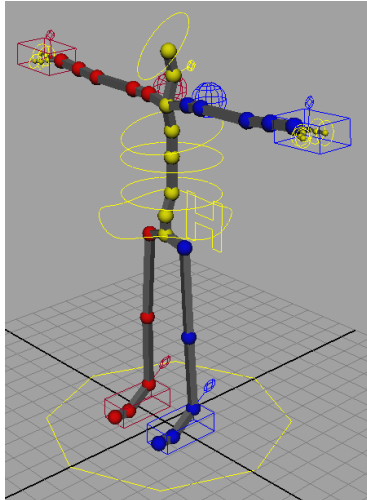


eRig Workshop

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DOWNLOAD: <http://imgd.elliottb.com>

Overview

eRig is a Maya tool for the automated generation of character rigs. To build a rig, you place various parts and connect them together to make a skeleton. You then position the joints, press the build button, and out pops a finished control rig. All that's left is to adjust the controllers, bind your character, and animate. eRig even makes it easy to bake your animation down to a basic skeleton and remove the control rig when you're ready to export, making it simple to integrate with game engines.

If you have any questions or feedback, please contact me at Elliot@ElliotB.com.

Installation

To install eRig, put the eRig.py file in your *Documents/maya/2010-x64/scripts* folder. Then start up Maya. Open the script editor by going to the Window menu and choosing *Window->General Editors->Script Editor*. Select the Python tab and enter the following two lines:

```
Import eRig  
eRig.openWindow()
```

Finally, hit CTRL+Enter and the eRig window should pop up. If you like, you can select the two lines of code and middle-mouse-drag them to you shelf to make a button for opening eRig.

The Plan

The Basics of Rigging

- What are controllers? Why curves?
- IK/FK Switches
- Reverse Foot Rigs
- COG and Master controls, IK pinning
- Animation Baking and the Dual Skeleton
- Proxy Geometry

Intro to eRig

- The Biped
- The Build Button
- Parts
- Mirroring

Let's Build a Rig!

- Joint Placement
- Adding Fingers
- Adjusting Controllers
- Animation Baking

Questions, Comments, Requests