ATCM3308 - Rigging I

[ATCM 3308](#) Rigging I (3 semester credit hours) This course presents the concepts, tools, and techniques used in 3D animation for setting up clean and efficient 3D rigs that are easily able to be animated. Topics will include hierarchical structures, joints and bones, constraints, creating useful and predictable deformations, and setting up simple and intuitive control structures for use in animation. Introductory animation techniques will also be covered. Prerequisite: [ATCM 2305](#) or [ATCM 2365](#). (0-3) S