



The Fountain Green Group

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Maya 8.5 Character Rigging - 02NYL640 - lynda.com

Product Description Time

Maya 8.5 Character Rigging

Approximately 4 Hours 45 Minutes

Maya 8.5 Character Rigging provides an overview of rigging, character geometry, and topology, and then delves into the details of how to create professional, realistic 3D characters.

Instructor and animation veteran **George Maestri** shares his expertise on everything from kinematics to character Skinning. Using hands-on examples, he teaches users how to best plan, create, edit, and move an animated character with Maya 8.5.

Note: Exercise files accompany the tutorials.



lynda.com



George Maestri

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Introduction	10:12
1. Overview	19:13
2. Creating Skeletons	37:53
3. Inverse Kinematics (IK) and Constraints	46:25
4. Rigging Characters	47:25
5. Skinning Characters	49:00
6. Facial Rigging	53:22
7. Finalizing the Rig	13:52
Conclusion	1:05

Introduction

Welcome	0:46
Exploring the Maya Interface	6:22
Working with the Exercise Files	3:04

1. Overview

Overview of Rigging	6:48
Overview of Character Geometry	2:38
Overview of Character Topology	5:16
Staying Organized	4:31

2. Creating Skeletons

Using the Joint Tool	5:55
Manipulating Joints	4:58
Creating a Skeleton Part # 1: Legs and Feet	7:10
Creating a Skeleton Part # 2: Spine	5:58
Creating a Skeleton Part # 3: Arms	5:27
Creating a Skeleton Part # 4: Hands	5:25
Finalizing the Skeleton	3:00



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Product Description	Time
3. Inverse Kinematics (IK) and Constraints	
Creating IK Chains	5:51
Manipulating IK Chains	5:18
Spline IK	3:06
Point Constraints	5:11
Aim Constraints	2:48
Orient Constraints	4:20
Pole Vector Constraints	2:42
Creating Custom Attributes	3:28
Creating Set Driven Keys	5:40
Creating Expressions	8:01
4. Rigging Characters	
Rigging Legs	7:27
Rigging Feet	8:36
Rigging the Spine	8:13
Rigging Arms for Forward Kinematics	6:30
Rigging Arms for Inverse Kinematics	6:37
Rigging Hands and Fingers	8:02
Finalizing the Rig	4:06
5. Skinning Characters	
Binding Skin	4:33
Painting Skin Weights	6:47
Editing Skin Weights in the Component Editor	5:37
Other Skinning Tools	3:01
Skinning a Character Part # 1: Legs	13:20
Skinning a Character Part # 2: Arms and Torso	10:11
Finalizing the Skin	5:31
6. Facial Rigging	
Creating a Skeleton for the Head	7:29
Skinning the Head	3:18
Fine-Tuning the Skin	10:06
Creating Blend Shapes for Facial Animation	6:14
Applying Blend Shapes	5:35
Rigging the Head Part # 1: Creating Head Controls	3:56
Rigging the Head Part # 2: Creating a Jaw Control	6:22
Rigging the Head Part # 3: Creating Blink Controls	4:40
Rigging the Head Part # 4: Creating Eye Direction Controls	5:42

