



## Postgraduate Certificate

Body Control Rigging and Tool Creation with Python

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Global University

» Credits: 6 ECTS

» Schedule: at your own pace

» Exams: online

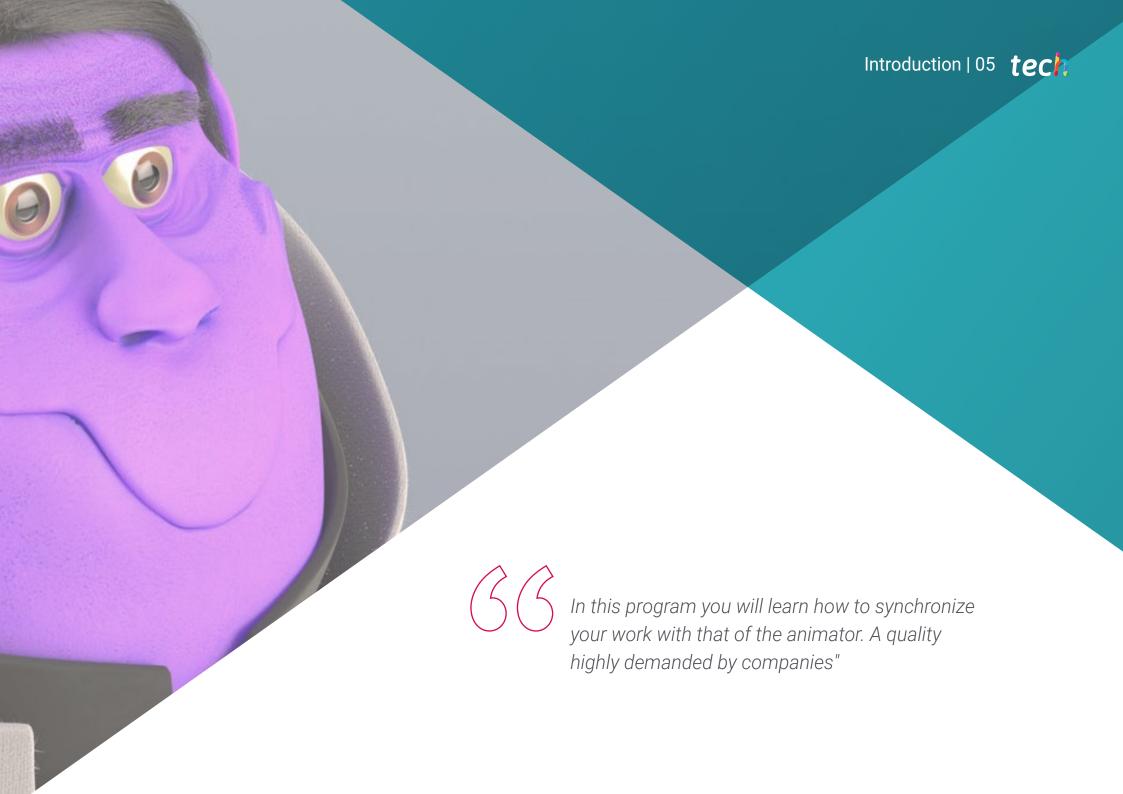
Website: www.techtitute.com/us/videogames/postgraduate-certificate/body-control-rigging-tool-creation-phython

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## tech 06 | Presentation

The design of control elements is usually a very repetitive process. It is essential to use tools that allow us to save time. Because sometimes, shortening the deadlines is almost as important as the final result. For this reason, the last topics will cover the creation of our own tools that will help to develop the control system. that will help to develop the control system more quickly.

Script Editor, the Python programming language and the Maya command library will prove crucial in this process. Opening a wide range of possibilities to perform the most complex tasks in a comfortable way.

These shortcuts will be used to launch the different processes involved in the creation of controls. Mainly, NURBS curves, Constrain elements and Parent Constrain. Always, taking into account the hierarchy of elements and the final solution when connecting the deformation and control rigging.

