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Rigging is a crucial step in character development and animation. A rig is the interface for your character, dictating how the character moves. Learn how to rig a character from scratch in Maya by following along with instructor George Maestri. George introduces the rules of rigging—good geometry, organization, and controls—and shows how to create joints, constraints, and connections.

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Autodesk Maya 2018 - Simple Character Rigging Part 2 of 3 ...

Maya Animation Rigging Concepts I covered this book in my previous post on rigging which is a huge topic of study. Rigging is crucial for animation in movies & games to define how each model should move.

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