



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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Rig It Right Maya Animation Rigging Concepts Computers And People:

Rig it Right! Maya Animation Rigging Concepts, 2nd edition Tina O'Hailey, 2018-07-27 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 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://routledgetextbooks.com/textbooks/_author/ohailey AR Augmented Reality enabled images throughout 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** Tina O'Hailey, 2013-03-20 Rigging a character can be a complicated undertaking Move from a bipedal 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 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 www.focalpress.com/cw/ohailey and expand your newfound knowledge with editable rigs exercises and videos that elaborate on techniques covered in the book Coffee is not required but encouraged **Computer Vision -**

ECCV 2024 Aleš Leonardis, Elisa Ricci, Stefan Roth, Olga Russakovsky, Torsten Sattler, Gül Varol, 2024-10-02 The multi volume set of LNCS books with volume numbers 15059 up to 15147 constitutes the refereed proceedings of the 18th European Conference on Computer Vision ECCV 2024 held in Milan Italy during September 29 October 4 2024 The 2387 papers presented in these proceedings were carefully reviewed and selected from a total of 8585 submissions The papers deal with topics such as computer vision machine learning deep neural networks reinforcement learning object recognition image classification image processing object detection semantic segmentation human pose estimation 3d reconstruction stereo vision computational photography neural networks image coding image reconstruction motion estimation **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 *Learning Maya 5* Alias Wavefront, 2003-09-30 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 topics 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

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Extended Reality Lucio Tommaso De Paolis, Pasquale Arpaia, Marco Sacco, 2023-09-04 This two volume set LNCS 14218 and LNCS 14219 constitutes the refereed proceedings of the International Conference on Extended Reality XR Salento 2023 held in Lecce Italy during September 6-9 2023 The 60 full papers presented together with 11 short papers were carefully reviewed and selected from 97 submissions They cover a wide range of many different research topics such as eXtended reality digital twin artificial intelligence user experience in eXtended reality virtual reality for neurofeedback biofeedback and emotion recognition eXtended reality in education eXtended reality and metaverse in cultural heritage eXtended reality in health and medicine and eXtended reality in industrial field

Animation Magazine, 2006 *An Essential Introduction to Maya Character Rigging with DVD* Cheryl Briggs, 2008-03-07 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

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DVD to offer a crash course in this vital skill Features include Use simple NURBS and polygon modeling in Maya for greater flexibility in your workflow Create control rig setups for a biped character both IK and FK Put your new skills to work with the models and tutorial assets on the free DVD publishers description **An Essential Introduction to Maya Character Rigging with DVD** Cheryl Briggs,2008 Full color introduction to setting up a 3d character for animation in Maya Maya s Personal Learning Edition has one million registered users *MEL Scripting a Character Rig in Maya* Chris Maraffi,2010-04-16 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 [Animation Methods](#) David Rodriguez,2012 A beginners guide to rigging your first 3D Character in Maya This book will explain the rigging process without the nerdy technical words that have made it difficult for you to learn You ll finally be able to understand rigging in a way you ve been waiting for Rigging made Easy Turn that model into a moving character with life and personality This book will walk you step by step with pictures videos and files found at www.AnimationMethods.com Amazon com *Mastering Autodesk Maya 2015* Todd Palamar,2014-07-15 Expand your skills with complete Maya mastery Mastering Autodesk Maya is the ultimate guide to the popular 3D animation software Author Todd Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next level Written for those who already know the basics of this enormous program the book covers advanced topics and professional techniques for modeling animation texturing and visual effects Fully updated to reflect Maya s latest features the book takes a hands on approach to instruction providing readers with a diverse set of tutorials designed by real world professionals to showcase 3D animation and visual techniques used in industry settings Complete and comprehensive the book makes an excellent desk reference for

the working animator and is an ideal resource for those seeking Maya certification The unique combination of challenging material and practical instruction make this one of a kind guide the ultimate Maya handbook Topics include Animation using inverse kinematics keyframes and deformers Hard surface and organic modeling Proper rigging techniques and working with Maya Muscle Xgen Paint Effects and rendering with mental ray Texture mapping compositing nParticles and more Virtual filmmaking and scene management The most complex skills are useless if they can't be applied so the book emphasizes the practical day to day uses of each skill and discusses which solutions best fit which scenario For the computer animation professional seeking a more in depth mastery of this popular animation program **Mastering Autodesk Maya 2014** Todd Palamar, 2013-06-12 Hands on intermediate to advanced coverage of the leading 3D software Autodesk Maya is the industry leading 3D animation and effects software used in movies visual effects games and other genres If you already know the basics of Maya and are ready to elevate your skills then this book is for you Nearly 1 000 pages are packed with organized professional and valuable insight on the leading 3D application on the market enabling you to unlock the software's more complex features Ideal as both a tutorial and study guide for the Autodesk Maya exam this Autodesk Official Press book gets you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth fur and fluids Features challenging tutorials and real world scenarios from some of the leading professionals in the industry Provides you with valuable insight into the entire CG production pipeline Covers the very latest Maya 2014 tools and features including updates to dynamics Maya muscle stereo cameras assets rendering with mental ray and more Helps you gain proficiency in high level techniques for film television game development and more If you've been looking for a complete professional quality Maya resource to turn to again and again look no further than **Mastering Autodesk Maya 2104** *Rigging for Games* Eyal Assaf, 2015-11-19 Rigging for Games A Primer for Technical Artists Using Maya and Python is not just another step by step manual of loosely related tutorials Using characters from the video game Tin it takes you through the real world creative and technical process of rigging characters for video games and cinematics allowing readers a complete inside look at a single project You'll explore new ways to write scripts and create modular rigs using Maya and Python and automate and speed up the rigging process in your creative pipeline Finally you'll learn the most efficient ways of exporting your rigs into the popular game engine Unity This is the practical start to finish rigging primer you've been waiting for Enhance your skillset by learning how to efficiently rig characters using techniques applicable to both games and cinematics Keep up with all the action with behind the scenes images and code scripts Refine your rigging skills with tutorials and project files available on the companion website

Mastering Autodesk Maya 2012 Todd Palamar, Eric Keller, 2011-07-07 The exclusive official guide to the very latest version of Maya Get extensive hands on intermediate to advanced coverage of Autodesk Maya 2012 the top selling 3D software on the market If you already know Maya basics this authoritative book takes you to the next level From modeling

texturing animation and visual effects to high level techniques for film television games and more this book provides professional level Maya instruction With pages of scenarios and examples from some of the leading professionals in the industry author Todd Palamar will help you master the entire CG production pipeline Provides professional level instruction on Maya the industry leading 3D animation and effects software used in popular films games and commercials Covers the very latest Maya 2012 tools and features including the new fluid simulation tools Showcases the techniques of professionals through numerous examples demonstrating how to set up and manage 3D animation and visual effects pipelines Includes challenging tutorials and real world scenarios from some of the leading professionals in the industry If you re looking for an in depth professional Maya resource to turn to again and again this is the book you need

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