

CGA3312 : Character Rigging

The Character Rigging course introduces students to the process of adding joints and controls to a character to allow the animator to make the character move in a realistic manner. Students will also explore the process of binding and weighting the skin on models to deform in an organic manner based on preproduction research. Similar to making a puppet, rigging gives the artist the ability to control a computer-generated (CG) character, making it a pivotal step in the animation process.

Credits 3

Course Length 4 weeks