

## Learning Maya 6 Character Rigging And Animation

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A rig is the interface for your character, dictating how the character moves. Learn how to rig a character from scratch in Maya by following along with instructor George Maestri. George introduces...

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Rigging is a crucial step in character development and animation. A rig is the interface for your character, dictating how the character moves. Learn how to rig a character from scratch in Maya by following along with instructor George Maestri. George introduces the rules of rigging—good geometry, organization, and controls—and shows how to create joints, constraints, and connections.

### Maya: Character Rigging - LinkedIn Learning

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Learning Maya 6: Character Rigging will allow you to explore character rigging based on a human character - walking you through the process as you rig arms, legs, a face and more. You'll learn the fundamentals of properly setting up a character to avoid pitfalls as you animate.

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Learn how to rig facial features for natural movement and expression. Discover how to use blend shapes, joints, constraints, skinning, and more tools for character rigging in Maya.

### **Maya: Facial Rigging | LinkedIn Learning, formerly Lynda.com**

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### **Creating a Character Rig - Part 1: Common rigging pitfalls ...**

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### **Autodesk Maya 2018 - Simple Character Rigging Part 2 of 3 ...**

Maya Animation Rigging Concepts I covered this book in my previous post on rigging which is a huge topic of study. Rigging is crucial for animation in movies & games to define how each model should move.

### **15 Best Maya Books From Beginner To Advanced**

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Learning Maya 6: Dynamics is your solution to creating stunning effects in Maya. Get hands-on experience with the innovative tools and powerful techniques available in the Maya Dynamics engine as you learn to create smoke, fire, dust, water and more. If your animations don't follow the laws of physics, Learning Maya 6: Dynamics is the tool you've been looking for. Learn to master the Maya Dynamics engine as you work with both rigid and soft body dynamics, particle animation and rendering, emitters and much more. Get the theory you need to understand what's happening in Maya and then work your way through helpful step-by-step exercises as you build smoke, dust, fire, and water. Learning Maya 6: Dynamics will allow you to add realism to your animations and create realistic effects without having to go back to school so you can prove that you don't need to be a rocket scientist to make one fly! Each chapter includes a theoretical discussion to help you understand the concepts at play, as well as easy to follow step-by-step tutorials so that you can start working right away. The book also includes an accompanying DVD-ROM featuring chapter-by-chapter overviews offered by Alias Certified Instructors. Gain additional insight and assistance from these valuable bonus discussions. You'll also take advantage of Maya Beginner's Guide: Dynamics to help you get started right away! With this book you will: \* Create and Animate Rigid Body Objects \* Create and Animate Particles Using Fields, Goals, Ramps and Expressions \* Render Particles with Hardware Graphics and Software Techniques \* Dynamically Animate NURBS and Polygonal Surfaces Using Soft Bodies \* Utilize Artisan Functionality in Conjunction with Maya Dynamics Tools \* Instance Geometry with Particle Motion \* Use Dynamic Constraints Including Rigid Body Constraints and Soft Body Springs \* Optimize and Troubleshoot Dynamics Scenes What you need to use this book Maya Complete 6, Maya Unlimited 6, or Maya Personal Learning Edition. A DVD-ROM drive or set top player.

"...the best book out there for learning how to do MAYA rigging and animation." --Ian Cairns, Editor, MAYA Association Learning Maya 5: Character Rigging and Animation will teach you everything you need to achieve effective character set-up and animation in Maya. Learn what you need to become a true puppet master! New for Maya 5! Updated from the popular Learning Maya: Character Rigging and Animation, the book's latest edition will allow you to explore powerful new features in Maya 5 such as IK/FK Blending and Parent Constraints. We've also updated Melvin to a polygonal model from a NURBS path model to make him easier to manipulate. In addition, you'll take advantage of updated graphical selectors and controls that will make your rigs more customizable and easier for artists to work with.

