# Head Look

Head Look is based on a script made by Rune Skovbo Johansen. You can find the original script here.

**Enabled**: You can disable Head Look if you don't want this character to use it.



## Bending Segments

Which segments of the rig will be used to "look at" the opponent.

- **Affected Body Part:** Which body part will be used to rotate. Its recommended that you assign the "Head" here (if hit boxes are set up)
- **Responsiveness:** How fast the head will move to follow the opponent
- **Threshold Angle Difference:** When selecting "head" as your body part, the engine will attempt to use its parent (normally the neck) as the bending angle control. This limits how far

can the segments "bend" to account for the target direction.

- **Bending Multiplier:** Bending Multiplier control how much the segment bends or turns compared to how big the target angle is.
- **Max Angle Difference:** The segment will attempt to be no more than Max Angle Difference away from the target angle, though it won't bend any further once it reaches the Max Bending Angle.
- **Max Bending Angle:** How far can the parent bone (the neck) bend.

## Non Affected Joints

When attempting to bend and rotate certain body parts to accommodate the target direction, you can choose to make it so certain body parts and its children are not affected by the rotation. An example can be found under *Robot Kyle*, in which the Left Upper Arm and Right Upper Arm are unaffected by the head rotation.

- **Body Part:** Which body part should not be affected.
- **Weight:** By setting it to 0, no movement will be applied to this body part.

- **Global Weight:** You can set the overall effectiveness of this script using this value (0-1).
- **Look At Opponent's:** Which body part from the opponent should this character look at.
- **Override Animation:** If enabled the engine will attempt to override the current rotation of the character to account for the animation. This variable seems to have different results depending on the situation.
- **Disable On Hit:** If enabled, getting hit will disable head look (more realistic).

**Notes:**

- You can find more information about this script here.
- Some characters seems to behave differently depending on how they were originally setup. We recommend playing with all the values until you find the right tuning for each character.
- An example of this script in action can be found on Robot Kyle (Source version only).

Code access:

```
UFE.config.player1Character.headLook
```

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