

Motion Graphics
Cptr.346

Fall 2020 | Southwestern College
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Assignment #5 "Rigging"

Create a full-body character animation using rigging.

Rigging is fundamental animation tool, used in 2D and 3D animation, compositing, and motion graphics. It allows us to move images in a way that respects the way their constituent parts fit together. It also allows us to share the same skeletal logic between several different figures, while making keyframing much more efficient. In this assignment, we will examine these capabilities for a standalone figure.

The rigging techniques that we explore here are directly analogous to those used in conjunction with motion capture suits in the production of big-budget movies. In both cases, it is the rig or armature (similar to a skeleton) that is controlled like a marionette.