Features: This book will allow you to explore character rigging that is based on a human character - walking you through the process as you rig arms, legs, a face, and more. Learn the fundamentals of properly setting up a character to avoid pitfalls as you animate. Starting from an introductory level, this book covers advanced concepts in a comfortable format. Each topic is explored in both theory and practice so that you'll be able to complete easy-to-follow, step-by-step tutorials. In addition, you'll take advantage of valuable chapter-by-chapter overviews provided in QuickTime format on DVD-ROM. Offered by one of the book's authors, Bill Dwelly, an Alias|Wavefront(TM) Certified Instructor, these helpful movies will allow you to gain additional insight as you work through the book. With this book you will:

- \* Create Skeleton Chains and edit Joint Orientation.
- \* Render particles with hardware graphics and software techniques.
- \* Set up Single Chain, Rotation Plane, and Spline IK Solvers.
- \* Use Set Driven Key to create powerful control systems.
- \* Use of both Forward and Inverse Kinematics.
- \* Simulated the deformation of clothing using Wire Deformers and Set Driven Key.
- \* Drive Joint Rotation with a Blendshape Slider to help consolidate your control windows.
- \* Understand the difference between Smooth and Rigid Binding.
- \* Use Pole Vector constraints as a fast and easy way of achieving realistic motion in arms and legs.
- \* Create a complex and subtle character deformations.

Discover the concepts and techniques required to rig engaging CG character models with Maya in this unique book and DVD package. The stunning color images show just what you can achieve, and the detailed step-by-step tutorials show exactly how to achieve them. Every technique and tip is backed up with practical tutorials, using the models, student work and tutorial assets on the companion DVD to offer a crash course in this vital skill. With Cheryl Cabrera you'll learn about: Designing your first Biped Character; Creating your first Biped Character - Modeling Basics, Biped Character Facial Expressions, Texturing Basics; Skeleton setup for a Biped Character Joint Placement; Control Rig setup for a Biped Character - IK and FK; Wrapping up the setup; Skinning your Character

Whether for big budget films and game productions or lower budget TV and Internet content, creating flexible and believable character rigs is an essential skill required to bring any 3D animation to life. As the leading software used for cutting-edge animation, Maya has an established rigging toolset for creating realistic character controls. Traditionally, however, the process of manually building custom rigs in the software interface has been time-consuming and expensive for those who want to produce high-quality 3D characters. Now for the first time and from the author of the best-seller, Maya Character Creation, comes an in-depth guide on how the pros are using MEL (Maya Embedded Language) scripting to streamline and automate the rigging process. With MEL Scripting a Character Rig in Maya, you'll learn how you can build custom character rigs in a matter of seconds, as opposed to days or weeks. In this detailed guide, you'll learn:

- The techniques used to build a complex character rig in the software interface, followed by instructions for writing the equivalent MEL code for scripting the entire process.
- Fundamental concepts of creating animation controls in Maya, from the basics of creating, editing, and binding skeletons, to more complex rigs with controls that employ spline IK and channel connections.
- Important coding techniques such as using conditional statements, loops, variables, and procedures.
- How to create a character animation GUI (Graphical User Interface) that makes animating the character easy and fast.
- Important skills for building rigs using numerous hands-on exercises, all code examples and Maya files available on the companion Web site.

Whether you're a professional Character TD or just like to create 3D characters, this detailed guide reveals the techniques you need to create sophisticated 3D character rigs that range from basic to breathtaking. Packed with step-by-step instructions and full-color illustrations, Body Language walks you through rigging techniques for all the body parts to help you create realistic and believable movements in every character you design. You'll learn advanced rigging concepts that involve MEL scripting and advanced deformation techniques and even how to set up a character pipeline.

Teaches how to use Maya to create three-dimensional animation projects, including focusing on such topics as lighting, modeling, and character skinning.

