

# AUTORIG: Simple FK leg

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**Due** Tuesday by 6pm      **Points** 100      **Submitting** a file upload  
**Available** after Jan 9 at 12am

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## ASSIGNMENT:

Auto rig a simple FK leg script using Python in Maya.

## INSTRUCTIONS:

1. Create group nodes and FK controllers to drive a user selected simple leg joint chain.
2. Your script should work on my leg joint chain.
2. The Controllers should all be auto parented with your script.
3. Controllers should auto name and scale to the size of the joints.

## LEARNING OUTCOMES:

- Demonstrate problem-solving skills in Maya using Python.
- Demonstrate creativity in your approach.
- Write clean and well-commented code.
- Document the code in the script sufficiently for a novice user.

**See the Assignment\_Week\_01.mp4 video in the Week 01 folder in the Files section for instructions.**

**There are 3 scripts and 7 videos.**

**If needed, the videos 1-6 go over the info in the script files below:**

Tech\_Art\_Week01.mel

- Examples of Mel Commands, Strings & Loops.

Tech\_Art\_Week01.py

- Examples of Python conversions of Mel Commands, Strings, & Loops.

All of the commands and info necessary to create this simple FK Autorig script is found in the above scripts.

See the videos for explanation as necessary.

lockNhide.mel is an example of a simple mel script that locks and hides channel box attributes on user-selected nodes.

Have fun and Break a Leg!