



Rigging for Games: A Primer for Technical Artists Using Maya and Python

By Eyal Assaf



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Rigging for Games: A Primer for Technical Artists Using Maya and Python is not just another step-by-step manual of loosely related tutorials. Using characters from the video game *Tin*, it takes you through the real-world creative and technical process of rigging characters for video games and cinematics, allowing readers a complete inside look at a single project.

You'll explore new ways to write scripts and create modular rigs using Maya and Python, and automate and speed up the rigging process in your creative pipeline. Finally, you'll learn the most efficient ways of exporting your rigs into the popular game engine Unity. This is the practical, start-to-finish rigging primer you've been waiting for!

- Enhance your skillset by learning how to efficiently rig characters using techniques applicable to both games and cinematics
- Keep up with all the action with behind-the-scenes images and code scripts
- Refine your rigging skills with tutorials and project files available on the companion website

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Editorial Review

About the Author

Eyal Assaf is a Technical Artist currently living and working in Toronto, Canada. A graduate from the Ontario College of Art and Design, Eyal has been involved in the animation, gaming and broadcast industries since the mid-90's when digital dinosaurs began to roam the big screens.

His wide range of experience led him to positions such as Visual Effects Supervisor on an award winning animated 3D television show, as well as other lead positions in a variety of commercials, broadcast, film and game projects.

He is also an internationally published illustrator in various trade publications and teaches 3D and Design at a college level.

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The experience that you get from Rigging for Games: A Primer for Technical Artists Using Maya and Python will be the more deep you rooting the information that hide in the words the more you get serious about reading it. It does not mean that this book is hard to be aware of but Rigging for Games: A Primer for Technical Artists Using Maya and Python giving you excitement feeling of reading. The article author conveys their point in certain way that can be understood simply by anyone who read it because the author of this book is well-known enough. This kind of book also makes your own vocabulary increase well. Therefore it is easy to understand then can go together with you, both in printed or e-book style are available. We suggest you for having this particular Rigging for Games: A Primer for Technical Artists Using Maya and Python instantly.

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