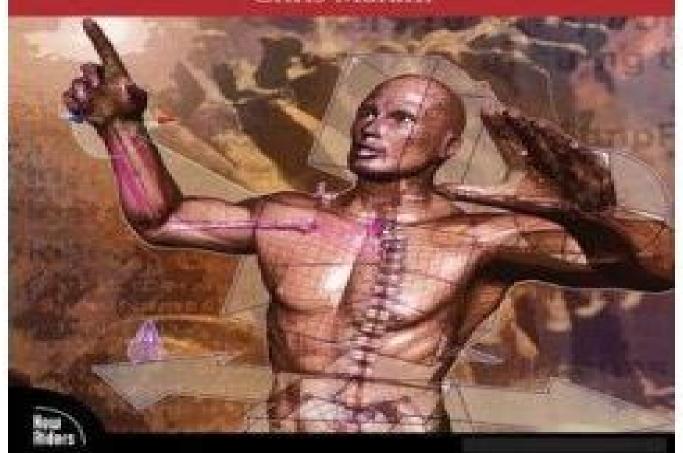# MEL Scripting a Character Rig in Maya

Chris Maraffi

Mel Scripting A Character Rig In Maya

John Kundert-Gibbs,Peter Lee,Dariush Derakhshani,Eric Kunzendorf

Mel Scripting A Character Rig In Maya:

   MEL Scripting a Character Rig in Maya Chris Maraffi,2010-04-16 Whether for big budget films and game productions or lower budget TV and Internet content creating flexible and believable character rigs is an essential skill required to bring any 3D animation to life As the leading software used for cutting edge animation Maya has an established rigging toolset for creating realistic character controls Traditionally however the process of manually building custom rigs in the software interface has been time consuming and expensive for those who want to produce high quality 3D characters Now for the first time and from the author of the best seller Maya Character Creation comes an in depth guide on how the pros are using MEL Maya Embedded Language scripting to streamline and automate the rigging process With MEL Scripting a Character Rig in Maya you ll learn how you can build custom character rigs in a matter of seconds as opposed to days or weeks In this detailed guide you ll learn The techniques used to build a complex character rig in the software interface followed by instructions for writing the equivalent MEL code for scripting the entire process Fundamental concepts of creating animation controls in Maya from the basics of creating editing and binding skeletons to more complex rigs with controls that employ spline IK and channel connections Important coding techniques such as using conditional statements loops variables and procedures How to create a character animation GUI Graphical User Interface that makes animating the character easy and fast Important skills for building rigs using numerous hands on exercises all code examples and Maya files available on the companion Web site   **Maya Character Creation** Chris Maraffi,2003-09-11 A unique in depth approach to creating realistic characters in Maya Maya Character Creation Modeling and Animation Controls author Chris Maraffi has expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a must have The current trend in computer graphics is greater organic realism Many of the top grossing movies today such as Spiderman Lord of the Rings Jurassic Park 3 and Star Wars Episode 2 all feature realistic 3D characters There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this organic reality Maya is one of the main packages used on such cutting edge films and has an established toolset for creating believable 3D characters Maya Character Creation Modeling and Animation Controls is designed to take you through the process of designing modeling and setting up animation controls for complex 3D characters The concepts techniques and Maya tools used for each step in the process are presented in each chapter followed by many hands on exercises NURBS polygon and subdivision surface modeling techniques are shown for creating the character s skin and skeleton based animation controls are covered in detail You will learn how a character s skin should deform when the skeletal joints and muscles move Advanced MEL scripted animation controls are also covered extensively   **An Essential Introduction to Maya Character Rigging with DVD** Cheryl Cabrera,2012-09-10 Discover the concepts and techniques required to rig engaging CG character models with Maya in this unique book and DVD package The stunning color images show just what you can achieve and the

