



Blender Rigging For Beginners & Rigging Your First Character

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Blender Rigging For Beginners & Rigging Your First Character: This course will help you understand everything you should know about setting up rigging in Blender!

This course is comprised of two parts:

- Fundamentals of Rigging for Beginners, where I will teach you the rigging fundamentals in Blender.
- Blender Rigging Your First Character, where I will show you how to make an original bipedal character.

If you follow the two tutorials, you'll be able to be taught the fundamentals of rigging as well as how to create the characters of your choice! The tutorials come with a voiceover, guiding you through the process from beginning to end.

I'm using a skeleton model I created in my "Blender: Make a Low Poly Skeleton 3D Character" tutorial to demonstrate rigging. However, you can choose any other bipedal character and follow the instructions.

WHAT YOU'LL LEARN?

In these tutorials, I describe and demonstrate the following:

- Armatures and their way to function
- Bone Relationships
- Mirroring Bones
- Skinning
- Weight Painting
- Character rigging demo
- Creating IKs
- Making Controls for your equipment
- DETAILS

The course is based on Blender 3.0.2; however,r it works with different versions of Blender.

The Blender Making Your Character Riggabletutorial illustrates how to create a skeleton character. However, this knowledge can be used to create other characters, too.

The two tutorials run for approximately 1 hour and 7 minutes each.

The tutorials come with a thorough voiceover.

Shortcuts are displayed on the screen.



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