In order to carry out this learning process, a proven methodology has been implemented that offers the contents in a 100% online mode. Therefore, the entire syllabus will be available from the first day and without timetables, facilitating the student's personal and work conciliation.

This Postgraduate Certificate in Body Control Rigging and Creation of Tools with Python contains the most complete and up-to-date program on the market. The most important features include:

- The development of case studies presented by experts in body Control Rigging. and tool creation with Python
- The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- Practical exercises where self-assessment can be used to improve learning
- Its special emphasis on innovative methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection



The Postgraduate Certificate details the fundamentals of Python programming for Rigging. Therefore, you will be able to create your own tools and speed up your work"



Knowing the uses and classes of Constrain elements is essential to create a proper control rigging. The TECH teaching faculty will provide you with all the keys"

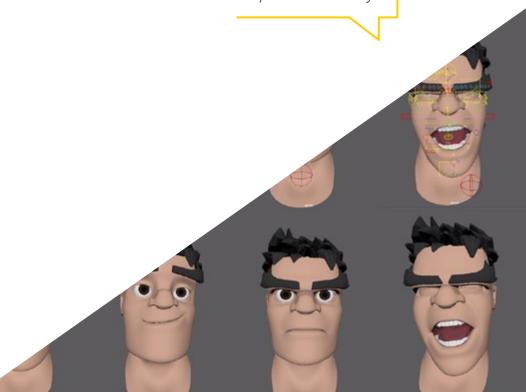
The program includes, in its teaching staff, professionals from the sector who bring to this program the experience of their work, in addition to recognized specialists from prestigious reference societies and universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Learn the function of the Roots in setting the initial position of the controls thanks to TECH experts.

The Script Editor is one of the most useful tools in Maya. In this Postgraduate Certificate you will learn how to use it professionally.







