Advanced Character Rigging

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In this book, you will learn how to create musculature for your characters that simulates sliding skin and flesh, while maintaining speed for animation. You will learn several tricks to create your own muscles, tendons, and more that do not require simulation and baking time. Starting from examining your forearm and hand, TJ Galda will go in depth on the usage and explanation of weight painting to maximize your efficiency. From there, we will progress into advanced rigging techniques including rigging with muscles, allowing for squash and stretch, writing custom expressions to account for various predictable anatomical phenomena and a variety of other advanced topics. These techniques have been utilized in several feature films and are based on a solid understanding of anatomy and Maya(R) software. You will also learn alternatives to dynamic musculature solutions and leave with a variety of options.

作者介绍:

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