



Gumroad – Character Simulation – Video Training Series

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Character Simulation – Video Training Series: An in-depth guide to the process and the skills needed to design and create a fully-featured simulation of characters pipeline, whether on your own or with large animation or FX studios.

The show is presented with Disney, Dreamworks, Blue Sky, and the char sim artist Josh Sobel. Animation project files courtesy Nick Kondo.

- View a complete overview of the industry-tested production pipelines.
- Learn how to build sim-based rigs using reference swaps and cache-based techniques.
- Learn to create the nCloth settings for dresses and polygon hair and an air configuration for necklaces.
- Learn shot-finishing and tech anim techniques.
- Get demo reel tricks to help you secure an interview quickly.
- Jumpstart your professional career with a focus on your skills that are less competitive than rigging or animation!

Experience with moderate-level Autodesk Maya is recommended.

Maya 2017 or higher is recommended when working with project files.



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