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Tina O'Hailey (author of animation text books “ Rig it Right ” and “ Hybrid Animation ” , professor in animation, visual effects and game programming, caver and occasional mapper of grim, wet, twisty caves (if she owes a friend a favor or loses a bet), whose passion is to be secluded on a mountain and to write whilst surrounded by small, furry dogs and hot coffee) was struck by lightning as a baby.

Rig It Right! Maya Animation Rigging Concepts by Tina O'Hailey

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Rig it Right! Maya Animation Rigging Concepts: O'Hailey ...

This rig was created for the purpose of study, practice, animation challenges and communal content creation projects. Have fun! This character rig as been optimized for Maya 2018 and above. If you are using older version of Maya, DG evaluation mode is advise. Patch notes Dec 2020 - Joints structure improved for game engine exports. Credits:

Agora.community | Assets

I have a problem. I have a scene with the rigged model, and a stage scene in which I animate it. I already made the first animation draft and decided to fix some weight maps. As part of it I fixed the "feet" to bend naturally and it works fine (LEFT) but when I reload or even replace the model wit...

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