ANGD 2321 | Rigging
Syllabus

Catalog Description   This studio/lecture course offers and introduction to character rigging. FK and IK animation within the context of bipedal and multipedal characters using effective principles of body animation mechanics will be explored. Efficient rigs including effective skin weights will be created.

Pre-Requisites   ANGD 1321.

Repeatable for Credit No.

Context   This is a Sophomore level course required for all BFA ANGD majors.

Content   Focus of this course is on rigging techniques. To facilitate this, the basics of character rigging to include joints, IK, FK, and handles will be taught. Through the process of this course students will create multiple rigs using contemporary rigging

Course Supplies   External hard drive. Video recording device.

Course Outcomes   Upon successfully completing this course the student will be able to:
• Create effecient rig for bipedal character
• Create efficient rig for multipedal character
• Design and create efficient handles for body mechanics animation
• Understand and illustrate effective FK and IK setups

Assessment   Projects and in-class assignments.

Specifically, students will produce:
• Rigged game character
• Rigged high-poly character
• Efficient handles for all rigs
• Stretchy IK, spline IK