## tech 10 | Objectives

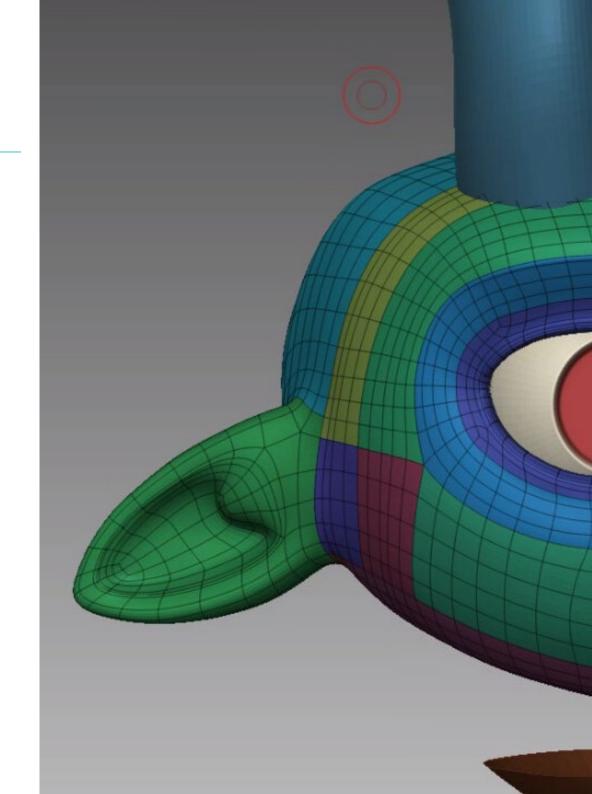


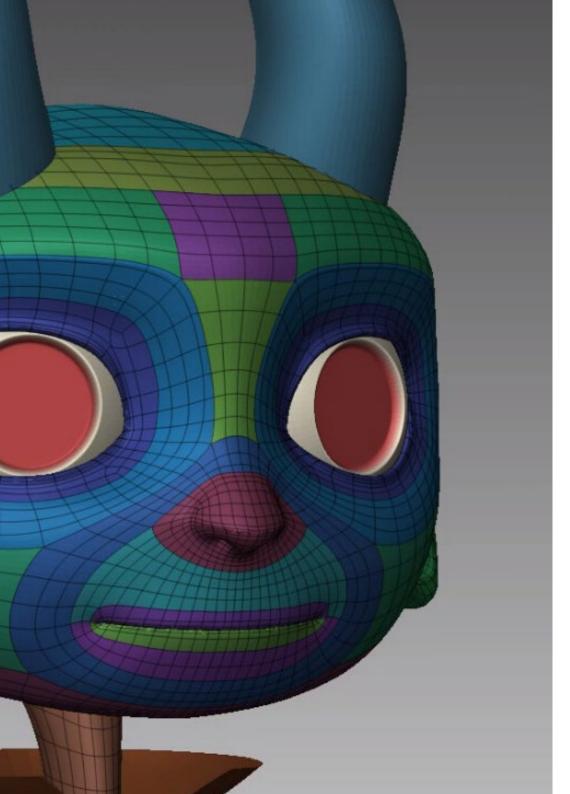
## **General Objectives**

- Understand how a Control Rig works
- Create appropriate controls for the Rig
- Understand the possibilities of Python for Maya
- Elaborate concrete Scripts for your project



Get familiar with the connection of deformation and control Riggings through Parent Constrain thanks to the specialized topic proposed by TECH"





## Objectives | 11 tech



### **Specific Objectives**

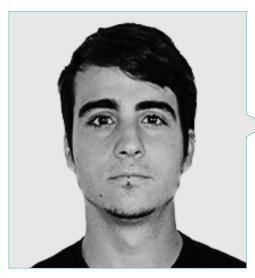
- Acquire knowledge of the functions that a control rig has and its relevance
- Master the standard nomenclature of the elements in the industry
- Create and edit NURBS type curve elements for the creation of controls for the Rig
- Analyze the character to propose a suitable control Rig
- Configure the controls properly to facilitate the animation phase
- Conceive Constrain tools and their possibilities
- Introduce the Python programming language for tool creation in Autodesk Maya
- Develop custom Scripts for Rigging work





