

Shot Breakdown: Rigging Reel March 19 2012

1. Dynamic Egg

Had to do a rigging test and thought it was a rather fun exercise. After working on it for about one weeks time, I could not solve it and left it untouched. Two months later I came back to it and fixed about 5 lines of code and it worked perfectly. Uses a single expression to achieve the ground collision.

2. Rigging Script

Currently working 100%. It currently has these functions:

Create Rig Base : Creates a scalable rig with FK/IK control handles. To be placed prior to creating bones. Includes Foot IK placement as well.

Mirror Left/Mirror Right: Able to mirror handles to either side of the rig for quick placement on symmetrical characters.

Set Up Bone/IK: Create Bone hierarchy and orients the IK/FK control handles properly in addition to zeroing out handle attributes. Creates Left/Right Finger Controls with all attributes created (Finger Bends, Spreads, Thumb Rotation).

Clean Up: Cleans up the outliner, organizes controls properly and assigns final parenting and constraints. Enables all toggles and sets default Rig to FK. IK and other toggles can be accessed on the Master Rig Control under Toggles. Rig structure in the Outliner is clean and easy to follow.

visibility/translate/rotatio lock/unlock/hide/unhide: functions to help finalize a rig to each projects specifications.

Bind w/Mesh: Currently is default Maya smooth bind.

Future Updates to include: Head Bones/Face set up, Spine/Arm stretch, Hierarchy Selector to make moving controls into position faster, and Advanced Skinning and Weighting to minimize re-weighting.

3. Bear

Created for Cerebus: The Aardvark. Character is named Bear. A fully functional IK/FK Arm Blend, with IK arms able to follow the World, Spine or Hips. Leg Stretch, Knee can follow the World, Foot or Hip; Foot can follow the World or Hip. Individual controls have their toggles, and blends having their own control. Created a mix of blend shapes and facial rigging to give animators more control over expressions.

4. Firecrest

Bird rig created for Cerebus: The Aardvark. Has mirrored FK wing controls, feather controls, talon controls, tail controls. Some minor facial expressions added, as well as beak blend shapes.

5. Lucia's Chaos Hound

Model from Creative Crash, creator: Miss Lulu, rigged by myself. Spline IK set up for the spine and tail, face controller and reverse foot set up. Not to be confused with Wolf Rig 1.20.