detailed step by step tutorials show exactly how to achieve them Every technique and tip is backed up with practical tutorials using the models student work and tutorial assets on the companion DVD to offer a crash course in this vital skill With Cheryl Cabrera you ll learn about Designing your first Biped Character Creating your first Biped Character Modeling Basics Biped Character Facial Expressions Texturing Basics Skeleton setup for a Biped Character Joint Placement Control Rig setup for a Biped Character IK and FK Wrapping up the setup Skinning your Character **Body Language** Eric Allen,Kelly L. Murdock,2011-03-31 Whether you re a professional Character TD or just like to create 3D characters this detailed guide reveals the techniques you need to create sophisticated 3D character rigs that range from basic to breathtaking Packed with step by step instructions and full color illustrations Body Language walks you through rigging techniques for all the body parts to help you create realistic and believable movements in every character you design You ll learn advanced rigging concepts that involve MEL scripting and advanced deformation techniques and even how to set up a character pipeline **An Essential Introduction to Maya Character Rigging** Cheryl Briggs,2021-02-11 While some rigging books focus too much on the theory of rigging and provide little instruction others do the exact opposite and offer no reasoning behind the button pushing An Essential Introduction to Maya Character Rigging 2nd Edition however offers a perfect balance Cheryl Briggs text is built for the classroom with step by step tutorials that guide the reader through the rigging process With vibrant screenshots and a plethora of helpful tips this book provides a strong foundation in character rigging for anyone who wants to pursue 3D animation or more advanced rigging topics Features Provides readers with fundamental techniques to give them a firm grasp on Maya character rigging Thorough step by step tutorials which provides instruction on how to create biped quadruped and prop rigs Continuous updates and further support can be located at www cherylcreates com Cheryl Briggs formerly Cabrera is an award winning animated short film director She has advised and guided aspiring animators game artists and visual effects artists for 20 years Since 2009 Cheryl has taught all aspects of production in the Character Animation specialization in the School of Visual Arts and Design at the University of Central Florida She also taught as Professor of Animation at the Savannah College of Art and Design from 2001 to 2009 Cheryl is currently on the Board of Directors for the Animation Hall of Fame She also is a member of the Special Interest Group on Computer Graphics and Interactive Techniques SIGGRAPH the International Animated Film Society ASIFA Hollywood Women in Animation Women in Film and Television and the Society for Animation Studies Cheryl is also an Autodesk Certified Professional and an Autodesk Certified Instructor in Maya She is the author of An Essential Introduction to Maya Character Rigging Focal Press 2008 Reel Success Creating Demo Reels and Animation Portfolios Focal Press 2013 and Animating Short Stories Narrative Techniques and Visual Design Bloomsbury Academic 2019 Cheryl holds a B A and M Ed in Education and an M F A in Computer Art with a specialization in 3D Animation She is a digital artist and animator that blends the lines between digital imagery and the traditional painting medium She has participated is numerous group and solo exhibitions in the United

States and her work is featured in several private collections Her award winning students have been featured in animation festivals worldwide and many have gone on to work within the entertainment industry **Maya 5 Savvy** John Kundert-Gibbs,Peter Lee,Dariush Derakhshani,Eric Kunzendorf,2006-07-14 Savvy n Practical know how Maya the premier high end 3D application is so powerful that no one masters it without help Maya 5 Savvy a thorough update to Maya 4 5 Savvy is written for the Maya user looking to boost their skills to the next level Running throughout this book is a completely new cohesive expertly organized animation project that teaches specific Maya skills and at the same time gives you valuable hands on exposure to the entire animation production process Staged support files mean that you can begin and end work on this project anywhere you like which in turn means you can read this book cover to cover or use it as a reference dipping in wherever you need information on or practice with specific modeling animation and rendering techniques Everywhere you turn you ll find expert advice on the latest Maya features time saving shortcuts and advanced capabilities Coverage includes Core Maya interface briefing plus planning writing and storyboarding your animation Modeling NURBS polygons and subdivision surfaces character modeling Animation paths and bones deformers binding Trax rigid body dynamics MEL scripting particle animation expression driven animation Output rendering architecture rendering shading and texturing lighting special light effects Advanced Tools and Techniques Paint Effects ramps and volumes soft body dynamics Fluid Effects Fur Cloth Note CD ROM DVD and other supplementary materials are not included as part of eBook file *Maya 6 Killer Tips* Eric Hanson,Kenneth Ibrahim,Alex Nijmeh,2011-09-30 With more than 90 percent of film effects houses and half of the North American game studios using Maya in their projects the pressure is on for 3D modelers to prove their Maya chops It s not enough to just know how to use the program you need to demonstrate that you can do so swiftly efficiently and with dazzling results Here to ensure you do is a fun full colored guide that s been pared down to just the essentials the hundreds of tips shortcuts and tricks the pros use every day to speed their Maya 6 workflows Along with tips for customizing the Maya interface polygonal modeling rendering and more veteran author Eric Hanson also provides tons of insider techniques for working with Maya 6 s newest features including tips for working with new tools like the Soft Modification Tool Animation Retargeting and High Quality Shading advice for working with the new particle behavior features cool new hotkeys and insight into streamlining the texting process with Maya s new Photoshop integration to name only a few You ll quickly find that the techniques revealed here allow you to work faster smarter and more creatively **Rig it Right!** Tina O'Hailey,2024-03-04 Rig It Right breaks down rigging so that you can achieve a fundamental understanding of the concept The author will get you up and rigging with step by step tutorials covering multiple animation control types connection methods interactive skinning BlendShapes edgeloops and joint placement to name a few The concept of a biped is explored as a human compared to a bird character allowing you to see that a biped is a biped and how to problem solve for the limbs at hand Rig It Right will take you to a more advanced level where you will learn how to create stretchy rigs with invisible