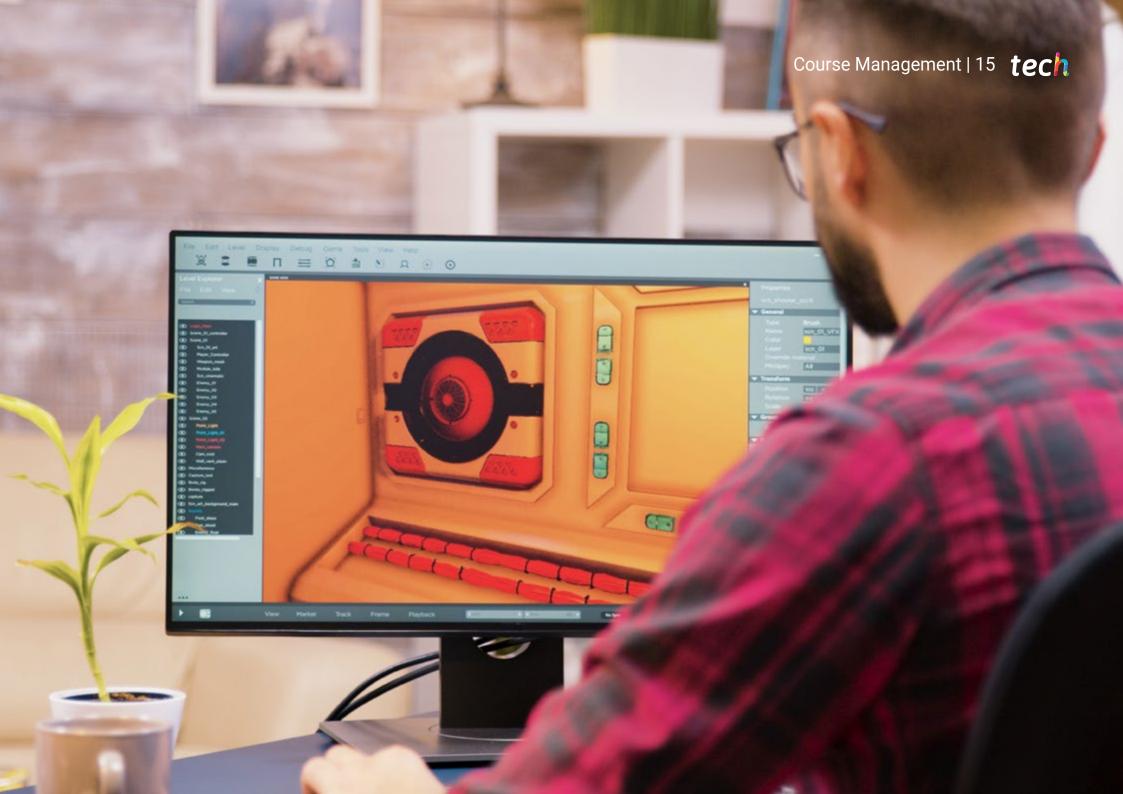
## tech 14 | Course Management

### Management

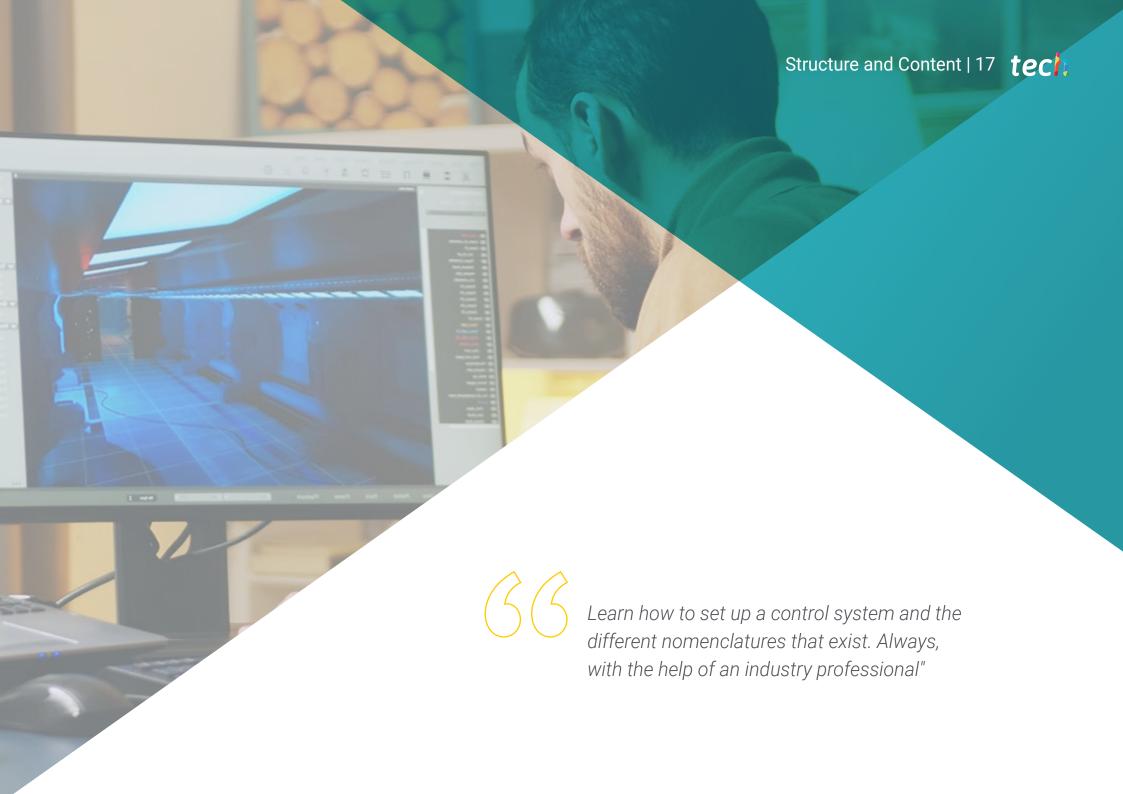


### Mr. Guerrero Cobos, Alberto

- Rigger and animator Video Games videogame Vestigion Lovem Games
- Master's Degree in Art and Production in Animation by the University of South Wales
- Master's Degree in 3D Character Modeling at ANIMUM
- Master's Degree in 3D Character Animation for Film and Video Games by ANIMUN
- Degree in Multimedia and Graphic Design at the University School of Design and Technology (ESNE)







## tech 18 | Structure and Content

### **Module 1.** Body control rigging and Tool Creation with Python

- 1.1. Fundamentals of Control Rigging
  - 1.1.1. Function of Control Rigging
  - 1.1.2. System Approach
  - 1.1.3. Elements of Controlrigging
- 1.2. NURBS Curves
  - 1.2.1. NURBS
  - 1.2.2. Predefined NURBS curves
  - 1.2.3. NURBS Curve Editing
- 1.3. Creation of Controls on the Human Body
  - 1.3.1. Fundamentals
  - 1.3.2. Location
  - 1.3.3. Shape and Color
- 1.4. Set Initial Position of Controls
  - 1.4.1. Function of Drones
  - 1.4.2. Approach
  - 1.4.3. Matching Process
- 1.5. Constrains Elements
  - 1.5.1. Constrains
  - 1.5.2. Types of Constrains
  - 1.5.3. Constrains use in the Rigging
- 1.6. Connecting Deformation Rigging to Control Rigging
  - 1.6.1. Approach
  - 1.6.2. Parent Constrain Connection Process
  - 1.6.3. Hierarchy of Elements and Final Solution





## Structure and Content | 19 tech

- 1.7. Script Editor
  - 1.7.1. Script Editor Tool
  - 1.7.2. Maya Command Libraries for Python
  - 1.7.3. Create Custom Tools with Programming
- 1.8. Python Fundamentals for Rigging
  - 1.8.1. Variables
  - 1.8.2. Functions
  - 1.8.3. Loops
- 1.9. Create Roots Automatically with Python
  - 1.9.1. Approach
  - 1.9.2. Required Commands
  - 1.9.3. Line-by-Line Execution
- 1.10. On and Off Script Rigging of Deformation and Control
  - 1.10.1. Approach
  - 1.10.2. Required Commands
  - 1.10.3. Line-by-Line Execution



With the program proposed by TECH, you will have access to the Maya command libraries for Python and learn how to create custom tools"





## tech 22 | Methodology

### Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

### A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your ideas and decisions.



### Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



### Methodology | 25 tech

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

### This program offers the best educational material, prepared with professionals in mind:



### **Study Material**

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



### **Classes**

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



### **Practising Skills and Abilities**

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



### **Additional Reading**

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.



## Methodology | 27 tech



4%

3%

### **Case Studies**

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



### **Interactive Summaries**

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.



This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

### **Testing & Retesting**



We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.





## tech 30 | Certificate

This program will allow you to obtain your **Postgraduate Certificate in Body Control Rigging** and **Tool Creation with Python** endorsed by **TECH Global University**, the world's largest online university.

**TECH Global University** is an official European University publicly recognized by the Government of Andorra (*official bulletin*). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: Postgraduate Certificate in Body Control Rigging and Tool Creation with Python

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



Mr./Ms. \_\_\_\_\_, with identification document \_\_\_\_\_ has successfully passed and obtained the title of:

## Postgraduate Certificate in Body Control Rigging and Tool Creation with Python

This is a program of 180 hours of duration equivalent to 6 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024





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- » Credits: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