Rig it Right! breaks down rigging so that you can achieve a fundamental understanding of the concept. The author will get you up and rigging with step-by-step tutorials covering multiple animation control types, connection methods, interactive skinning, BlendShapes, edgeloops, and joint placement, to name a few. The concept of a bi-ped is explored as a human compared to a bird character allowing you to see that a bi-ped is a bi-ped and how to problem solve for the limbs at hand. Rig it Right! will take you to a more advanced level where you will learn how to create stretchy rigs with invisible control systems and use that to create your own types of rigs. Key Features Hone your skills every step of the way with short tutorials and editable rigs that accompany each chapter. (17+ rigs!!). Read "Tina's 10 Rules of Rigging" and build the foundational knowledge needed to successfully rig your characters. Visit the companion website and expand your newfound knowledge with editable rigs, exercises, and videos that elaborate on techniques covered in the book. Companion data filled with example files at [http://routledge.com/textbooks/\\_author/ohailey/](http://routledge.com/textbooks/_author/ohailey/) AR(Augmented Reality) enabled images throughout the book! Coffee is not required – but encouraged.

A unique, in-depth approach to creating realistic characters in Maya. Maya Character Creation: Modeling and Animation Controls' author, Chris Maraffi, has expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a "must-have"! The current trend in computer graphics is greater organic realism. Many of the top-grossing movies today, such as Spiderman, Lord of the Rings, Jurassic Park 3, and Star Wars Episode 2, all feature realistic 3D characters. There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this organic reality. Maya is one of the main packages used on such cutting-edge films, and has an established toolset for creating believable 3D characters. Maya Character Creation: Modeling and Animation Controls is designed to take you through the process of designing, modeling, and setting up animation controls for complex 3D characters. The concepts, techniques, and Maya tools used for each step in the process are presented in each chapter, followed by many hands-on exercises. NURBS, polygon, and subdivision surface modeling techniques are shown for creating the character's skin, and skeleton-based animation controls are covered in detail. You will learn how a character's skin should deform when the skeletal joints and muscles move. Advanced MEL scripted animation controls are also covered extensively.

Pull Enhance your 2D skillset to the benefit of your own 3D animations to develop characters that are technically and artistically dynamic and engaging. With side by side comparisons of 2D and 3D character design, improve your character animation and master traditional principles and processes including weight and balance, timing and walks. Includes practical, hands-on examples, now fully updated to include 3ds Max, Maya and Blender tutorials. Master the fundamental techniques with the companion website which includes short demonstrations, 2D and 3D exercises and 20 fully rigged character models.

Add Another Dimension to Your Portfolio—And Move to the Top of Your Craft Professional artists who strive to bring a new look to their illustrations are using Alias' premier 3D software in tandem with Adobe's prominent digital imaging program to create cutting-edge graphics. Now, with Maya 6, this remarkable combo is even better integrated than before. *Creating Striking Graphics with Maya and Photoshop*—brought to you from Maya Press, a publishing partnership between Sybex and Alias—is a dazzling introduction to the vibrant world of 3D and Maya. Graphics wiz Daniel Gray, with help from an elite group of pros, will inspire you to incorporate 3D into your graphics and think more artistically when approaching your creations. And if you're already familiar with Maya, you'll learn how Maya 6 makes it even easier to work between both applications. First you'll get the essential Photoshop user's introduction to Maya and learn how to make the leap from 2D to 3D. Then, you'll discover how high-profile artists use Maya and Photoshop together in real-world scenarios where 2D and 3D collide in a burst of creativity. Through a series of interviews that address a variety of 3D applications, you'll discover how: Maya Master Meats Meier depicts Mother Nature with otherworldly success Michael Elins combines photography and classical painting with the 3D world Damon Riesberg cranks out a daily comic strip by posing and rendering his cast of characters guru studios crafts beautiful 3D cartoons with a cool retro feel for TELETOON Meteor Studios brings ultra-realistic prehistoric creatures to life for the Discovery Channel's Dinosaur Planet IBM painstakingly re-creates ancient artifacts, such as the Sphinx, for the Egyptian Museum in Cairo Meshwerks digitizes automobiles for use in movies, advertising, and video games and creates the ultra-cool chopped and channeled Honda EleMENTAL Woodie! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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