

3D Rigging

Description:

This course is designed to give you everything you need in 3D Rigging to make any object or character animatable including creatures and birds.

The course includes body and face rigging, blend-shapes, rigging for games, motion capture, cloth simulation, Mel scripting and advanced rigging techniques.

Things to know before entering this course

3D Animation introduction course is required for 3D Rigging or equivalent knowledge in modeling on Maya.

Course Duration: 16 classes, 3 hours per class

Class 1

- Into to Rigging
- Clean Mesh (Topology, UV, Normals)
- Connection Types (Hierarchy, Node Editor, Connection Editor, SDK, Constraints)
- Deformers
- Joints
- Create Simple Car Rig

Class 2

- IK-FK
- Blend-shapes
- Auto Wheel Setup
- Car Rig Part 2

Class 3 Intro to Mel Scripting

- Mel Commands
- Variables
- Loops
- Conditional Statements
- Procedures
- Create First Script

Class 4 Simple Character Rig

- (IK Types, IK FK Switches, Hybrid IK FK Spine)

Class 5 Character Rig Part 1

- Create Stretchy IK FK Spine
- Build Basic Arm

Class 6 Character Rig Part 2

- Cont. Arm Setup (IK-FK, Stretchy, Pin Elbow, Bendy Arms)

Class 7 Character Rig Part 3

- Finalize Arm Setup
- Start Leg Setup

Class 8 Character Rig Part 4

- Cont. Leg Setup (IK-FK, Stretchy, Pin Knees, Bendy Legs)

Class 9 Character Rig Part 5

- Finalize Body Rig

Class 10 Character Rig Part 6

- Corrective Shapes
- Clothes Rig
- Clothes simulation and dynamics

Class 11 Character Rig Part 7

- Blend-shapes Based Rig

Class 12 Character Rig Part 8

- Joint Based Rig

Class 13 Character Rig Part 9

- Motion Flow Setup.

Class 14

- Overview Wrinkle maps.
- Wings and Feathers Tips.

Class 15 Rigging for Games

- Create a Parallel Setup
- Copy Skin from the base setup to the parallel setup

Class 16 *Motion capture*

Attendance policy

Being absent more than 15% percent of the course classes is an automatic fail