

3D Rigging Basics

Description:

A ready-made course on Rigging basics that you can start anytime and receive assignments feedback from instructor. Students will learn to create simple human rig with skinning including clothes.

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: 44 lesson - 7 hours total

Chapter 1 Introduction

- Into to Rigging
- Parent
- Connection Types (Hierarchy, Node Editor, Connection Editor, SDK, Constraints)
- Deformers
- Joints

Chapter 2 IK and FK

- Assignment solution
- Space Switch
- IK Fk Intro
- FK Chain types
- IK single chain
- Spline IK
- Ribbon
- Assignment

Chapter 3 Simple Character Rig

- Assignment solution
- Spine Neck Head
- IK FK Drv systems
- IK Fk switch
- Clean the scene
- Mirror arm

Chapter 4 Simple Character Rig

- Create fingers
- IK FK switch
- FK system
- IK leg
- Clean the scene
- Mirror

Chapter 5 Skinning

- Blocking
- Smooth Arms
- Spine smooth
- Finalizing Body
- Cape Rig
- Skin test
- Clean the scene and testing

Chapter 6 Facials

- Brow rig
- Brow skinning
- Eyes
- Mouth Rig
- Mouth Skin
- Clean up
- Hide Joints