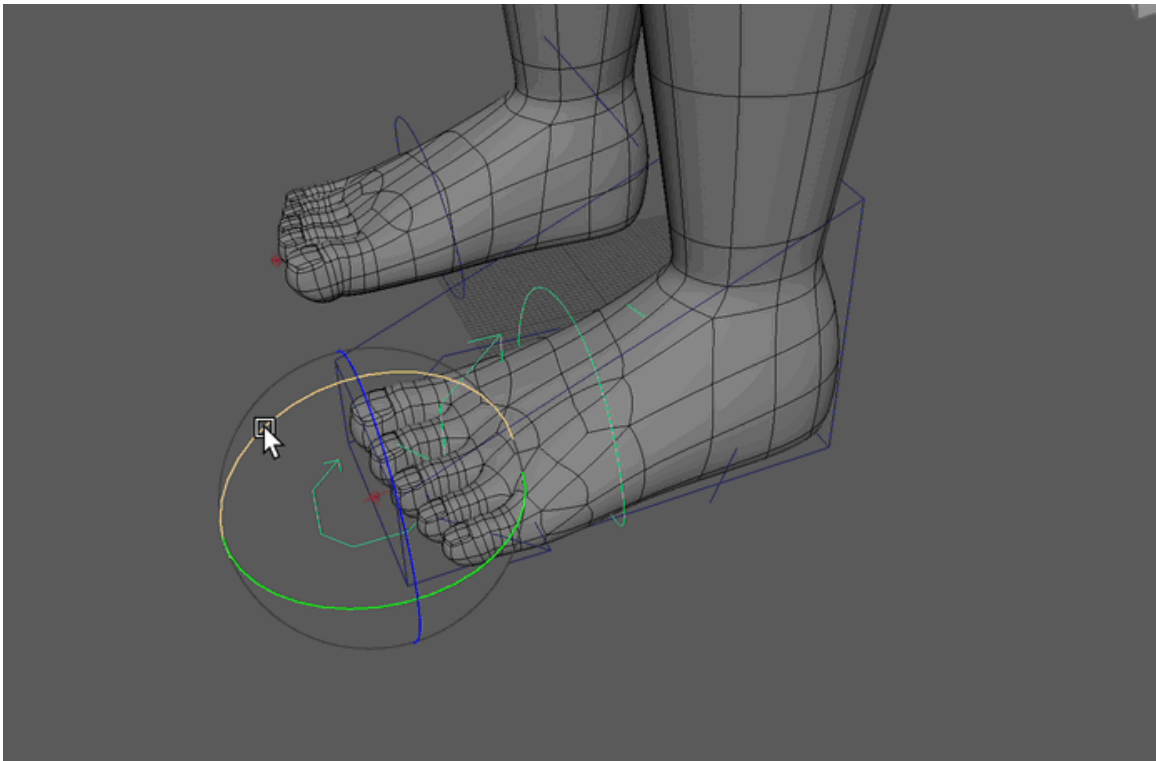
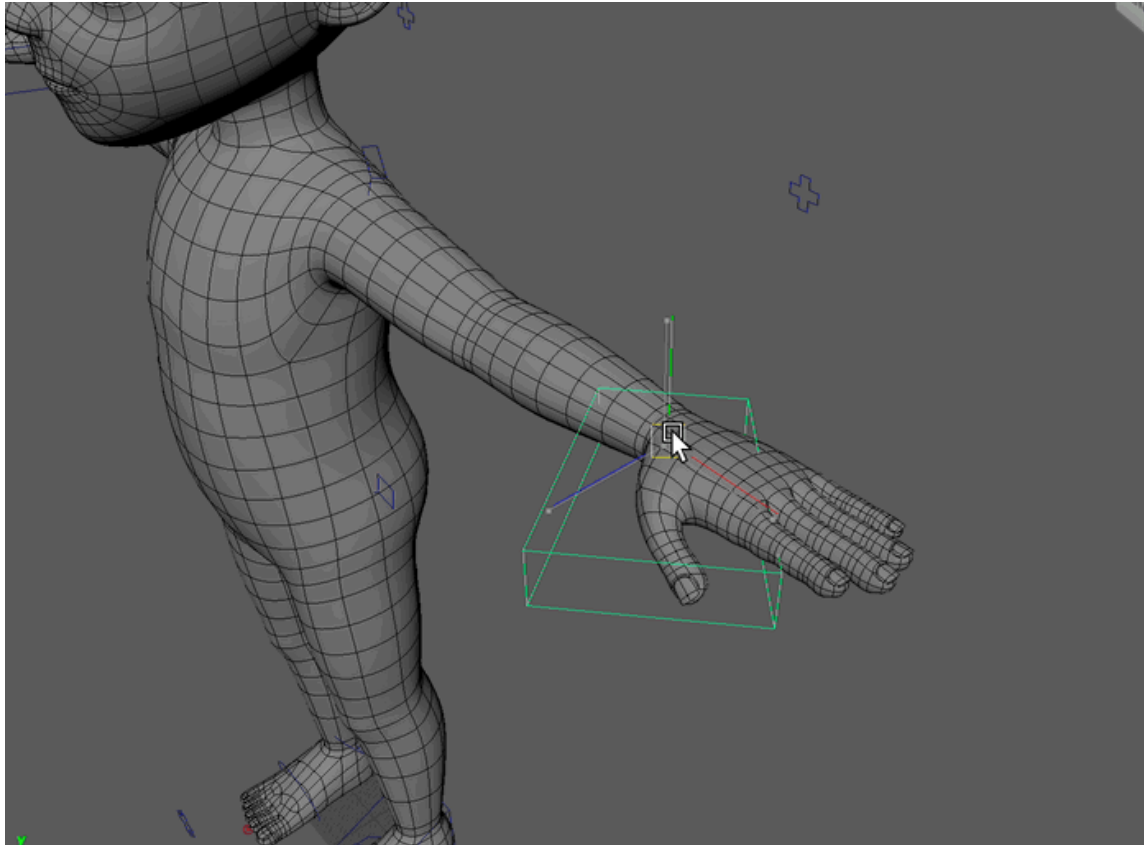
**Add locators to the beginning of each joint chain**



Snap to geometry / first layer



Created a blend space to switch between IK and FK handles with driven keys



Some controls in action