January 11, 2018

Fundamentals of Rigging

Forward Kinematics (often called FK) – the primary and stable way of rigging, and can be used in any circumstance. Works on the principle of Hierarchy.

Hierarchy – Parent to child relationship. The child follows everything the parent does, can have a child of their own. For example: When the shoulder swings, the arm moves with it. The next joint (the elbow) would be the child to the shoulder. It follows the movement of the shoulder, but create its own movement.

Joints – a series of rotation points. (Shows you the spot of main hierarchy) These you can rotate, scale and move.

Joint placing - Press “D” to create the pivot point. Drag pivot point to the place you want the object to pivot.

Root node -

January 23

Joints – Pivot point working with Hierarchy (Absolute – where geographically the object is - and Relative – where the object is relative to the Hierarchy - spaces)

Very important to remember that the Relative space is concerned with the parent.

Orientation – Z= Perpendicular X= Down Y= Up

Deform>Cluster After selecting whatever needs a pivot, the cluster tool will place one right at the center. (Especially if the objects needing to be rigged is not following a straight x/y axis)

Scene Orientation

January 25

F3 to change things to Rigging mode

Constraints – Creates a node for the object

Parent- Translation and Rotation, but not scale. The child’s actions will follow the parent’s actions. (This one will be used the most)

Point – Translation - will always snap back to this particular position to parent.

Orient – Rotation – will snap back into the position according to the offset.

Scale – Scale – will maintain the scale, always check the offset. (Normally set to (0,0,1)

Aim – Rotation- but a little different. It essentially always looks at something. Perfect for eyes.

Controls

Always click on the constrainer, then the constraintee. The circle first, then click on the joint.

Gimbal Lock