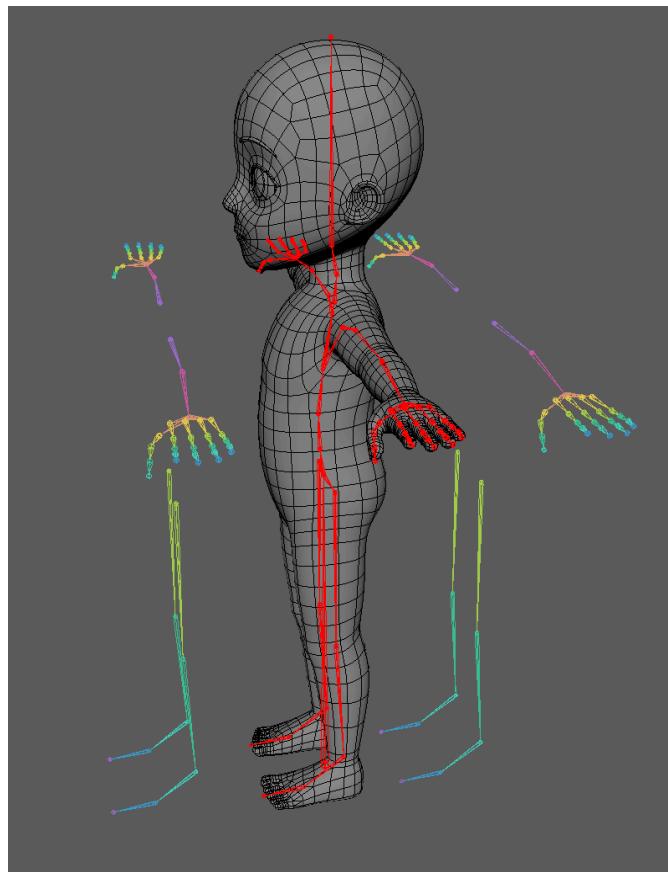
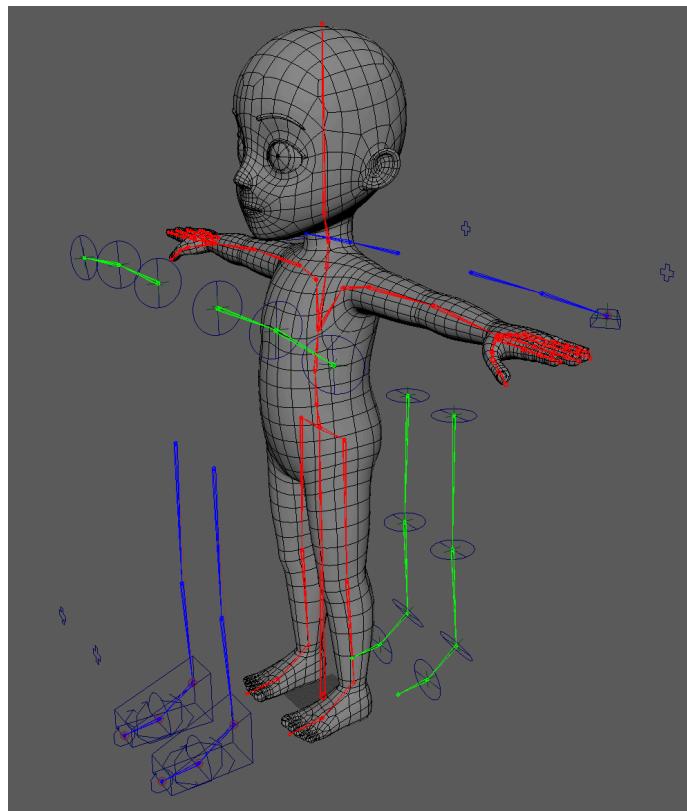