control systems and use that to create your own types of rigs This highly anticipated Third Edition features updated chapters and images including new chapters on modeling with proper edgeloop Rule 1 how to Rig It Right then Rig it Fast with parallel processing and new helpful scripts for evaluating your rig with the profiler tools Key Features Hone your skills every step of the way with short tutorials and editable rigs that accompany each chapter 17 rigs Read Tina s 10 Rules of Rigging and build the foundational knowledge needed to successfully rig your characters New content Edgeloops for Good Deformation and Rigging for a Parallel World New scripts for evaluating your rigs performance Access the Support Materials and expand your newfound knowledge with editable rigs exercises and videos that elaborate on techniques covered in the book   **Creating Visual Effects in Maya** Lee Lanier,2014-02-03 Produce mind blowing visual effects with Autodesk Maya Gain the practical skills and knowledge you need to recreate phenomena critical to visual effects work including fire water smoke explosions and destruction as well as their integration with real world film and video In Creating Visual Effects in Maya Maya master Lee Lanier has combined the latest studio techniques with multi chapter hands on projects and professionally vetted workflows to bolster your CG toolkit Engaging full color tutorials cover Creating foliage fire and smoke with Paint Effects Growing Maya Fur and nHair on clothing characters and sets Replicating water smoke sparks swarms bubbles and debris with nParticles and nCloth Controlling scenes and simulations with expressions and MEL Python and PyMEL scripting Adding dust fog smoke rippling water and fireballs with Fluid Effects containers Creating damage with Effects presets deformers and animated textures Matchmoving and motion tracking with Maya and MatchMover Creating complex destruction by combining rigid bodies nParticles nCloth and Fluid Effects Setting up rendering and compositing mental ray render passes with Autodesk Composite Adobe After Effects and The Foundry Nuke The companion website www focalpress com cw lanier features a treasure trove of Maya MatchMover After Effects and Nuke project files image sequences texture bitmaps and MEL Python and PyMEL scripts allowing you to immediately apply the techniques taught in the book

   Maya® Secrets of the ProsTM John Kundert-Gibbs,Dariush Derakhshani,2006-02-20 Featuring completely original material from a new team of Maya know it alls this second edition of an award winning book is sure to inform and inspire even the most seasoned Maya user In this distinctive Maya Press title a cadre of professionals led by two acclaimed Maya pros reveal the precious secrets they ve learned using Maya on high profile CG projects such as The Matrix Shrek 2 and X Men In nine unique and compelling chapters you ll get detailed and sophisticated instruction on how to Enhance fluidity and realism by generating complex motion with Maya Cloth Apply non photorealistic rendering styles that mimic the look of comic books and impressionist paintings Emulate real world camera motion from dolly and pan movement to varying levels of camera shake Produce natural lighting effects using global illumination and image based lighting Ensure smooth and accurate transfer of character data from modeling to rigging to animation to lighting Control IK chains deformers and surfaces with Maya Hair s dynamic curves Use dynamics effectively to create flexible objects and add secondary effects to

enhance your animation Use Maya s built in noise function to produce powerful effects similar to those used in The Matrix trilogy Create a human face from a conceptual sketch using subdivision surfaces   *Computer Animation Complete* Rick Parent,David S. Ebert,Mark V. Pauly,Darwyn Peachey,Ken Perlin,Hanspeter Pfister,Jason Sharpe,Mark R. Wilkins,Martin Wicke,Nicholas Woolridge,Steve Worley,David Gould,Markus Gross,Chris Kazmier,Charles John Lumsden,Richard Keiser,Alberto Menache,Matthias Müller,F. Kenton Musgrave,2009-10-13 A compilation of key chapters from the top MK computer animation books available today in the areas of motion capture facial features solid spaces fluids gases biology point based graphics and Maya The chapters provide CG Animators with an excellent sampling of essential techniques that every 3D artist needs to create stunning and versatile images Animators will be able to master myriad modeling rendering and texturing procedures with advice from MK s best and brightest authors Divided into five parts Introduction to Computer Animation and Technical Background Motion Capture Techniques Animating Substances Alternate Methods and Animating with MEL for MAYA each one focusing on specific substances tools topics and languages this is a MUST HAVE book for artists interested in proficiency with the top technology available today Whether you re a programmer developing new animation functionality or an animator trying to get the most out of your current animation software Computer Animation Complete will help you work more efficiently and achieve better results For programmers this book provides a solid theoretical orientation and extensive practical instruction information you can put to work in any development or customization project For animators it provides crystal clear guidance on determining which of your concepts can be realized using commercially available products which demand custom programming and what development strategies are likely to bring you the greatest success Expert instruction from a variety of pace setting computer graphics researchers Provides in depth coverage of established and emerging animation algorithms For readers who lack a strong scientific background introduces the necessary concepts from mathematics biology and physics A variety of individual languages and substances are addressed but addressed separately enhancing your grasp of the field as a whole while providing you with the ability to identify and implement solutions by category   Mastering Maya 2009 Eric Keller,2011-01-13 The Ultimate Maya 2009 Resource for Intermediate to Advanced Users If you already know the basics of Maya now you can elevate your skills with Maya 2009 and the advanced coverage in this authoritative new reference and tutorial From modeling texturing animation and visual effects to high level techniques for film television games and more this book provides professional level instruction on Maya Complete and Maya Unlimited This fully updated book brings you up to speed on Maya 2009 s new features and expands your skills with advanced instruction on cloth fur and fluids You ll learn Dynamics Maya Muscle Stereo Cameras Assets rendering with mental ray and more Filled with challenging tutorials and real world scenarios from some of the leading professionals in the industry this one of a kind guide gives you valuable insight into the entire CG production pipeline If you ve been looking for a complete professional quality Maya resource to turn to again and again this is the book for you

