Rig Refinement, Hand Poses and Scene Import for Production

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Summary

Rigging Humanoid Characters for Hybrid Animation

Key Concepts

- Use a variety of mocap clips to test out your weighting, and make changes as necessary.

- Create a library of common hand poses

- Learn how to setup your rig for importing to your scenes

Demo
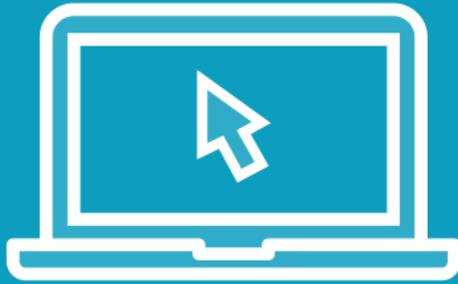
Rig Refinement

- Take the time to make any last changes to your weight mapping

- Navigate and customize your Asset Browser editor

- Try out your rig on a variety of mocap clips, from casual to extreme

Demo
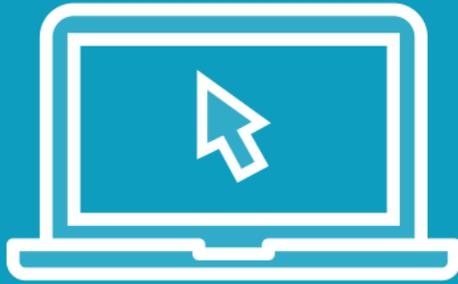
Hand Poses

- Look at approaching hands as a "unique project"... They are very important to good communication
- Create poses by positioning the fingers
- Mirror the pose to opposite hand, and create a library of hand poses

Demo
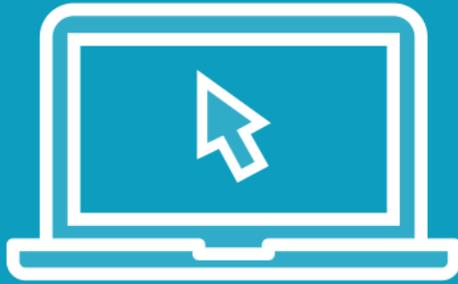
Scene Import for Production

- Prepare your character and rig for delivery
- Editing keys
- Importing your character in your scenes

Summary

You should thoroughly understand:

- Rigging is iterative and subjective, and requires a lot of trial and error to get a proper and usable rig.

- You should always stay focused on the performance and silhouette.

- Evolve your rig over the course of your animation project, using the techniques shown in this lesson.