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3,027. An introduction to the principles of rigging, applied to simple objects and scenarios. In order for any 3D animation to happen, riggers (Character Technical Directors) take a completed character or prop model and use the concepts learned in this class to prepare it for deformation and action. Riggers insert bones (joints) into the character and refine the shapes and control systems so the character can act. Learn rigging fundamentals. This course is an introduction to rigging. We'll explore how digital characters are brought to life

using simple controls. We will start by looking under Maya's hood to understand how the system of nodes works, moving onto the basics of rigging and completing our very first project. The goal for the first weeks is to learn the fundamental rigging concepts that can be applied on every project.

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