Tina O'Hailey

Rig it Right!

Maya Animation Rigging Concepts

Rig it Right! Maya Animation Rigging Concepts, Tina O'Hailey, CRC Press, 2013, 0240820797, 9780240820798, 280 pages. 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 OÐ²Ð‚â„¢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 "TinaÐ²Ð‚â„¢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 Ð²Ð‚Å" but encouraged. .

DOWNLOAD HERE

Focal Easy Guide to Maya 5 For New Users and Professionals, Jason Patnode, 2004, Art, 228 pages. * Companion website provides new updates and tutorials for version 6! If you are an artist who's new to Alias's Maya, or are moving over to use this powerful, oscar-winning ....

Mastering 3D Animation , , 2004, Performing Arts, 354 pages. Riveting illustrations and step-by-step instructions show animators at allevels how to create professional, studio quality 3D models and animations inhis easy-to-follow guide ....

CINEMA 4D 10 Workshop , Arndt von Koenigsmarck, 2007, Art, 400 pages. Offering the performance of the best 3D tools with a substantially lower price and an easier learning curve, this authoritative guide features hands-on tutorials that permit ....

National Army Museum Book of the Boer War , Michael Carver, Field Marshal Lor Carver, Sep 1, 2000, History, 299 pages. A military history of what was Britain's first modern war, written with original sources. Published in co-operation with the National Army Museum, it quotes extensively from ....

Learning Maya 7 Foundation, Alias Learning Tools, Marc-AndrÐ"Â© Guindon, Sep 9, 2005, Computers, 653 pages. Provides information on the Maya interface, covering such topics as modeling, texturing and rendering, and rigging and animation..

Producing Computer Facial Animation A 3d Facial Construction Tutorial Using Maya, Erik Koehlert, 2012, , 72 pages. This work focuses on the development of a tutorial that is intended to aid computer modelers and animators in creating and setting up models for convincing facial animation ....

MEL Scripting a Character RIG In Maya , Maraffi Chris, Sep 1, 2009, , 368 pages. .

From 0 to Infinity in 26 Centuries , Chris Waring, Sep 1, 2012, Mathematics, 192 pages. We may remember their equations and discoveries from school, but do we remember who the men behind the maths were? From the theories of Pythagoras (did you know he ran a secret ....

After Hours , M. L. Rhodes, Sep 17, 2004, Fiction, 116 pages. Not only does Grace Krantz's new next door neighbor keep strange hours, he also has a seriously erotic habit. Is he as sexy and masterful as he sounds through the paper-thin ....

The Mel Companion Maya Scripting for 3d Artists, David Stripinis, 2003, Computers, 468 pages. Annotation By learning how to script with MEL, artists can maximize the power of Maya and customize it for their own specific needs. Written from an artist's perspective, this ....

Mastering Maya Complete 2, Volume 1 , Perry Harovas, John L. Kundert-Gibbs, Peter Lee, 2000, , 842 pages. A much-needed resource for Maya users--for learning, reference, and content management. The book features a full-color insert to best illustrate the true effects of the ....

An Essential Introduction to Maya Character Rigging , Cheryl Cabrera, Jan 1, 2008, Computers, 381 pages. Explains how to use Maya to rig a variety of 3D biped character models, covering such topics as facial expressions, shading and texturing, joint placement, kinematics, and ....

Learning Maya 5 Character Rigging and Animation, Alias Wavefront, Alias/Wavefront (Firm), Sep 30, 2003, , 336 pages. "...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 ....

Learning Maya 5/Foundation, Volume 1 , Alias Wavefront, 2003, , 530 pages. A handbook developed by the creators of Maya explores the diverse features of the popular tool for creating 3D modeling, animation, and rendering in a full-color tutorial that ....

Directing the Story Professional Storytelling and Storyboarding Techniques for Live Action and Animation, Francis Glebas, 2009, Art, 346 pages. Francis Glebas, a top Disney storyboard artist, teaches artists a structural approach to clearly and dramatically presenting visual stories. They will learn classic visual ....

http://zakepa.files.wordpress.com/2013/12/5akaecl.pdf
http://zakepa.files.wordpress.com/2013/12/5akaecl.pdf
http://zakepa.files.wordpress.com/2013/12/3f6cjgh.pdf
http://zakepa.files.wordpress.com/2013/12/58melkb.pdf
http://zakepa.files.wordpress.com/2013/12/3clf41f.pdf
http://zakepa.files.wordpress.com/2013/12/5n46lf3.pdf