

# Rigging Reel Breakdown

## COREY GETSI

[www.coreygetsi.com](http://www.coreygetsi.com)

40 Goleta Ave., San Francisco, CA 94132  
[cgetsi@gmail.com](mailto:cgetsi@gmail.com) | Tel: 865.256.7787

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### Gargoyle

- FK arm and leg controls
- IK arm and leg controls
- FK spine controls
- IK spine controls using Spline tool with Advanced Twist Controls
- Spline tool with Advanced Twist Controls used on upper and lower arm segments for realistic arm rotation.
- Used "Blend Colors" node to blend between FK and IK systems
- Elbow locking control for IK arms
- Visibility toggles for FK/IK animation controls
- FK/IK matching via Jason Schleifer's "Animator Friendly Rigging" MEL scripts
- Created orient constraints for head to neck, shoulder, body, and rig group node
- Maintained fully scalable rig throughout rigging process
- Used Michael Comet's "Pose Deformer" plug-in to create muscle simulation

### Loin Cloth

- Bound all Gargoyle's joints and Loin Cloth's joints to Loin Cloth mesh, copying skin weights from Gargoyle mesh to Loin Cloth
- Adjusted skin weights so Loin Cloth flaps would move correctly.
- Used hair dynamics to simulate cloth movement as a cloth work-around for Unity game engine. (Unity doesn't support nCloth, or per-vertex animation)
- Used hair colliders to simulate more realistic cloth deformation and to prevent Loin Cloth from intersecting Gargoyle's mesh.

### Necklace

Bound Necklace joints to mesh, controlling movement via direct connections between custom attributes and joint rotations.

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### Guard

- FK arm controls
  - FK spine controls
  - IK leg controls
  - IK spine using IK Spline tool with Advanced Twist Controls
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### Guard – Breakable Ragdoll Physics Version

- Same animation controls as regular Guard model
- Skin weights were altered drastically in order to achieve desired effect (body geometry separation through gunfire and/or explosions)