

Maya Advanced Rigging & Introduction to MEL scripting

Duration: 30 hours / 5 full days

This module will equip the student with the necessary skills to create complex yet easy-to-use creature rigs and gain a better understanding on how to customise Maya to speed up the artist's workflow.

Course Description

It will take a step-by-step approach to creating the necessary controls for each part of a character's body while adding in more advanced topics, like squash and stretch, utility nodes, scripting and more.

This Course covers:

Topics covered are advanced aspects of rigging a torso, neck, arms, hands, legs and feet, as well as matching objects and mirroring Animation Controls. MEL Scripting will also be covered in the context of character rigging.

If you have been creating basic creature rigs and would like to improve your skills, or are confident in using Maya but would like to learn more about rigging and scripting this course is for you.