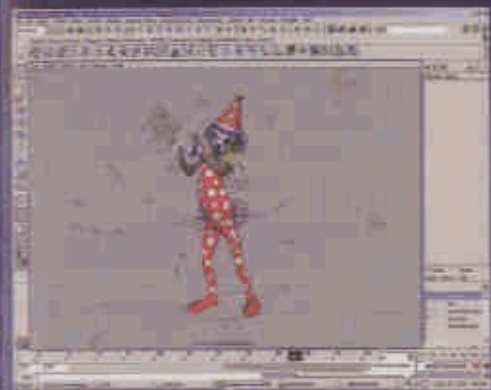


Companion DVD contains tutorial files,
sample student work and models



An Essential Introduction to Maya Character Rigging



Cheryl Cabrera

Foreword by **Jason Schleifer**, Supervising Animator at DreamWorks Animation



Contents

Foreword ix
Preface xi
Acknowledgments xiii
Introduction xv

1 Designing Your First Biped Character 1

Former Student Spotlight: Zach Parrish 2
Workflow 3
Introduction 4
Character Design 4
Creating Character Sheets 12
Summary 14
Assignments: Designing a Character 15

2 Creating Your First Biped Character: Modeling Basics 39

Former Student Spotlight: Jeff Gill 40
Workflow 41
Introduction 42
Modeling Tools in Maya 44
Former Student Spotlight: Chris Grim 74
Summary 76
Assignments: Modeling a Character 77

3 Creating Your First Biped Character: Facial Expressions 129

Former Student Spotlight: Katie Folsom 130
Workflow 131
Introduction 132
Blend Shapes as an Approach to Creating Facial Expressions 133
Tools Used for Modeling Blend Shapes 135
Deformation Order 142
Summary 143
Assignments: Facial Expressions for a Character 144

4 Creating Your First Biped Character: Shading and Texturing Basics 151

Former Student Spotlight: Nathan Engelhardt 152
Workflow 153
Introduction 154

The Hypershade 154
Automatic Mapping 156
The 3D Paint Tool 157
Summary 158
Assignments: Shading and Texturing a Character 159

5 Skeleton Setup for a Biped Character: Joint Placement 165

Former Student Spotlight: David Bokser 166
Workflow 167
Introduction 167
File Referencing 169
Setting Up Your Work Area 173
Working with Joints 176
Former Student Spotlight: Sean Danyi 188
Summary 189
Assignments: Joint Placement in a Character 190

6 Control Rig Setup for a Biped Character: IK and FK 215

Former Student Spotlight: Ryan Yokley 216
Workflow 217
Kinematics 218
Attribute Control 223
Former Student Spotlight: Ben Willis 235
Summary 237
Assignments 238

7 Wrapping Up the Setup 329

Former Student Spotlight: Rob Miller 330
Workflow 331
Introduction 332
Cleaning up the scene file for animation 332
Preparing the scene file for skinning 333
Summary 334
Assignments 334

8 Skinning Your Character 345

Former Student Spotlight: Tonya Payne 346
Workflow 347

viii Contents

Skinning Tools in Maya	349
Summary	354
Assignments: Skinning a Character	354

<i>Glossary</i>	375
-----------------	-----

<i>Index</i>	379
--------------	-----