Note CD ROM DVD and other supplementary materials are not included as part of eBook file **Game Character Development with Maya** Antony Ward,2005 Great games have great characters This comprehensive guide shows users how to create them using Maya 3D modelling software **Technical Animation in Video Games** Matthew Lake,2023-12-11 This book provides a comprehensive overview of video game technical animation covering the next generation pipelines that industry developers utilise to create their games It covers the technical animation workflow from start to finish looking at both software and hardware as well as the industry standard processes that all technical animators need to know Written to be an accessible technical animation resource this book combines easy to understand principles with educational use cases on how to combine the principles and tools taught within Example test scripts animation files and rig assets are provided as tangible examples that can be modified and taken apart to deepen your understanding It covers the end to end pipeline of technical animation from the very first steps of placing joints in Autodesk s Maya to breathe life into your static characters through tools and automation development all the way to Unreal Engine 5 integration and optimisation Additional resources are available on the book s GitHub repository From this resource you will find example files for Maya and Python scripts that will help with your own work and demonstrations featured throughout this book This book is essential reading for early career game technical animators as well as those studying game animation courses It will also appeal to technical animators working in the film industry The Mocap Book Ricardo Tobon,2010 An in depth guide to the process of digitizing motions from the acquisitions stages all the way to the animation enhancement and file integration phases Provides step by step instructions practical exercises and illustrated examples of the different steps of the mocap process that include acquisition tracking solving integration animation and motion mixing This edition covers a Cortex to Motion Builder to Maya motion capture pipeline **Essential Skills in Character Rigging** Nicholas B. Zeman,2015-10-28 Character rigging is the method with which you create a system for animating a character A rig is represented by two primary mechanics the skeleton consisting of hierarchical rotations to drive the motions and a skin or method of deforming the geometry that makes up the character model Essential Skills in Character Rigging is a beginner s gui **Hybrid Animation** Tina O'Hailey,2010 Think outside the 2D or 3D box and seemlessly integrate 2D and 3D animation mediums into your projects Develop your entire pipeline from start to finish with Hybrid Animation Integrating 2D and 3D Assets *Inspired 3D Advanced Rigging and Deformations* Brad Clark,John Hood,Joe Harkins,2005 More than just a step by step tutorial on rigging in Maya Inspired 3D Advanced Rigging and Deformations helps you develop the skills you need to successfully manage your rigging process from start to finish You ll learn the reasons behind each step in developing a character rig and learn how that rig fits into the entire pipeline process The authors provide a unique glimpse at the real world problems and choices that professional Character Technical Directors face as well as the solutions they have developed for dealing with high end digital characters A follow up to Inspired 3D Character Setup this book takes this difficult and sough after skill and provides in depth

explanations and techiques *Becoming a Video Game Artist* John Pearl,2016-08-01 The game industry continues to grow and evolve as the years pass Despite this growth the competition in obtaining a career in video games remains as arduous as ever Becoming a Video Game Artist helps guide readers from their first steps of making a portfolio to acing the job interview and beyond John Pearl explores the different art related jobs and their responsibilities Questions are posed to industry professionals throughout each chapter to help with the reader s growth and understanding Becoming a Video Game Artist is the ultimate roadmap in navigating a career in video games by teaching how to make your portfolio shine what expect once hired and how to make the best decisions to help flourish your talents and cultivate an exciting career **Action!** John Kundert-Gibbs,Kristin Kundert-Gibbs,2009-10-08 In order to bring a character to life it is beneficial for animators to have a solid understanding of acting principles and this book examines the important skills behind the artistry of creating animated characters With a particular emphasis on a character s motions and movement this unique resource covers the basic elements of acting for CG animation and then progresses to more advanced topics such as internal intent and motivation Note CD ROM DVD and other supplementary materials are not included as part of eBook file

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