TAP Animator Creed: Virtual Learning Edition

1 we show respect

We are a team. We live up to the same expectations as we would in person.

2 we take care of our technology

We respect all equipment. We mute ourselves when we are not speaking. We do not talk over our teammates.

3 we focus

We have a lot to learn. ALL our attention is focused on the class. We do our best to limit distractions around us. We wear headphones if possible.

4 we participate

We speak up; we ask for help when we need it.

5 we own the content

This is our class. This is our opportunity to learn more about the animation field.

6 we attend class

Our voices and ideas are valued. We log into class on time and stay until the end whenever possible.
Welcome to The Made In New York Animation Project NeON Summer Edition!

Session 6 - Rigging
Opening

Breathe and Arrive

Share Verbally or in the Chat:

If you could be any animated character, who would you be? If you can’t think of any, you can make up your own.
Technical Lesson:
Rigging
Terminology
Terms

Rigging
The process of creating a skeleton for a 3D model so that it can move

Joint
A point which controls and moves part or multiple parts of the character/prop
Terms

Mesh
Another term for a 3D object made up of polygons

Skin
The visible mesh of a 3D object that is wrapped around a group of joints
Terms

**Constraint**
An invisible connection between one or more objects and a control that influences how the objects move

**Control**
A colored curve or shape that moves part or parts of the character rig
Terms

Rig
A full character or prop, containing joints, mesh, and controls
TAP Film
Frog Legs
Frog Legs: Reflection

The frog in the film is very cartoony and stretchy due to a highly versatile rig.

What is the importance of rigging in the 3D Animation Pipeline?
How does the quality of the rig influence the quality of the animation?
Video Demonstration
Here we can see the animator scrolls through each of the joints.
Advanced Examples
Judy Hopps Rig

Judy Hopps from Zootopia, Walt Disney Animation Studios
Facial Rigging Demo Reel

Sony Pictures Imageworks
The Food Thief Rig

Mindbender Animation Studio
Career Opportunities and Resources

Character TD (Technical Director)- Responsible for all aspects of a character from rigging to fur and cloth simulation.

Rigger- Responsible for all rigging (Environment, Props, and Characters)

Motion Capture Artist- Responsible for ensuring motion capture data transfers cleanly into a motion capture rig.

Rigging is essential for all animation. Linkedin and Artstation both are excellent resources for looking for a job in the field, while Artstation also works as a portfolio for your work. Youtube and Pluralsight both provide tutorials into more advanced Rigging.

Resources: LinkedIn, ArtStation, Youtube, PluralSight
Question & Answer
Frequently Asked Questions

How long does rigging a character take?

Can take anywhere from 1 day to 1 week and can have revisions or updates for months depending on the complexity of the rig.

Are all rigs the same?

Can be all the same if you use an auto rigger tool. Even with those tools, you must custom position the joints where they belong.

What are the colored lines around your character?

The colored lines around the rig are the “controls”. Controls are usually a 3D object called curves.
Creative Engagement:
Guided Meditation/Grounding
Play & Embodiment

What’s your character’s name?
Where do they live?
How would you describe their movement?
Closing

Derole from Characters

Please share with the group one thing that you would like to take with you today or leave in this space.
Materials needed for next group:

A piece of paper
Anything to write or draw with
If you would like to share your **ARTWORK** and have the chance to have your work featured in our Mega Groups, send submissions to:

submissions@theanimationproject.org

If you have **QUESTIONS ABOUT THE SUMMER PROGRAM** that are not answered on the FAQ page of our website, reach out to:

neonsummer@theanimationproject.org

If you have **QUESTIONS ABOUT INCENTIVES** that are not answered on the FAQ page of our website, reach out to:

tapincentives@theanimationproject.org
Thank you for attending this group!

Visit https://www.theanimationproject.org/minyap-neon-summer-edition-faqs for FAQs, group materials, access to slide presentations, and Mental Health Resources.

Check out our social media for more information about the TAP Weekly Challenges!