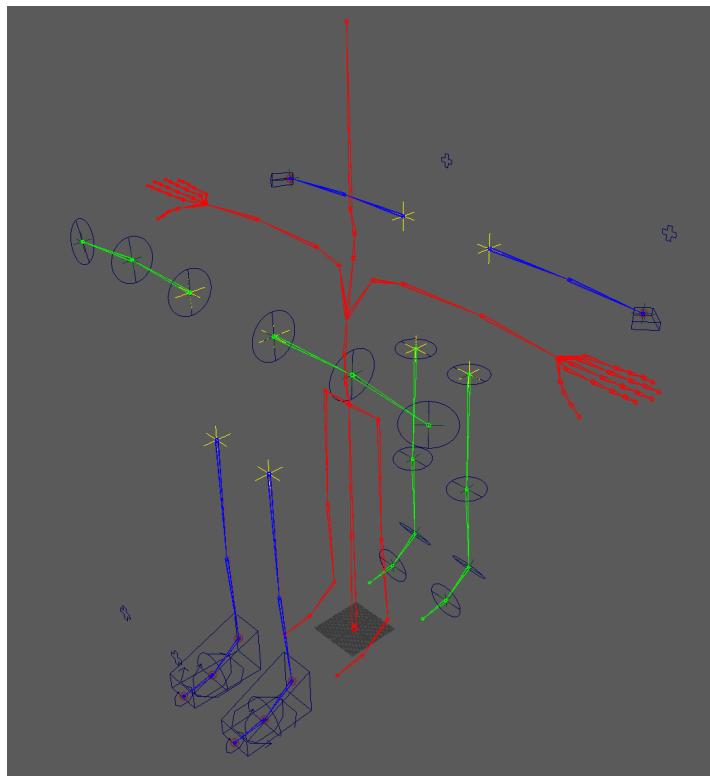
Created joints, parented, oriented, and mirrored to the left side of body



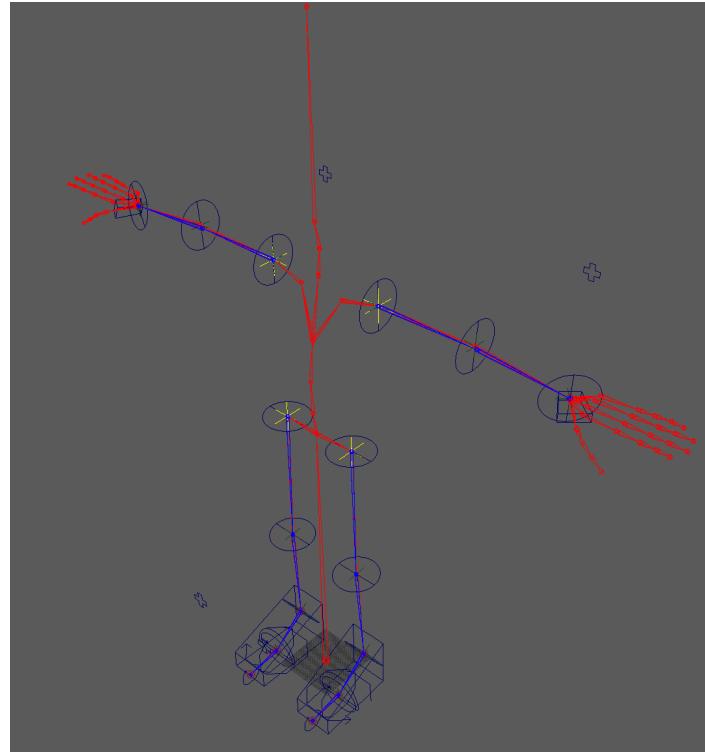
Created duplicates of forearms and thigh chains for IK and FK handles



