

Shot Breakdown: Rigging Reel March 19 2012

1. 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.

2. Rigging Script

Current MEL script working 100%. Python script working 70%. 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. Leopard

Created for an undisclosed music video. Rigging by myself, animation done by Mark Pullyblank.

4. Dynamic Egg

Finalized version of a rigging test I was given some time ago. Took a new approach and solved the issue of having a variable radius.