

## DEA 214 – Design and Animation II

For this assignment we'll be applying what we have learned thus far in rigging to our assignments. Utilizing the character models you have created, create a multi-functional rig with several different constraints involved.

Your assignment will be graded based on the complexity of your rig as well as whether or not it functions without issue. Understand that functionality is the key, focus on making sure that your weight paints are also clean.

I will also be looking into how your naming conventions are handled. As we get more complex with our rigs...naming conventions become far more important!

Remember the key words from our lesson as well:

Driver -> Driven

\_\_\_/30 Rig Functionality

\_\_\_/30 Rig Complexity

\_\_\_/30 Naming Conventions

\_\_\_/10 That extra 10%