

New Character Rigging and Animation Tools in Maya - FTV463258

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Maya software has recently added some significant new tools for character rigging and animation. These include Offset Parent Matrix, which creates an entirely new way to think about rigging characters. Understand how this feature works and how it can simplify rigs to make them both faster and easier to understand. In addition, new utility nodes such as UV Pin, Proximity Pin, and Rivet can help accelerate facial animation and other skinning tasks. Learn how to use these tools to create better rigs for your characters. Animation features include a brief tour of the new Maya Motion Library, along with a number of animation productivity enhancements, which can speed the animation process.

OUTLINE –

Introduction

Offset Parent Matrix – This is probably the most important new rigging feature added to Maya in quite some time. The feature is essentially a second “offset” node that is added to every object in Maya. This can be used to offset an object’s space, reduce the need for offset nodes in rigging, and more

- About Matrices
- How to Use Matrices
- Rigging characters with Offset Parent Matrices

Pinning Tools – Maya has introduced a suite of pinning tools that help attach objects to deforming meshes.

- Rivet – A simple tool that sticks objects to a vertex or UV
- Proximity Pin – Pins objects using proximity to other components
- UV Pin – Similar to Proximity Pin, but uses UV mapping for coordinates.

Proximity Wrap – Allows you to use low res meshes to deform high res meshes. The feature is GPU accelerated for speed and will allow animators to work with proxies that deform the final mesh.

Animation Interface Improvements

- Time Slider bookmarks
- Graph Editor improvements
- Cached Playback

Conclusion