Update Log

**V001\_002** 2019-11-04

* Pulled Back COG control for easier selection
* Added attribute in CN\_fk\_Bip001\_Pelvis to allow for isolating hip movement from the upper body
* Updated Hair Skin Weights
* Brought in finger controls for easier selection
* Added cup controls to hands
* fixed skin weights on sleeve (were getting finger influence)
* Unlocked Jaw translates
* Removed excess tongue geo for reduced clipping
* Additional face controls for Eye Spec, crevice geo and flesh portion of brow
* Added macro control for tongue curl
* Fixed vis switch connections on cloak, waist geo and macro face controller
* Added Eye Dilation
* Added vis switch for body controls and core control
* Added pivot control to arrows
* added controls for manual hand constraints
* constrained bow to left hand
* Fixed orientation of left hand anchor joint

**V001\_003** 2019-11-05

* Fixed Pivot control on arrow

**V001\_004** 2019-11-08

* Adjusted clavicle pivot. Joints were moved back for better forward and back deformation
* local world space switch added to eyes