

## The Gnomon Workshop – Automating Animation and Game Ready Rigs

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**Automating Animation and Game Ready Rigs:** Improve your scripting skills by exploring modular rigging using Python in this three-hour course designed for riggers and future coders. The goal is to develop an all-in-one solution for rigging bipeds, possibly modifying it to accommodate different kinds of characters, pipes, and the project's requirements.

Nick Miller, Creature Supervisor at DNEG, Introduces an entire library of codes and examines the complex to moderate components that comprise Python, Object Oriented Programming, and rigging. The creation of your modular rigging solution gives many advantages. Not only will it save you substantial time, but it can also improve your problem-solving abilities and allows you to help a company's tools for rigging.

Watch as Nick uses Maya's standard human IK skeleton to create a template to use as a basis for constructing the rigs. This technique allows you to incorporate motion-capture data to control your equipment. To demonstrate the system, Nick utilizes a downloadable character from Mixamo and then uses his tools to create an entirely functional rig before applying motion capture in keyframes to the rig's controls. In addition, Nick instructs how to arrange rigs in an engine-friendly way, allowing for easy export of the character's skeleton and mesh for the character.

After completing this course, the participants will have learned fundamental rigging techniques. This includes the creation of a modular rigging framework using Python and the fundamentals of the Maya human IK skeleton as well as how to apply motion capture data and how to export rigs to game engines.

The project files included in this course allow students to refer to a guideline or reference they can follow. The files for the project that can be downloaded include Nick's folders for asset building for three characters, which include model guides and scripts, as well as textures, controls, and weights, along with his modular system for rigging (nmrig and Grig).

### Included Content:

- Preview
- Introduction
- Structuring Our Rigging System
- Classes
- Building a Control Library
- Structuring Core Functionality
- Chest & Hip
- FK & IK chains
- Biped Limb Module
- Clavicle
- Hand & Foot
- Spine
- Neck
- Head
- Finalize: Part 1
- Finalize: Part 2
- Post
- Mocap
- Bake & Export



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