



Digital Creature Rigging: The Art and Science of CG Creature Setup in 3ds Max

Stewart Jones

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Get an inside look at the creation of production-ready creature rigs for film, TV and video games. Garner strategies and techniques for creating creatures of all types, and make them ready for easy automatic use in many different types of media (transmedia): film, TV, games - one rig for all. You will move step by step from idea, to concept, and finally to completion through a proven production-pipeline. "Digital Creature Rigging" gives you the practical, hands-on approaches to rigging you need, with a theoretical look at 12 rigging principles, and plenty of tips, tricks and techniques to get you up and running quickly. This is the definitive guide to creating believe production-ready creature rigs with 3ds Max.

The companion web site has all scene files, scripts, tutorials from the book.

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