

Rigging Human IK Characters for Mocap in Maya and Motion Builder 2016

FUNDAMENTALS AND CHARACTER EVALUATION



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Summary



Rigging Humanoid Characters for Hybrid Animation

Key Concepts

- Understanding the core principals of forward and inverse kinematics
- The benefits of using HumanIK rigs
- How a well-behaved model makes animation easier

Demo



Fundamentals of HumanIK Rigging

- Motion Capture Data
- Keyframe Data
- Forward Kinematics
- Inverse Kinematics
- HumanIK
- Hybrid Animation

Demo



Character Model Evaluation

- Model Import & Critical Evaluation
- Geometry Scale & Position
- Editing Geometry
- Naming Conventions