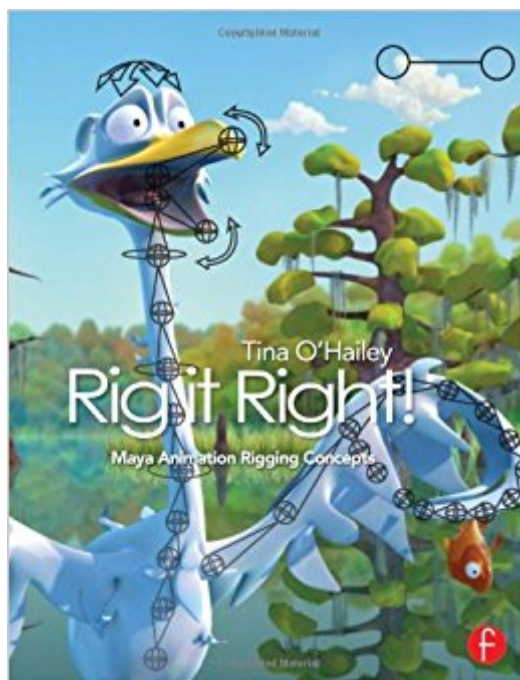The book was found

Rig It Right! Maya Animation Rigging Concepts (Computers And People)

Synopsis

Rigging a character can be a complicated undertaking. Move from a bi-pedal character to a quad- or poly-pedal and, well, things just got real. Where do you begin? Unlike all of those button-pushing manuals out there, Rig it Right! breaks down rigging so that you can achieve a fundamental understanding of the concept, allowing you to rig more intuitively in your own work. Veteran animation professor Tina OÃ¢â¬â„¢Hailey will get you up and rigging in a matter of hours with step-by-step tutorials covering multiple animation control types, connection methods, interactive skinning, BlendShapes, edgeloops, and joint placement, to name a few. The concept of a bi-ped is explored as a human compared to a bird character allowing you to see that a bi-ped is a bi-ped and how to problem solve for the limbs at hand. After you have moved beyond basic bi-pedal characters, Rig it Right! will take you to a more advanced level where you will learn how to create stretchy rigs with invisible control systems and use that to create your own types of rigs.

Book Information

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Customer Reviews

Tina O'Hailey is theÃ Â associate dean of digital media, entertainment arts, and SCADFILM training division for SCAD's Atlanta location; prior to that, O'Hailey was the Associate Chair of Animation and a professor of animation. She spent the first part of her career working as an industry trainer for Walt Disney Feature Animation, Dreamworks animation and Electronic Arts.

I have had this book for over a year, and found it to be instantly helpful in learning to rig my own characters. Yes, Tina makes jokes in the paragraphs, but I find it keeps me from getting too bored with the extremely technical aspects of the subject matter. I also enjoy her comments about how things were years ago, to give beginners some perspective on how much much CG has changed since early versions of Maya. Tina is a former teacher of mine, so I knew this book would be good, but I was surprised that after going through it, I am no longer intimidated by rigging at all. I plan to use this book as a Text for a beginning rigging class I'm teaching myself next month.

I wasn't sure if I should buy this book given I also had the "Introducing Autodesk Maya 2016" -- but VERY GLAD I DID. The author in this book offers experience-based opinions through out the whole book. Honestly I wish more books were written this way. For example, in other books Rigging is defined as always building a skeleton. "Rig it Right" spends the first few chapters explaining and walking you through examples of how do you don't always need to do something overly complicated. After spending a few hours with this book, I made huge progress on my characters. and I'm only 1/2 way through the book. Great stuff. Highly recommended.

This book is worth the money , the way the authors explains the processes is straight forward and easy to understand.The topics are what you would expect for a production rig , it covers creating UI for yours rigs, Bendable limb setup etc .On a scale for 1 - 10 where 1 i terrible and 10 perfect for users who want to learn rigging concepts id give it an 8 .Reason for the 8 ?There isn't much scripting information in the book , though it did come with some scripts to try out .I wanted to learn how to automate certain task but that's just me asking for a bit too much .The assignments are also great to follow . Get this book plus a Mel scripting book .

For a complicated subject, it was well written and I was able to follow very well. It's a great asset to have. My only issue was that the web address that holds the files that complement the exercises are located on the back cover. But the Kindle version, does not include a back cover. That critical information should be IN the book, either in TOC or 1st chapter.

So far I've stumbled past only one semantic change that this book didn't accommodate - what amounts to toggling "Preserve Children" instead of "Discrete Transform". Everything else in this book is quite informative and insightful - this is not a limp reference guide to something we could navigate to freely online. It's a class - you learn what you're doing and while you do that, you learn

why you're doing it. You learn what doesn't work, too.It's no substitute for familiarity, but almost no technical guides ever are. It's still important that Riggers spend time with it, stay in practice, etc. To me it was vital that I reference something and learn the ins-and-outs rather than reach for that suspicious little crutch Maya gives us with the Character Controller feature in post-~2014. As tempting as that (frankly, overdue) feature has become, it's going to prove to be too little for anyone who's doing more than setting up a reference mannequin.In closing I'd like to add that the author is easily one of the most entertaining guides I've ever encountered in print. So it's good for a laugh too, how bout them apples.

Very very well written book. I learned a tremendous amount about rigging from it. The school I went to sadly does not have much of a tech side offered. I didn't realize this until later on in the curriculum. No rigging class, no scripting class. So I bought this book and learned quite a bit through it. As of this review writing, the author is no longer at the school she is mentioned as being at in it and is now at SCAD and has been promoted. Judging from this book she seems to be a tremendously talented educator and artist.the line of humor she uses provides a nice backdrop to the lessons too so you won't get bored to tears and loose focus in the lessons. Things are done very step by step.

This is an awesome book... have not finished it, but it's packed with sound advice.I did manage to find the files online after a confusing search throughout the book looking for the url... finally found it on the rear of the cover. o.0

I actually welcome the author's humor. Rigging is not one of those super entertaining subjects to study, specially for animators, so her take on certain errors we tend to make is nice and refreshing. Her knowledge and take on different methods and techniques is something that I sorely needed. After watching several videos online, it seems that there was something missing. This book ties all the loose ends, so I highly recommend it.

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