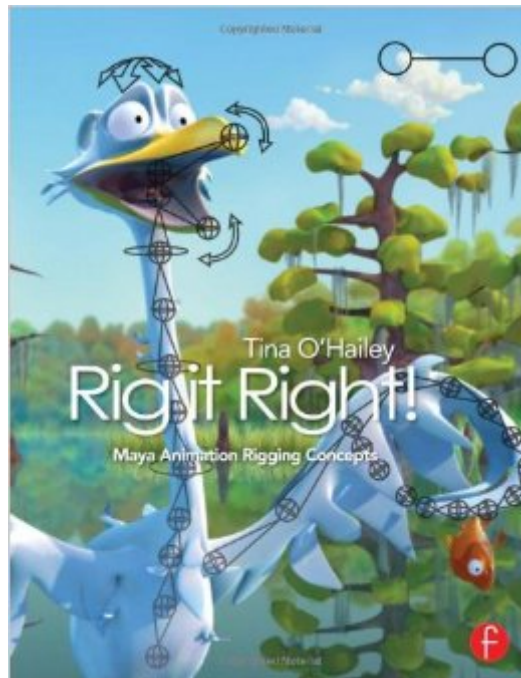# Rig It Right! Maya Animation Rigging Concepts (Computers And People)

Synopsis

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 Oâ ™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 "Tinaâ ™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 â " but encouraged.

Book Information

Series: Computers and People

Paperback: 304 pages

Publisher: Focal Press; 1 edition (February 26, 2013)

Language: English

ISBN-10: 0240820797

ISBN-13: 978-0240820798

Product Dimensions: 7.4 x 0.7 x 9.6 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (25 customer reviews)

Best Sellers Rank: #191,211 in Books (See Top 100 in Books)   #21 inÂ Books > Computers & Technology > Graphics & Design > 3D Graphics   #65 inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Video Production   #80 inÂ Books > Arts & Photography > Other Media > Digital

Customer Reviews

This is an awesome book... have not finished it, but it's packed with sound advice.I did manage to find the files online after a confusing search throughout the book looking for the url... finally found it on the rear of the cover. o.0

I have had this book for over a year, and found it to be instantly helpful in learning to rig my own characters. Yes, Tina makes jokes in the paragraphs, but I find it keeps me from getting too bored with the extremely technical aspects of the subject matter. I also enjoy her comments about how things were years ago, to give beginners some perspective on how much much CG has changed since early versions of Maya. Tina is a former teacher of mine, so I knew this book would be good, but I was surprised that after going through it, I am no longer intimidated by rigging at all. I plan to use this book as a Text for a beginning rigging class I'm teaching myself next month.

I wasn't sure if I should buy this book given I also had the "Introducing Autodesk Maya 2016" -- but VERY GLAD I DID. The author in this book offers experience-based opinions through out the whole book. Honestly I wish more books were written this way. For example, in other books Rigging is defined as always building a skeleton. "Rig it Right" spends the first few chapters explaining and walking you through examples of how do you don't always need to do something overly complicated. After spending a few hours with this book, I made huge progress on my characters. and I'm only 1/2 way through the book. Great stuff. Highly recommended.

For a complicated subject, it was well written and I was able to follow very well. It's a great asset to have. My only issue was that the web address that holds the files that complement the exercises are located on the back cover. But the Kindle version, does not include a back cover. That critical information should be IN the book, either in TOC or 1st chapter.

I come from a character animation background and really enjoyed this book. The author draws on a vast amount of experience, and explains how to accomplish various rigging tasks AND why doing it that way is better than alternative methods (as well as potential pitfalls that might arise). My one complaint is that the maya screen captures/diagrams in the book are so small as to be almost unreadable, but it is enough to point you in the right direction so you can follow along in the software itself.

Very good explanations, but the video lessons and content are really lacking the practical

applications to production scenarios.This is the best book for understanding all the why's and concepts of rigging and plus it has some humor.

So far I've stumbled past only one semantic change that this book didn't accommodate - what amounts to toggling "Preserve Children" instead of "Discrete Transform". Everything else in this book is quite informative and insightful - this is not a limp reference guide to something we could navigate to freely online. It's a class - you learn what you're doing and while you do that, you learn why you're doing it. You learn what doesn't work, too.It's no substitute for familiarity, but almost no technical guides ever are. It's still important that Riggers spend time with it, stay in practice, etc. To me it was vital that I reference something and learn the ins-and-outs rather than reach for that suspicious little crutch Maya gives us with the Character Controller feature in post-~2014. As tempting as that (frankly, overdue) feature has become, it's going to prove to be too little for anyone who's doing more than setting up a reference mannequin.In closing I'd like to add that the author is easily one of the most entertaining guides I've ever encountered in print. So it's good for a laugh too, how bout them apples.

This book is worth the money , the way the authors explains the processes is straight forward and easy to understand.The topics are what you would expect for a production rig , it covers creating UI for yours rigs, Bendable limb setup etc .On a scale for 1 - 10 where 1 i terrible and 10 perfect for users who want to learn rigging concepts id give it an 8 .Reason for the 8 ?There isn't much scripting information in the book , though it did come with some scripts to try out .I wanted to learn how to automate certain task but that's just me asking for a bit too much .The assignments are also great to follow . Get this book plus a Mel scripting book .

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