AG3350 - Introduction to Rigging

Credits: 3

In this junior-level studio course, students will learn the fundamentals of rigging tools for animation and/or other purposes. Topics include creating driven keys, constraints, IK/FK chains. Naming conventions and hierarchical systems will be reinforced. Upon successful completion of this course, students will have implemented rigging tools in various ways for utilization in animation or scene development.

Prerequisites: AN3D 3230 - 3D Computer Animation Motion Studies

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	New Institutional Outcomes
Create functional rigging controls.	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.	AN3D or GA-1 AN3D or GA-2 AN3D or GA-3 AN3D or GA-4 AN3D or GA-6	Design Competence, Communication Competence Critical Thinking Cultural Competence
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	AN3D or GA-1 AN3D or GA-6	Critical Thinking