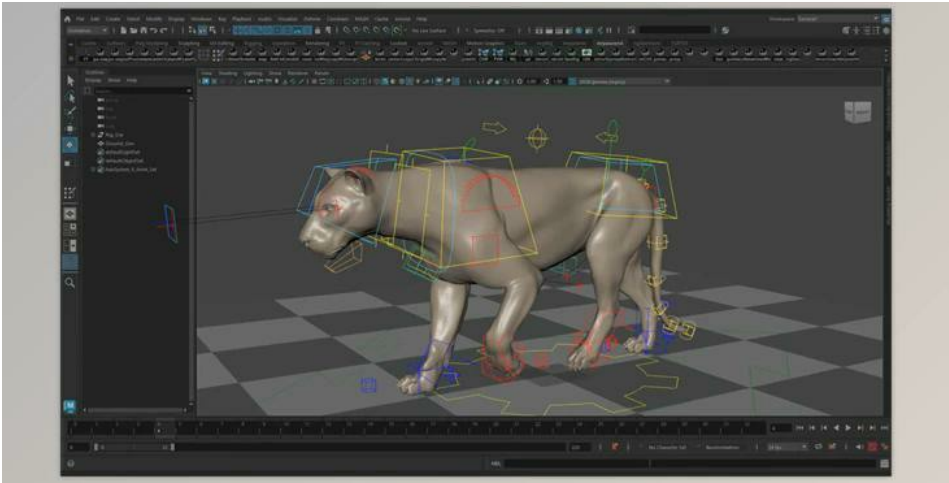# The Gnomon Workshop – Creating a Quadruped Rig For Production

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The Gnomon Workshop – Creating a Quadruped Rig For Production:

The "Creating a Quadruped Rig for Production" workshop by The Gnomon Workshop, led by Paween Sarachan, provides a comprehensive guide to developing high-quality quadruped rigs in Maya.

Spanning 6.5 hours, this course covers fundamental to advanced rigging techniques used in VFX production.

It features practical insights into creating user-friendly rigs, including a realistic spine, FK/IK switch setups, and IK stretch systems, all without plugins.

Paween demonstrates the use of a Python script for control rigs, Spline-IK systems, and various rigging techniques like Limb Lock, scapula auto aim, and skinning weight adjustments.

The workshop is informed by collaboration with senior animators and animation supervisors from leading VFX studios.

" Creating a Quadruped Rig For Production" Sample:

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