FlippedNormals – Face Rigging for Beginners

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FlippedNormals – Face Rigging for Beginners: Welcome to "Face Rigging for Beginners," where you'll delve into creating a simple yet functional face rig using joints in Maya. This course will equip you with the skills for real-time rendering and game engines. Guided step-by-step, you'll learn the fundamentals of setting up facial joints, weight painting, and refining the rig.

Throughout the course, you'll cover:

- Introduction: Understanding facial expressions and optimal facial topology.
- Main Structure: Establishing the foundational structure, including neck, head, and jaw joints, control setups and skinning.
- Mouth Setup: Creating a versatile mouth setup to facilitate various expressions.
- Other Elements: Adding joints and controls for ears, cheeks, nose, gums/teeth, and tongue.
- Eyes: Setting up eye controls and eyelids.
- Eyebrows: Creating a flexible eyebrow rig for expressive poses.
- Final Steps: Cleaning up and finalizing the rig, performing test animations, and integrating it into a game engine.

Your instructor, Jose Antonio Martin Martin, brings over a decade of experience as a Senior and Lead Rigger, having contributed to significant films such as Ghost In The Shell and Suicide Squad. Under his guidance, you'll gain invaluable insights into advanced face-rigging techniques.
This course is tailored for artists familiar with Maya but new to rigging, providing a solid foundation for future endeavours in production-level face rigging.

Tools Used: Maya 2018

Included in this course:

- 21 HD videos
- Scene files
- Base meshes

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