



Tina O'Hailey

Rig it Right!

Maya Animation Rigging Concepts
Third Edition



CRC Press
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Rig It Right Maya Animation Rigging Concepts Computers And People

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videos that elaborate on techniques covered in the book Coffee is not required but encouraged *Rig it Right!* Tina O'Hailey, 2024-03-04 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 biped is explored as a human compared to a bird character allowing you to see that a biped is a biped 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 This highly anticipated Third Edition features updated chapters and images including new chapters on modeling with proper edgeloop Rule 1 how to Rig It Right then Rig it Fast with parallel processing and new helpful scripts for evaluating your rig with the profiler tools 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 New content Edgeloops for Good Deformation and Rigging for a Parallel World New scripts for evaluating your rigs performance Access the Support Materials and expand your newfound knowledge with editable rigs exercises and videos that elaborate on techniques covered in the book **Rig it Right! Maya Animation Rigging Concepts, Second Edition** Tina Ohailey, 2018 Breaking it down so that you can achieve a fundamental understanding of the concept this book will get you up and rigging with step by step tutorials covering multiple animation control types connection methods interactive skinning and much more **Digital Character Development** Rob O'Neill, 2015-10-07 Every animated film and video game production spends a large percentage of its resources and time on advancing the quality of the digital characters inhabiting the world being created This book presents the theory and practice behind the creation of digital characters for film and games using software agnostic descriptions that apply to any animation application It provides insight from a real production environment and the requirements that such an environment imposes With rich illustrations and visual code examples throughout this book provides a comprehensive roadmap to character development for both professionals and students Learning Maya6 Alias Learning Tools, 2004-06-22 Learning Maya 6 Character Rigging 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 Get hands on experience with the innovative tools and powerful techniques available in Maya as you learn to make your rigs more customizable and easier for artists to work with 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 Working with a low count polygonal model you'll learn to work with complex joints such as shoulders and hands Learning Maya 6 Character Rigging teaches you to make the right decisions in the planning stages so that you can save time and frustration at the animation stage Each chapter includes a theoretical discussion to help you understand the

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Table of Contents Rig It Right Maya Animation Rigging Concepts Computers And People

1. Understanding the eBook Rig It Right Maya Animation Rigging Concepts Computers And People
 - The Rise of Digital Reading Rig It Right Maya Animation Rigging Concepts Computers And People
 - Advantages of eBooks Over Traditional Books
2. Identifying Rig It Right Maya Animation Rigging Concepts Computers And People
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Rig It Right Maya Animation Rigging Concepts Computers And People
 - User-Friendly Interface
4. Exploring eBook Recommendations from Rig It Right Maya Animation Rigging Concepts Computers And People
 - Personalized Recommendations
 - Rig It Right Maya Animation Rigging Concepts Computers And People User Reviews and Ratings

- Rig It Right Maya Animation Rigging Concepts Computers And People and Bestseller Lists
- 5. Accessing Rig It Right Maya Animation Rigging Concepts Computers And People Free and Paid eBooks
 - Rig It Right Maya Animation Rigging Concepts Computers And People Public Domain eBooks
 - Rig It Right Maya Animation Rigging Concepts Computers And People eBook Subscription Services
 - Rig It Right Maya Animation Rigging Concepts Computers And People Budget-Friendly Options
- 6. Navigating Rig It Right Maya Animation Rigging Concepts Computers And People eBook Formats
 - ePub, PDF, MOBI, and More
 - Rig It Right Maya Animation Rigging Concepts Computers And People Compatibility with Devices
 - Rig It Right Maya Animation Rigging Concepts Computers And People Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Rig It Right Maya Animation Rigging Concepts Computers And People
 - Highlighting and Note-Taking Rig It Right Maya Animation Rigging Concepts Computers And People
 - Interactive Elements Rig It Right Maya Animation Rigging Concepts Computers And People
- 8. Staying Engaged with Rig It Right Maya Animation Rigging Concepts Computers And People
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Rig It Right Maya Animation Rigging Concepts Computers And People
- 9. Balancing eBooks and Physical Books Rig It Right Maya Animation Rigging Concepts Computers And People
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Rig It Right Maya Animation Rigging Concepts Computers And People
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Rig It Right Maya Animation Rigging Concepts Computers And People
 - Setting Reading Goals Rig It Right Maya Animation Rigging Concepts Computers And People
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Rig It Right Maya Animation Rigging Concepts Computers And People
 - Fact-Checking eBook Content of Rig It Right Maya Animation Rigging Concepts Computers And People
 - Distinguishing Credible Sources

13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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