

Rigging

1- Course Overview

Description:

This is a crash course intensive and compact for creating human rigs in 3D. Students learn how to create rigging setups for body and face, the course covers skinning techniques as well.

Course prerequisite:

This course requires 3D introduction course as a prerequisite or basic knowledge in 3D modeling and animation

2- Schedule

Class 1

- * Referencing in Maya
- * Check clean model (UVs - Normals - edge flow - Symmetry)
- * Constraint
- * Rotation Order
- * Joints and Joint Orient
- * IK / FK

Class 2

- * Set driven keys
- * Channel attributes
- * Blend shapes
- * Skinning techniques

Class 3

- * Rig Advanced piped body Character (Advanced Skeleton)

Class 4

- * Setup Advanced facial rig for the character

3- Grading

Passing the course depends on the final project