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Workshops

MEL Scripting a Character Rig in Maya- Chris Maraffi

Chris Maraffi, Full Sail Real World Education

Shaw Center for the Arts B253 2nd Floor April 16, 2008 - 12:30 pm

Abstract:

This workshop will give you an overview of how to approach MEL scripting a complex biped character rig in Maya to automate and streamline the character rigging process. It will show you the advantages of scripting an entire rig, and will give you a sneak peak of the content of Chris' new book on the subject due out this summer. REGISTRATION REQUIRED: See Redstick International Animation Festival's site for registration & fee information: redstickfestival.org

Speaker's Bio:

Chris Maraffi is the author of the two books Maya Character Creation and Softimage XSI FX & Design, and is currently the course director of the scripting and character rigging courses at Full Sail Real World Education in Orlando, Florida. He has taught certified 3-D training classes at Mesmer Animation Labs, The Academy of Art, The Masters Institute, School of Visual Arts, Pratt School of Design, NYU and NYIT. Before becoming an educator and certified trainer, Chris worked as a professional artist, animator, and consultant for broadcast, film and Internet companies in New York City.

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