SCIT

School of Computing & Information Technology

CSCI236 – 3D Modelling and Animation
SIM Session 4 2017

Assignment 5

Aim:
To explore skeletons and inverse kinematics.

Procedure:
This assignment involves a few steps:
1. Open the file **ass5base.ma**
2. Add joints to create a skeleton to animate the mesh.
3. Add controllers to the rig, along with IK handles as needed.
4. Use the controllers to pose the creature in a suitable manner.
5. Save your scene as **ass5.ma** ready to submit.

Submit:
The file **ass5.ma** should be submitted for marking as usual.