

Rig it Right! Maya Animation Rigging Concepts (Computers and People)

By Tina O'Hailey

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Rigging a character can be a complicated undertaking. Move from a bi-pedal character to a quad- or poly-pedal and, well, things just got real. Where do you begin?

Unlike all of those button-pushing manuals out there, *Rig it Right!* breaks down rigging so that you can achieve a fundamental understanding of the concept, allowing you to rig more intuitively in your own work. Veteran animation professor Tina O'Hailey will get you up and rigging in a matter of hours 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. After you have moved beyond basic bi-pedal characters, *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.

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Editorial Review

About the Author
Tina O'Hailey is the associate dean of digital media, entertainment arts, and SCADFILM training division for SCAD's Atlanta location; prior to that, O'Hailey was the Associate Chair of Animation and a professor of animation. She spent the first part of her career working as an industry trainer for Walt Disney Feature Animation, Dreamworks animation and Electronic Arts.

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