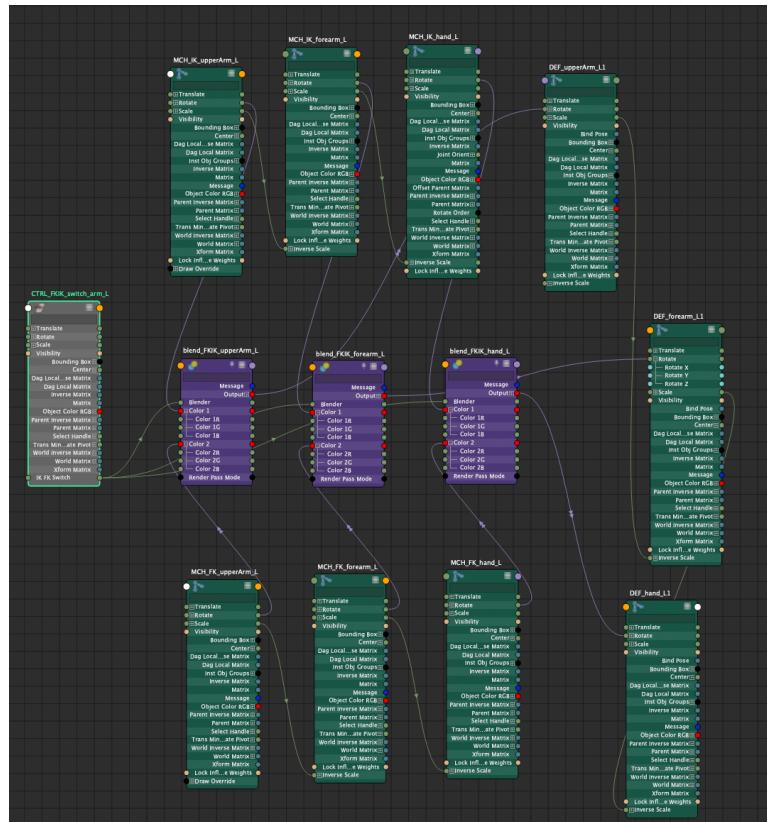
Create controls and pole vectors



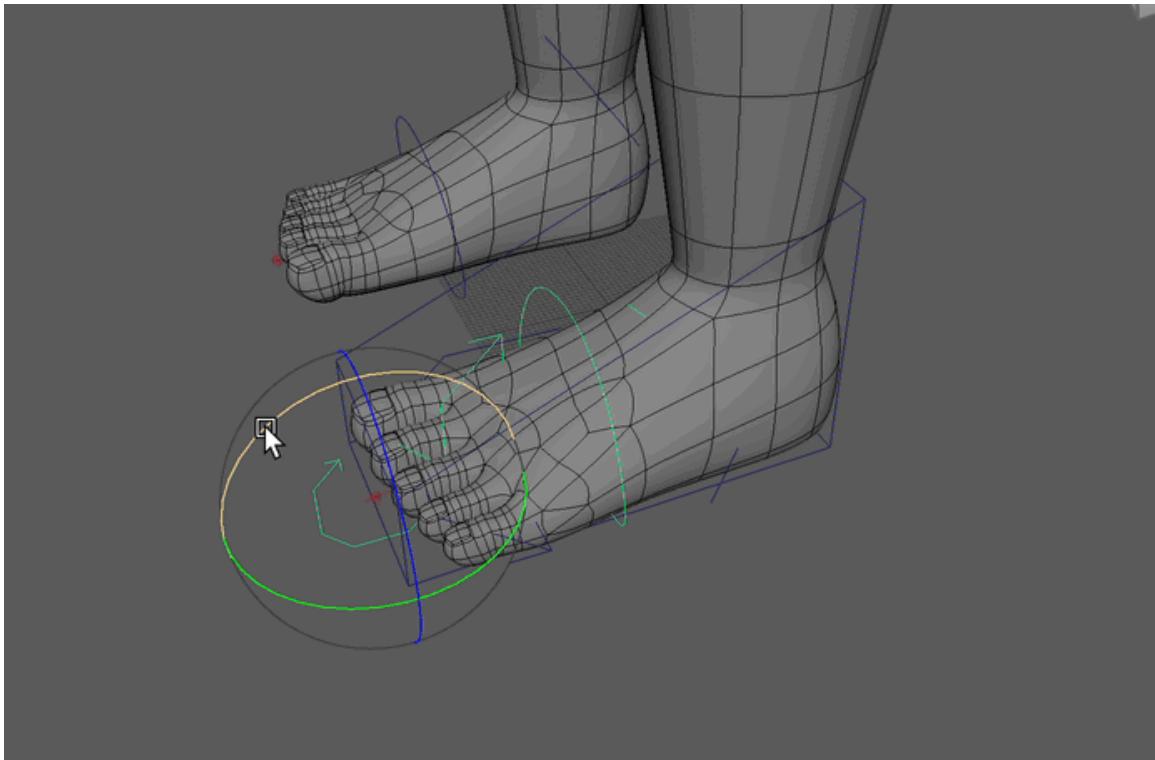
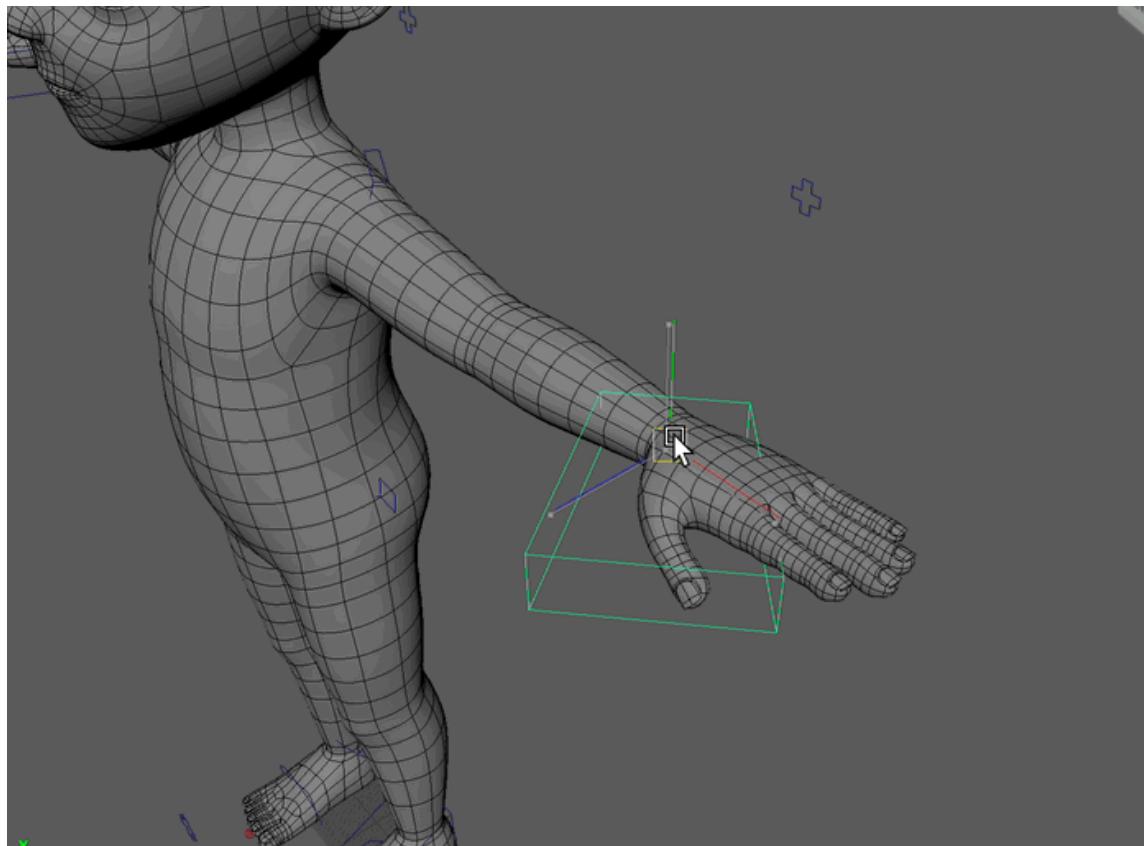
Add locators to the beginning of each joint chain



Snap to geometry / first layer



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



Some controls in action