

## Learning Maya 6 Character Rigging And Animation

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Rigging is a crucial step in character development and animation. A rig is the interface for your character, dictating how the character moves. Learn how to rig a character from scratch in Maya by following along with instructor George Maestri. George introduces the rules of rigging—good geometry, organization, and controls—and shows how to create joints, constraints, and connections.

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Learning Maya 6: Character Rigging will allow you to explore character rigging based on a human character - walking you through the process as you rig arms, legs, a face and more. You'll learn the fundamentals of properly setting up a character to avoid pitfalls as you animate.

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**Autodesk Maya 2018 - Simple Character Rigging Part 2 of 3 ...**

Maya Animation Rigging Concepts I covered this book in my previous post on rigging which is a huge topic of study. Rigging is crucial for animation in movies & games to define how each model should move.

**15 Best Maya Books From Beginner To Advanced**

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