

GA 4350 - CHARACTER RIGGING

Credits: 3

In this senior-level studio course, students will learn the fundamentals of building character rigs for animation. Topics include constructing joint chains, building control hierarchies, and techniques for facial manipulation. Naming conventions and hierarchical systems will be reinforced. Upon successful completion of this course, students will have created a fully functional rigged character suitable for animation.

Prerequisites: AN3D 3230 - 3D Computer Animation Motion Studies and; AN3D 3330 - 3D Character + Production Design or GA 3120 - 3D Modeling

Notes: (Formerly GA 3350)

| Course Learning Outcomes: | Exceeding | Meeting | Developing | Not meeting | Program Outcomes | New Institutional Outcomes |
|---|---|--|---|---|--------------------------------------|--|
| Create a rig with the controls necessary for animation. | Rig is created and all controls are present. No flaws exist withing the control rig. | Rig is created and all controls are present. Only minor flaws exist withing the control rig. | Rig is created but some controls do not work properly. Several flaws exist withing the control rig. | Rig is created, or partially created and many controls do not work properly. Numerous flaws exist withing the control rig resulting in a non functioning rig. | GA-1 GA-2 GA-3 GA-4 GA-6 | Design Competence, Communication Competence Critical Thinking Cultural Competence |
| Apply FK and IK rigging solutions. | IK/FK creates seamless switching and justified solutions for character animation | IK/FK estimates switching solutions for character animation | IK/FK recognizes solutions for character animation | IK/FK does not allow seamless switching solutions for character animation | GA-1, GA-2, GA-6 | Critical Thinking |
| Apply skinning tools to the character resulting in proper deformations. | Skinned mesh synthesizes any deformation and articulation into a highly appealing solution | Skinned mesh illustrates deformation and articulation into a rigged character solution | Skinned mesh defines some deformation and articulation for an appealing character rig solution | Skinned mesh lacks deformation and articulation for a rigged character solution | GA-1, GA-2, GA-3, GA-6 | Critical Thinking |
| Demonstrate proper naming conventions in relation to rigging. | Naming conventions are consistent and make a professional impact on the rigged character file | Naming conventions reveal organization within a rigged character file | Naming conventions include some structure for a rigged character file | Naming conventions lack adequate organization in a rigged character file | GA-1, GA-6 | Critical Thinking |